



Yarisutemesubuta ~ PUMP & DUMP v1.2
by Edyy78

Welcome Jumper to a world that, on the surface, may look like a particular multimedia series you've heard about before. Going by the dominant religion of the world, 2,000 years in the past there existed a being known as the White God who created everything and did battle with an entity known as the Black Demon for the fate of humanity. After that battle, the White God in their victory entered a slumber with their apostles who aided them, who would be later referred to as Yarimon, settling among humans. And it is said that when the White God awakens, they will bring the "Salvation of Light" upon humanity. In the modern day, people still live side by side with Yarimon, whom they now capture using special devices called Star Disks. These individuals that do so are referred to as Yarimon trainers and they use their newfound companions to battle against other trainers, with the overall dream of most of them being to rise up and take the spot of champion during the Yarimon World Tournaments. These tournaments are hosted by the world government known as Central which also provides free water, heating, natural gas, and electricity to everyone as well as running hospitals and the police.

And one such individual that shares that dream is a kid going by the nickname Futta, which was given to him by his childhood friend/rival Leo. However, unlike others, when it came time to start his Yarimon trainer career, he found out that he was unable to light up the Star Ore in Star Disks, despite being able to before, meaning he couldn't capture any Yarimon. But despite that he managed to get a Yarimon of his own, after one of an unknown species appeared in his basement, whose name is Chikepu, before he found out about his problem. Though one day after battling another childhood "friend"/rival named Hikari, after suffering his 99th loss to her the previous day, he managed to beat her with a "cheat move" Chikepu spontaneously learned. Through this he found out he also spontaneously gained the ability to force those who lose to him to have sex with him, with everyone else treating the "payment" he takes from them as if it has always been this way. Also, in another spontaneous event, he suddenly became able to light up the Star Ore on Star Disks after Hikari gifted him a Yarimon Encyclopedia, allowing him to start the path to achieving his dream. And if you'd like to follow in his footsteps, you can take **1000 Choice Points** to fund your Yarimon adventure, though be aware that there is a secret being kept by the Commander of Central that relates to Chikepu's true identity, one that Futta will be unknowingly plunging himself into.

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Starting Location

Village Of Beginnings

A stereotypical starting town for a somewhat stereotypical protagonist. The Village of Beginnings is the hometown of the protagonist Futta, as well as his childhood friends/rivals Leo and Hikari. Like most towns protagonists get started in, it's very quiet and quaint, with the only real important building being the Yarimon lab where Hikari's mother Luna serves as both a Yarimon Professor and a Star Trainer. The only other thing of note is that one of the residents by the name Sanae used to be a Yarimon trainer in her youth and even managed to proceed to the finals of a Yarimon World Tournament.

Big City

The, no pun intended, "central" hub of the region with a very uninspired name located to the northwest of the Village of Beginnings. Big City serves as the largest settlement in the region with it having a large, dense population, a multi-floor shopping mall, a large venue building, and, uniquely, two Yarimon gyms, though only one is officially sponsored by Central. While there is plenty to do and see in the city, its main star is the rising Star Trainer Maki who unbeknownst to a large number of people is the CEO of the Tohsaka group, a megacorp large and influential enough to throw its weight around when dealing with Central.

Harbor Town

A town on the beachside located west of Big City, home to all kinds of watery fun. Harbor Town, which is barely bigger than the Village of Beginnings, is the only place in the region that has access to the ocean. This has led to it having a host of maritime activities one can participate in such as fishing, boating, and swimming, both in the ocean and in a large indoor pool if you'd like to avoid sea water. But the two biggest attractions of Harbor Town are its two Star Trainers Mizuki and Taiga, the former being the star waitress at a candy "restaurant" on the beach and the latter just being a well-known face that occasionally takes part in events at the pool where people line up to battle her.

Central Tower

The place with a sordid history and where this whole story can be said to have been started. Located north of Big City, Central Tower in the modern day plays home to Central, the world government that not only freely supplies people with clean water and electricity but is the main authority in Yarimon battling. However, 2,000 years ago the tower was the HQ of Central Corp, a megacorp that had discovered the existence of souls and the soul energy they constantly produce. With this information, along with the help of the "Child of God" named Flare, the CEO created the Cristia device, which on the surface was to provide endless resources to the world, but in actuality was a part of his personal goal of taking over the world.

Wano Village

A village to the far southeast of Big City with ancient traditions that truly stand out in the region. Wano Village has a very deep Japanese aesthetic which is not only shown via the architecture, but in the fact that the mayor employs a force of ninja/kunoichi and that there is a Shinto-esq shrine to the north of the village. And unlike everywhere else, the village plays home to three Star Trainers, Aoi, Mohohime, and Kuro, with the latter two being daughters of the mayor and the first being the head shrine maiden.

Origins

Survivor Of the Old World(Drop-In) [Free]

Despite how advanced and modern the world may seem on the surface, in truth it wouldn't be too far off to refer to the setting as a post-post apocalypse, with the apocalyptic event being chronicled in the myth of the White God. But, while almost everyone alive takes that myth as the absolute truth, the actual truth is that the apocalypse was the result of one man, the old CEO of Central, and his greed/desire to rule over humanity as a god, which he had hidden under a veneer of trying to help save it. This desire resulted in the birth of the entity that would nearly kill all of humanity, who would be assigned the moniker he planned to use of The White God by the descendants of the survivors. And said White God was only thwarted by the Child of God known as Flare, who would be erroneously labeled as the Black Demon, whom that man had exploited and betrayed for his goals.

And by taking this origin, you'll be one of two in the modern day that lived back before the apocalypse, with "life sustainment pods" being the reason you've survived the 2,000 years since then. You would also have had front row seats for the entire thing, whether that means you were one of the researchers who was blind to the CEO's plan or who knew about it and either went along with it or tried to stop him.

Dreamful Youth [Free]

As was mentioned previously, one of the biggest dreams of any kid wanting to be a Yarimon trainer, such as the protag Futta, is to battle their way up to being invited to the finals of a Yarimon World Tournament and dethrone the currently reigning champion. But, due to how battle hungry a number of the Star Trainers are, holding onto such a dream also includes striving to be the very best like no one ever was, as well as possibly finding every species of Yarimon and catching them all if that tickles one's fancy. And while the whole concept of Yarimon battling was purposely manufactured by the Commander of Central Teresa about 100 years ago to serve her secret agenda, real passion can be found in almost everyone that participates.

And taking this origin will put you on a path similar to Futta though whether or not you'll be able to surpass him is up to you.

Trainer Of The Stars [Free]

But lonely children with a chip on their shoulders aren't the only ones gunning for the title of champion. A good number of the top competitors that always stand a good chance at being invited to the finals are full grown adults who still hold on to a competitive fire in their hearts. And these people are officially recognized by Central with the moniker "Star Trainer" and if one wants to have a shot at reaching the finals they have to beat a good number of these people.

So by taking this origin you'll be able to count yourself among them, either as someone who has been a part of their number for years or as a newcomer that practically no one has heard about.

You gain four floating discounts which can be applied to a 100 CP, 200 CP, 400 CP, and 600 CP perk or item in the general sections.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Dev Work [100 CP]

Something that a number of people may not understand is that a lot of work goes into the creation of a video game, or really any sort of creative medium. Not only is this due to the large amount of coding a person or team would need to do in order to get mechanics and the like working properly, there are a lot of behind the scene elements that need to be worked on. Primarily this is things like storyboarding to get major story beats for your game, sketching designs for maps or characters, and coming up with character elements like personality. So if you'd like to tread the path of being a creative, then this perk will aid in such endeavors.

Now, you are highly skilled at the various behind the scenes work necessary for the creation of things like games, movies, and the like. Specifically, you are an expert at creating cohesive and well thought out stories that carry a central theme via storyboarding, creating engaging characters by making profiles on them that include things like their personality and backstory, sketching things like said characters or maps to get a rough idea on how you'd like things to look, and other such things. You also have a very good work ethic mixed with deep motivation, with you always knowing when to push hard when working on something and when you need to take a break. And to further tie things together, you also have a highly creative mind and if you get stuck when working on something by simply going about your day while occasionally casting your mind to what you're stuck on will cause a flood of inspiration to come.

Also, as a slight bonus, this perk causes secret rooms to be found in every jump that contains various dev notes, storyboards, etc., based on the setting the jump is about.

Mind-numbing Pleasure [100 CP]

A common, almost cornerstone, trope of plenty of lewd games is the fact that sex is one of the most mind meltingly pleasurable things one could get up to. It's to the point that one wonders how people seem to get anything done with how crazed they get during sex or the fact that in some cases the pleasure is enough to completely knock people out. But if pleasure beyond what exists in the normal world is something that seems like a good time, then by taking this perk you'll be able to experience such pleasure all the time.

More specifically, this perk makes it so that all sexual acts and aspects of sex invoke their own unique brands of pleasure for all participants that feel distinctly different from each other. This includes major things like a sloppy blowjob having its own unique pleasurable feel that is entirely different from vaginal sex, or having sex in a mating press feeling uniquely different from doing it in doggy style. To the minor like the insertion and removal of a dick or dildo having notably unique feelings. Things that normally wouldn't give a person pleasure are also included so if you're eating someone's

ass or pussy then you'll be able to gain pleasure from it to the point you could cum from it. This uniqueness in pleasurable feelings also applies to the people you have sex with, so mating pressing your childhood rival would feel different from mating pressing their mother. And to ratchet things up even higher, sex in general just feels a hell of a lot better for both you and your partner(s), with the pleasure felt increasing based on the number of orgasms you all have as well as the number of fetishes that get fulfilled. For example, if you have a thing for huge boobs than fucking someone with a J cup would feel better than someone with a DD cup and if you have a fetish for being raped then having someone do so or them role-playing doing so will bring a lot more pleasure.

As a bit of protection, since this new heightened level of pleasure makes things like ahegao faces and blacking out very likely, you gain a good boost to your stamina and willpower as well as an immunity to becoming bored/desensitized with sex, with the latter applying to both you and any partners you have. This stamina and willpower boost are to help in steeling yourself and retaining consciousness, though this isn't a perfect solution by itself as you can still be overwhelmed by those with more stamina or a certain ferocity when it comes to sex. And in the event you happen to fuck someone into unconsciousness, assuming it was consensual, then continuing to fuck them won't be considered a bad thing.

Analyzing The Competition [100-200 CP]

When it comes to any kind of competition or other activity where you have to "go against" someone, being able to scope out your opponents can be a valuable skill. As with it, you'd be able to figure out what the strengths and weaknesses of your opponents are, meaning you'd have an extra leg up when it comes to developing counters for them and won't be caught off guard by things they may pull out. So, by taking this perk, you'll be able to become the sort of competitor that that few can keep secrets from.

As with it, when you observe people that you can challenge to some kind of competition, you are able to see colored bubbles above their head which correlate to their difficulty. If the bubble is blue then the "battle" will either be even or heavily in your favor, if it is green then they are moderately stronger than you, and if it is yellow then they are considerably stronger. What goes into determining a person's color, and thus the general difficulty you'd have in facing off against them, is based on their skill level in whatever you are thinking of challenging them in, such as a Yarimon battle or a game of chess, and other factors unique to what you want to challenge them in. For example, for Yarimon battles this would take into consideration not only their skill in commanding their Yarimon, but the number of Yarimon they have, what "level" their Yarimon are at, and the different specific Yarimon, plus their typings, that make up their team when compared to yours. Some of this information will be visible to you, but only info that would give you a minor advantage at best such as the previously mentioned "levels" of your hypothetical opponent's Yarimon as well as how many Yarimon they are carrying on them.

But, if you're the sort who doesn't want to challenge anyone to anything without knowing every intricate detail about your opponents, if you pay an extra **100 CP** for a total of **200 CP** that last rule can be bypassed with this system laying every detail of your opponents bare. For example, for Yarimon battling this would tell you things like what specific Yarimon they have and said Yarimon's moves, abilities, and typings; for

something like a TCG you'd know what type of deck strategy they are using in terms of things like control or burn and the exact cards they are using; and for actual physical combat you'd know an opponent's general combat skill level, their skill level with various weapons, fighting styles, or magic/powers, their favored tactics, and any gear they have access to along with any special abilities said gear has.

_ Year Old Champion [100-200 CP]

Similarly to the series it is parodying, Yarimon trainers in this world get their start very young. Though a concrete age is never given, it's safe to say that the protag Futta, and his two childhood friends Hikari and Leo, are around ten when he officially starts his journey. And while normally this would be fine, the journey Futta goes on is chock full of him fucking various female trainers. But for some odd reason no one really seems to care all that much about his age when it comes to having sex with him, with this not even being able to be pinned on his "Payment" ability as people continue to not care when he fucks them without the use of it. So if he can get in on it without getting him or others in trouble, why not you, so by taking this perk such a nonchalant attitude towards your age will follow you around.

As now, when pursuing sexual relationships with others, the "actual" or apparent age of you and/or your partner(s) never weighs on people's minds at all, with your partner being included in that. At the very worst, people will just make various simple, and mostly playful comments on it. But, if you'd like to get some more benefit out of being or looking young, then by paying an extra 100 CP, for a total of 200, age will truly mean nothing for you. Now, your "actual" or apparent age will never preclude you from anything, meaning that you can take a teaching job, be elected CEO of a company, get a stiff drink at a bar, live completely by yourself, or enter a brothel while looking like a fresh faced teenager, with people again at most making playful comments about it.

Bounty Of Virgins [200 CP]

Getting to go on an adventure to try and fulfill his dreams of becoming a Yarimon champion is one of the big lucky breaks Futta had. But another, which is coupled along with the discovery of his "Payment" ability, is the fact that most of the female trainers he runs into fall within his preferences, both in terms of their bodies and personalities. And one of the biggest examples of that is the fact a good number of said female trainers are virgins, even the full grown adults you'd expect to have had some kind of sex life before running into Futta. So if you'd like to be like him and assure that those you'd like to fuck fall within your own preferences, then this is the perk for you.

So now, you have the ability to designate certain traits that will be a lot more common among those you run into. For example, these traits can be physical such as women falling into a specific cup size range or men being effeminate femboys, personality based such as people being rowdy tsunderes or meek loners, mental such as people being cartoony narcoleptics, or a mix of traits that form an archetype such as people being shy blushing virgins in body, mind, and experience. You can also pick and choose what groups/categories of people these traits and/or archetypes will be applied to, such as making it so a good number of the Yarimon trainers you run into are lonely single MILFs or GILFs that want to try and reclaim their youth.

Shroom Department Member [200 CP]

The possible group named the Shroom Department is one of the many oddities in the region the story takes place. Futta never runs into any of their members to really prove their existence, but through another interaction they do seem to not be a myth. Specifically, there are various kinds of special mushrooms scattered around the region, with them all being much larger than a normal one, coming in various colors, and one type having a pair of snazzy shades. And whenever Futta touched one of these special mushrooms they suddenly disappeared and a reward was left in their place, as if the Shroom Department just conducted a teleportation based transaction. So if you'd like to also get in on this "scavenger hunt" rewards program, then taking this perk will induct you as a Shroom Department member.

Now, as you go out and about you will randomly come across special, almost three foot tall mushrooms with white stalks and whose caps come in red, yellow, blue, and green with white spots with the green ones having a snazzy pair of shades. Upon touching them, the "Shroom Department" will instantly teleport them away and grant you two main types of rewards. The first is monetary, as when you touch the red, yellow, and/or blue ones, they will give you 1000, 5,000, and 10,000 Yen respectively. In future jumps, the type of currency will change to fit the local area you find the mushrooms in, and you also change what denomination the rewards take. For example, if you are in a fantasy world this would give you gold coins and if you found a blue mushroom you could have this give you 1,000 platinum coins instead of 10,000 gold ones. And the second type of reward grants you access to a kind of leveling system, but one that is more for any Yarimon, creature, or monster you train than for you. Upon first touching a green mushroom you are granted access to trainer levels, and having them allows any Yarimon, creature, or monster you train/battle alongside to gain exp and level up. These level ups grant a minor general increase to their various stats, but they are level capped at whatever your trainer level is, and to increase that all you need to do is find more green mushrooms, but they are somewhat rarer than the others.

Bonding Of The Stars [200 CP]

Another element this world shares with its "parent" that it is parodying is the fact that in order to be among the very best one needs to develop an incredibly deep bond with their Yarimon. While the soul link that Futta and Chikepu have is a bit too far for any normal person to get, examples of such bonds can be shown by some of the Star Trainers such as Maki whose bond with her Yarimon allowed them to ignore attempts by others to send false orders to them. So to give you a leg up on other Yarimon trainers, this perk will grant you a tangible benefit to developing deep bonds with the creatures you command and fight alongside.

Specifically, now when you do exactly that, the animals, creatures, and monsters that you battle alongside will start to gain something called Bond Stars. These are represented by intangible gems that float around the animal, creature, or monster in question with you being able to turn them invisible at will. These Bond Stars will increase the stats and the strength of the powers/abilities of the animal, creature, or monster that has them, with each star conferring a 10% boost and the max number of stars being ten. By default the stars will form a color gradient with the first being yellow and the tenth one being a pinkish red, though you can pick and choose the colors of each Bond Star. Also this perk makes bonding with an animal, creature, or monster a lot easier, to the point it is almost trivial to form a deep loving bond with them so long as you don't do anything like abuse

them. This deep bond also makes it so an animal, creature, or monster can willpower their way through moderately strong impediments such as mind control or fatigue.

Converging World Lines [100-400 CP]

As you go around the world of Yarimon, or at least the region where all of the story takes place, you may notice something special about a few of the people you may run into. Specifically, certain individuals bear an almost exact likeness to characters in another “world line” that was created by the creator of this one, albeit with some minor changes here and there in terms of personality. And in the event there happens to be some character that you’d like to snag, but getting to them is a way into the future, this perk will grant you an alternative method of getting them.

Now, as you hop from world to world, there will be a number of individuals that are expies of various different characters from all of media. These expies, who will tend to be from your favorite pieces of media and of your favorite characters though you can pick and choose who will show up before a jump starts, are almost exact copies of the character they are an expy of with things like their personality, appearance, likes and dislikes being the exact same. The only exceptions come into play when a character has supernatural abilities/items or is of a supernatural species and the world their expy is being brought into doesn’t have anything that is equivalent. Normally these supernatural abilities/items and species will be converted into local equivalents, albeit reduced in strength if necessary to fit the expy to a tier of power similar to the one the character they are an expy of held in their original setting. For example, if an expy is of a fire spirit with a fire crown and you happen to be in a Chinese cultivation world, then they would be converted into that world’s equivalent of a spirit, would have a fire based cultivation method, and their crown would be converted into a similar cultivation tool. But if that same expy was to be brought into a non-supernatural world, or a world that didn’t have equivalents for all of their supernatural elements, they wouldn’t be a fire spirit, have any of their fire abilities, or have their fire crown. At best all these elements could be represented by fire related super tech if it exists, but if it doesn’t they would only have cosmetic or minor elements such as their hair being fire colored, them having a love of fire, or having a higher than average tolerance for heat.

But if you’d like to change that expectation, by paying an extra **100 CP** for a total of **200 CP** expies of characters that have supernatural abilities/items and/or are of a supernatural species will also have said abilities regardless of the world they are brought into, while still obeying the power nerfing rule. Another thing this tier provides is the ability to have an expy be created from a variant of a character that exists in a hypothetical world line where some “cosmetic” element is different about them. For example, if the character an expy is based on happens to be human, you can instead have the expy be based on a version of the character that is an anthropomorphic dog.

And for a final extra **200 CP**, for a total of **400 CP**, you can also say goodbye to the previously mentioned nerfing rule, though with one caveat. Rather than just letting your expies be fully powered from the get go, this tier instead makes it where an expy will start to unlock the true extent of their power over time, with how long this takes being based on the level of power of the expy’s inspiration and its relationship to your level of power; the higher the former and the larger of a difference in the latter the longer it takes an expy to reach full power. For example, if the character an expy is based off of is a

"street level" super hero, while you also are of a similar power level, they'll gain the full capacity of their powers far faster than if they were an expy of a "multiversal" god, even if you are also "multiversal", and if you were basically just a normal person trying to get your hands on said "multiversal" god you're probably looking at dozens upon dozens of decades at a minimum.

Soul Pressure [200-400 CP]

One of the central pieces of this world that has allowed all of its supernatural and fantastical elements to exist are souls and the soul energy they produce. All of humanity has souls with them constantly, and potentially infinitely, producing soul energy which is referred to as "the heat of one's soul". And from its discovery 2,000 years ago it has led to the proliferation of Yarimon battling, though this wasn't the intended purpose of those who had first discovered it, and a mark of being a strong Yarimon trainer, such as the Star Trainers, is to have a particularly strong soul that outputs a lot of soul energy. So since all of the major players in the world have such strong souls, why shouldn't you, so by taking this perk you'll be able to stand among them, at least in terms of your soul.

As now, your soul will see a major increase in size, putting you on the level of a Star Trainer and with it constantly producing a large amount of soul energy. The strength/size of your soul, and thus the amount of soul energy it can produce, can be trained by "burning your soul" for something, or to be more specific making use of your soul energy such as using Star Disks to give orders to your Yarimon. Also similarly to Star Trainers, this increase to your soul grants access to a sort of "pressure" that can be thought of as a non-lethal killing intent. You can let this "pressure" out at will, with it affecting those in range which depends on the strength of your soul, and impressing a sense of your power based on the amount of soul energy you produce along with your own strength and skill level. It also has a "special effect" on those who feel it which you can pick and choose, such as it making people feel as if they've been hit by scorching heat, a gust of wind, or that their body has suddenly become heavy. But, simply being a gauge for how strong one is isn't the only use of souls and soul energy, as evidenced by a series of notes locked away in ruins found within Wano Mountain. These notes, where were written by Researcher D the right hand man of Central Corp CEO, mentions how upon the discovery of soul energy 2,000 years ago it was theorized that if it could be utilized the amount of energy a single person could generate would be enough to meet all of their electrical needs for the rest of their lives.

So for an extra 200 CP, for a total of 400, your soul energy is able to be more readily used. To be a bit more specific, you are now able to use your own soul energy as an infinite power source to power/charge anything you use from a phone, an electric bike, to magical devices, with this counting as "burning your soul" in regard to training it. Specifically, it is infinite in the fact that your soul will never stop producing a steady flow of soul energy, but what you can and can't power is dependent on the strength of your soul and the amount of soul energy it produces at a time. So if your soul isn't strong enough you couldn't power an entire starship by yourself, unless you want to spend a lot of time filling up batteries to power it. And, as a final element you can undergo Synchronization with Yarimon or any other monsters/creatures you command that are in their final permanent transformation and grant them a special EX form that you can have them enter at will. This EX form is a temporary super powered form of evolution

that grants a Yarimon, or any other monster/creature, a massive increase to their stats and the strength of their abilities/powers.

The Big Truth Of Kindness [600 CP]

While one would assume that a very lewd and sex oriented setting wouldn't have any real themes or the like to talk about, but in actuality there is one theme that can be said to be the basis of this world. That theme being kindness, as the whole upbeat ending couldn't have happened if not for a chain of connected actions made out of the kindness of certain people's hearts. And the one being that kicked off that chain was the will of the planet who wanted to save humanity, its children, from their self destructive way despite the fact they had been polluting them. And by taking this perk you can become a sort of inheritor of that will.

This inheritance entails you becoming a sort of embodiment of kindness as it makes it so your acts of kindness, no matter how small, will have positive knock on effects for both you and others, which will also provide aid in order to allow you to do more and bigger acts of kindness. To aid in this you have a sense that draws you towards people you can help or events you can aid in solving and vice versa with them being drawn towards you as well, though you can turn this off. All of this can and will snowball to the point of providing major assistance in your efforts to do things like saving the world. For example, you may come across a child who wants to buy a soda, but is short on money so you decide to spare them a few bucks. This act of kindness will result in something like you happening to find a free pack of soda of your favorite brand as well as running into someone who is highly skilled and saw you help that kid and thus will offer to help you or be your friend.

Another thing that you get from this inheritance is becoming an arbiter of both redemption and doling out punishments. For the former, you are a skilled redeemer, able to take those who aren't completely black hearted evil and instinctively know how best to guide/inspire them to want to walk down the path of being a better person, with "redemption" and what a "better person" means being up to you. In this process you can also choose to instill a sort of "sex equal redemption" mindset into them, making them wholeheartedly believe that having sex with you will redeem them of their sins and make them a better person, which it will as you can replace the normal methods of redeeming someone with sex. Regardless of whether or not you make use of that, other people will more readily accept that you have redeemed the person in question with any lingering hatred or grudges being minor. Also as another tool in the aid of redemption you have access to the "Rays of Human Euthenasia" that Cristia made use of. This allows you to cast these rays at will, with them falling from the sky and landing on a point you designate, with them ignoring anything that would block them from landing there whether it be a roof or any kind of defensive spell. If a person gets hit by and stays within them for only a few seconds then they will become a kinder, more happy person, which makes them more altruistic and willing to help others. On the other hand, if they stay in the ray for longer, then keeping with its name the ray will kill them, completely erasing their body in a way that is not only painless, but comforting and warm.

And for the latter when facing off against those that are "evil" you have a lot more free reign in regards to how you go about punishing them. In this context, "evil" can be seen

more as someone being any level of “unkind” towards you or others and you can enact very heavy disproportionate punishments or revenge upon them with no one caring that much. For example, if you catch someone physically assaulting or verbally abusing someone else, you could pin them down and rape them with no one raising a fuss and some even saying the person being punished should have been a more kind person to avoid this. Also elements that would make it hard for you to carry out your punishment or revenge always get made into non factors, at least in regards to those that come from other people. For example, if the person you’re trying to punish is a very powerful CEO with resources to defend themselves then maybe their board of directors will vote to kick them out and strip them of their resources, possible due to not wanting to be associated with someone your targeting if you happen to be very powerful or influential in the setting.

Child of God(Ability) [600 CP]

As was mentioned in **The Big Truth Of Kindness**, the first event that kicked off the whole kindness chain was enacted by the will of the planet, or at least it was theorized by Researcher D. And according to Researcher D’s theory, said event that the will of the planet enacted was the birth of a particular child named Flare, or as she was better known as, “The Child Of God.” This moniker comes from the fact that unlike everyone else she had various supernatural abilities related to the soul and soul energy, and by taking this perk you can become another child of god that was naturally birthed into the world by the will of the planet.

To start off, you gain a special sort of true sight that allows you to not only see the souls and soul energy of others, but other things like different types of magical energies as well as things that are hidden via magical/supernatural means or because of their own nature. You can even grant others this true sight and revoke it from them as well. Next, you gain Flare’s ability to manipulate the soul energy of yourself and others which allows you to convert soul energy into specific things and pull off/create your own moves in the vein of the ones the Yarimon show off. To be a bit more specific you can make use of soul energy to generate, manipulate, and create moves based on the “elements” shown by Yarimon which are fire, earth, air, water/ice, plants, electricity/lightning, light, and darkness, with you also being able to manipulate raw soul energy which can be used as laser beams, raw kinetic force, or as shields. Your proficiency and strength in this is to the point you are effectively a one man army that can safely beat the modern military of an entire nation by yourself. This also comes with your own “cheat move” in the vein of Flare’s Cheat Tackle and its upgraded form of Wings To The Future, with it becoming some kind of ultra strong attacking move or some kind of status move. Though due to its incredibly draining nature, you can only use this around two to three times a day.

To help in future situations where the concept of soul energy, let alone souls, isn’t something that is explicitly mentioned, you gain the ability to introduce the concept of souls to future settings. Every human, human like beings such as elves or aliens, and creatures similar to Yarimon will gain souls, as if they had the first tier of **Soul Pressure**, with the strength of them and thus the amount of soul energy they will constantly produce being vaguely based on how “strong” the being is. There will be outliers similar to how Futta was born with a soul on par with a Star Trainer even though he has never

trained, and with these particular souls if you have a way of messing with them you can influence and alter the minds of those who have them.

And finally, you have two more “minor” abilities. The first of which allows you to eject your soul from your body, with it being able to exist outside your body indefinitely and is highly resistant to damage, pilot it around, and force it into those that don’t have a soul to take them over. While your soul is ejected you still retain a link to your body meaning you could activate any ability or power you have in your body. And the second is the ability to cause beings without souls, that aren’t affected by your ability to introduce the concept of souls such as “dumb” A.I robots or golems, to over time gain their own by just simply interacting with them and treating them like a thinking breathing person. This causes them to become more human, gaining their own personality and ability to feel emotions.

Survivor Of The Old World

“Childish” Inspiration [100 CP]

When it comes to things like video games, movies, and comic books, there are a number of people who see them as nothing more than wastes of time. Especially in the realm of fields like science and engineering, people will assume that these hobbies will only serve as a distraction for a scientist/researcher or engineer. But, as plenty of people in said fields will tell you, those hobbies were one of the major factors that got them into their field. So, by taking this perk, you'll be able to allow your love of things like games or movies to serve as an endless well of inspiration that will leave a mark on all that you make.

More specifically, this perk allows you to draw inspiration from different forms of media, both in regards to your creative endeavors like book writing as well as when it comes to things like making inventions or refining your supernatural powers. For example, if you happen to watch a sci-fi movie with a large focus on spacecraft you might get a sudden jolt of inspiration that lets you better refine your own starcraft or if your reading a manga where a character has fire based abilities you might get an epiphany on how you can further refine your own. Though this does hinge on you having the necessary skill to improve things.

As a bonus, you also know how to exactly or approximately replicate things in any media you happen to watch/read, like certain pieces of sci-fi movie tech or a particular anime power; using what abilities, tech, materials, skills etc., you already have. For example, if you have a favorite anime character whose powerset or fighting style you love, you'd be able to read/watch their series and know how to replicate their powers and techniques, either perfectly or approximately depending on what powers, abilities, and skills you already have. Or if there is a piece of tech you'd want to make use of in a video game, like the mini map system cyberpunk enforcers have embedded in their helmets, you'd know if you'd be able to make it with the bits of tech you already have and how to go about doing so. This also works on design elements as well, so if a particular star nation in your favorite space opera video game has a certain design style for their buildings and robots, you'd be able to perfectly replicate them.

Skills Of A CEO [100 CP]

As you would expect, inventing the Cristia Device was no small feat, especially considering it only took 12 years from the discovery of souls and soul energy for it to be more or less finished. And while you could attribute it mostly to the Central CEO's abilities, it wouldn't be a stretch to say that the work force of researchers and scientists he employed also played a major part. So, by taking this perk, you'll gain a skillset that probably was the main reason the Central CEO brought you aboard all those years ago.

Said skillset has two main parts to it, with one dealing with the business world and the other handling all things science related. For the former, you have a good deal of business skill and sense which, when coupled with an equal level of raw business instinct, means that you could run anything from a small mom and pop shop to a global megacorp with no issue. Whether it be hiring staff, securing supply lines, or managing expenses, you find all such tasks as trivial as writing a diary entry of what you did in a day, with you also having a mind suited to coming up with ways to inspire growth in

businesses you manage. Coupled with this, you also gain public speaking skill and the ability to tailor messages and speeches to get your desired result, making you a savant when it comes to doing live demonstrations of upcoming products, or even research projects if your business happens to be in the field of science, and just doing advertisements in general, making it easy to generate public hype for anything you want.

And for the latter, you have the chops to make you a competent researcher/scientist with a mind that is absolutely driven by curiosity and logic, making it so you have a love and fascination with learning new things, regardless of what they may be, and have an intuitive understanding of the underlying logic of most things you come across. This even includes magical or supernatural things, and, with enough experimentation, you'd be able to fully map out every intricate detail in things like a magic system or super power you were suddenly granted.

Refuge In The Spotlight [200 CP]

One of the adversities that the Central CEO and his megacorp had to deal with during the creation and refinement of the Cristia Device was the hungry eyes of those peering from outside. It shouldn't surprise you that such a monumental project didn't stay a company secret for long, and both the Central CEO and his right-hand man Researcher D feared that they would be attacked, either by rival mega corps, foreign nations, or even their own home nation. So, by taking this perk, you'll be able to pull off what they did to help protect themselves from those that would seek to destroy them, stepping into the spotlight.

As with this perk, if you decide to bring any project you're working on into the public spotlight, you, and whatever group your leading that is working on the project, will gain a level of protection and funding from all interested parties as a sort of grace period where they make an unofficial agreement between themselves to not mess with you. The more important or world changing whatever the project you're working on is, the more groups and/or people will be drawn into this, the more serious and strict they'll be about not interfering with you and providing funding or material support, the harder they'll come down on those who break this, and the longer your grace period will last. For example, if you and the company you are in charge of decided to go public with the cure to cancer that your developing, you'd see donors come out of the woodwork to support you whether that be whole countries, various health organizations, or even million/billionaires who either are altruistic, have cancer themselves, or have family/friends that have it. These groups and individuals would also play a part in making sure you and your company are protected, either by directly providing security measures like guards and the like or just serving as an extra pair of eyes and ears that you can tap into, with them also making sure any of the more ambitious donors don't try to pull one over on you such as stealing your cure to profit off of or hold hostage.

But, this period of grace and protection does also hinge on you making tangible progress in regards to whatever project you pushed into the spotlight, so to help you in case the project has hit a major road block, you can also extend the grace period by working on sub-projects to give to your donors. These sub-projects have to be in some way tied to the original one, so with the aforementioned cure to cancer a suitable sub-project could be a cure to another major disease, just like how Central worked on the "New Lifeforms" Project in order to buy themselves more time, after the repeated failures of getting the

Cristia Device to function properly, under the pretext of distributing soul energy tech to the countries that funded them.

Amoral Discontent [200 CP]

One feeling that plenty of people have had when it comes to team-related projects, whether they are in regard to a simple school project or something more at home in a large company, is that certain team members aren't pulling their weight. Whether it be a member not doing their assigned tasks, doing said tasks poorly, or even possibly sabotaging the work of others, it's natural that resentment towards such people will build. And by taking this perk, you'll be able to make use of such resentment, either to fulfill your own goals or to just satisfy your desires.

More specifically, this perk makes it so that when working on a project with a team, or just working with a group in general, you can start sowing the seeds of resentment focused on certain members. Similarly to how the various staff members of Central started to believe that the various failures of trying to get the Cristia Device to function without Flare was due to Flare not fully cooperating with them, whenever the project or group suffers some sort of delay, failure, or hold-up, you can direct the various frustrations the members of the group may have to particular people. By itself, this will take a good deal of time for the resentment to reach "suitable levels", though the severity of the setbacks, even if they're purposely engineered by you with you knowing how to stealthily do so, or how important the project/group is to the people in them can speed this up, such as how some of the researchers were worrying about what was going to happen to their jobs and their families if the Cristia Device fell through. Another way this can be sped up is when the people you target with this, or those that stand by them, try to defend themselves from any allegations or try to halt progress on the project, with everyone else taking the least charitable interpretations of their actions, just like how Teresa, who was assigned to serve Flare, protesting further experiments in concern for Flare's health may have fanned the flames of the researchers' resentment.

And once this resentment reaches "suitable levels", you can then make use of it as a potent tool in convincing everyone harboring it to help you do various amoral or evil things to the targets of said resentment. The more resentment these people hold, the easier you find this to be, and at worst you can get them to simply ignore you doing said actions, similarly to how the Central CEO more than likely got the researchers to buy into his soul ejection plan for Flare by playing on their resentment, as when it happened none of them seemed concerned that she fell out of the Cristia Device seemingly dead and complied with his order to put her body back in the device with no hesitation. As another example, if you happened to have a boss that everyone generally hated and enough resentment had built up, you could convince your co-workers to aid you in kidnapping them and turning them into your sex slave with them doing things to help cover your tracks.

But despite the evil wording and example, this can just as easily be used to bring the hammer down onto those who truly deserve it, like a jackass mayor who keeps abusing you and your co-workers while heaping more and more unrealistic levels of work upon you all to try and keep up with the equally unrealistic promises they've made to your constituents.

A Soul Sheathed In Metal and Flesh [400 CP]

As was previously mentioned in **Refuge In The Spotlight**, the prototypes of the New Lifeforms Project were created to simply buy Central time for the Cristia Device. But, unbeknownst to the ones that worked on this side project, their creations would later go on to become the ancestors of all Yarimon, both in actuality and in the myth of the White God. And while you may, or may not, have been one of the ones on that particular team, taking this perk will grant you the ability and knowledge to replicate what they did.

As now, this perk allows you to create Yarimon-like creatures by infusing non-sapient animals, plants, and inanimate objects with soul energy, or other forms of supernatural energy, either using your own supernatural energy or via outside devices. Like the various different types of Yarimon that can be found, this process will grant your created Yarimon a change in form to be more like a fantastical creature, along with granting them a soul, with them gaining access to various supernatural abilities, and the more energy you use the stronger they become both in terms of physical ability and their supernatural ones. But, when doing this, you will have very little control over how the end product looks, acts, or what specific abilities or "typings" they have unless you happen to have proper tools/devices or an incredibly high level of control and ability to manipulate your own supernatural energy. This will lead to your creations being heavily influenced by what type of supernatural energy you made use of.

For example, after the proto-Yarimon were subdued and made more docile by Researcher D, and they started to propagate and evolve in the wild, they over time started to become equal parts cuter and rounder as well as cool, edgy, and badass compared to the "under cooked", mutated look their prototype ancestors had. This is attributed to the fact they were created with the soul energy collected from all of humanity, and since the soul is connected to the mind, they grew to embody things humans were fond of, which could also explain their supernatural abilities, at least in terms of theming, but that may be more in tune with the fact that Flare could do similar things with soul energy. But, to help you a bit, this similar phenomenon can be applied to the Yarimon you create, meaning that while they still have a high degree of randomness, they will generally embody things you happen to like. So, if you have a love of fire, then the Yarimon you make will tend to have fire-based powers and theming, assuming the energy you used is "capable" of fire related things. Or, if you're looking to make Yarimon that are equal parts sex and combat companion, then those that you make will embody sexual characteristics you find prefer, whether that manifests as them gaining humanoid forms like Chikieflare or them keeping a non-humanoid form just with your preferred set of sexual assets.

But, mucking about with supernatural energies isn't the only way you can bring about new forms of life, as you also become very skilled in robotics, alongside its supplementary fields like material science. With this, you're capable of creating various different types of robots, with the main ones being maid and security robots. Another part of your skillset is a high level of programming, particularly in the realm of actual A.I, letting you program in a wide variety of skills and create A.I that can do everything a person can such as laugh, love, and feel other kinds of emotions like lust. That does include making bodies that replicate that of a person such as having an artificial heartbeat, soft realistic synthskin, the ability to produce artificial fluids you create, fully modeled and functioning genitalia, and the ability to feel all kinds of sensations like

pleasure. As a bonus, any robots you create, so long as you give them a suitably complex and human-like A.I, will automatically have a soul, though not in the same way as the aforementioned soul infusion but more like they were "born" with it like any other flesh and blood human.

A God Of Human Effort [400 CP]

The story of the Central CEO and his plan to rule the world isn't too unique in the grand scheme of things. There are plenty of people, both real and in the realms of fiction, who made it their life's goal to rule the world, or at least a large chunk of it, and one of the ways they seek to do this and entrench their rule is by deifying themselves in the eyes of their people. Though, this is easier said than done in most cases, especially when one doesn't have supernatural powers to lord over people, but by taking this perk you'll be able to more easily pull off what the Central CEO failed to do and what the Cristia Entity, or "White God", accidentally did.

That being, the ability to become a god in the eyes of others without having to rely on something like a god spark or actual godhood, as with this perk you are able to mythologize yourself and your achievements without the need of waiting thousands of years like the "White God" unintentionally had to. Specifically, you are able to form a cult/religion around yourself, with this happening naturally based on how grand your past achievements are, regardless of if they are scientific, martial, or any other kind. But, the type/theme of a particular achievement will flavor who it attracts, so an achievement based on science will tend to attract worshipers who are scientifically inclined such as researchers, or even mages if the achievement is magical based, while ones based on your martial might/skill will attract battle junkies and others who like seeing a good fight. Though, you can choose to take a more active role in this as any achievements you actively do, like helping to cure the latest endemic plague that popped up or winning a setting wide swordsman tournament, effectively function like a form of proselytization to those who see or hear about them. The main difference is that for past achievements, only your most impressive one for a given "field" will be used for the passive cult formation/growth rather than a cumulative total, but it is always working in the background without you having to do anything. Regardless, the grander these achievements are, both past and current, the more people that will be drawn into your cult and the more fervent they will be, with them being able to grow to become so fanatically loyal that they will obey your every whim.

But, in case you don't want to have to start from scratch every time you enter a new world, this perk can also be used to insert a mythology about yourself into future settings. Said mythology has the theme be centered around you being a god-like figure that helped the world weather some form of apocalyptic event in the past. The exact specifics of the myth and what you did to help will by default be based on all of your biggest achievements in different fields, so if you happen to be an incredible fighter and scientist, then the myth would have your help take the form of you protecting the world by fighting off some form of enemy, like how supposedly the "White God" that was the Cristia entity in Flare body fought the "Black Demon" who was Flare in Chikepu's body to save humanity, and using your intellect to make sure they never show up again by using science or magic to bind them. But you can choose to customize the specifics, like specifying what form your "help" came in, what other things you did in the myth, and even choosing to omit some of your achievements while still benefiting from their

"grandness". And, regardless of what changes you make, this mythology seeding will cause there to be an already existing religion centered around you in that setting, with its tenets, rituals, rules, etc., being themed on your mythologized achievements, though you can choose to also customize this, and its size and starting fervor/worshipfulness being based on how grand your mythologized achievements were. For example, if two of your greatest achievements are the sheer amount of kids you have and people that you've fucked, you could modify your myth to be about you saving the world by fucking whatever threatened it into submission and then breeding with all of the survivors to repopulate the world, which would lead to your resulting religion being all about sex and breeding.

A Few Seconds In The Light [600 CP]

Despite how horrific launching a worldwide genocide of humanity is, it can be said that the Cristia Entity also played a part in saving it. While the only reason this can be considered is because Flare in Chikepu's body managed to stop the Cristia Entity from completely wiping out humanity, due to the entity being born from humanity's collective subconscious desire for a peaceful death the Rays of Human Euthanasia it called down did give people that peaceful death. And because one particular researcher was only caught in a ray for a few seconds, what remained of humanity wasn't wiped out by the monstrosities Central had created, and by taking this perk, you'll be able to copy what happened to them in a much better way.

As with this perk, when you get hit by something that imparts supernatural effects that are supposed to be harmful in some way, and you are only exposed to it for a few seconds, said few seconds of exposure grants you some form of boon rather than any of the intended negative side effects. For example, Researcher D, and a number of others, was hit by one of the Rays Of Human Euthanasia, but since it didn't last long enough for him to be killed by it, he became a kinder person which compelled him to act when the various proto-Yarimon escaped the basement of the Central Corp building, which more than likely save humanity from being hunted by them and allowed them to evolve into the modern day Yarimon. What exactly a boon will entail is dependent on what the supernatural effect of the thing you get hit by does, or is intended to do, and what the intention of the person using it on you is. For example, the effect of only being in the "embrace" of the Rays of Human Euthanasia for a few seconds being to become a kinder person, with Researcher D even saying that those who were hit by the rays and survived "did not dare cause trouble" in the post-apocalyptic aftermath of the rays, seemingly comes from two things. The first is that the Central CEO's original plan was to use the Cristia Device to eliminate all conflict in the world and declare himself god, and the second is that since the Cristia Entity was born from a humanity wide subconscious desire for a peaceful death, when it hijacked the Cristia Device and unleashed the Rays of Human Euthanasia it modified them to flood a person with feelings of happiness and warmth before killing them.

The only real limitation to this is that you can only gain a boon, and thus protection, from a particular supernatural effect once.

Child of God (Intellect) [600 CP]

To say that Flare was the only person in the history of humanity to have the moniker of "The Child of God" would be a bit of a lie, as one other person could be called such. That

person was the CEO of Central, the one who was one of the main causes behind the Cristia disaster as his entire plan with building the device was to brainwash and control all of humanity. But, despite all that, he was incredibly brilliant, with his right-hand man and the only other person to know the true purpose of Cristia, Researcher D, referring to him as "The Child of God" in terms of intellect when compared to Flare's ability. And by taking this perk you can choose to mimic him, hopefully with less of the suicidal brilliance that resulted in the near end of the world.

So to start, you gain what can be called godlike levels of intelligence, allowing you to rapidly understand, improve on, and innovate in practically any field of science you come across, with this including the magical and even entirely new fields that came into existence only a short while ago or were "created" by you. In fact, your skill in this outstrips the CEO of Central a bit as if circumstances had allowed you to be the one to head the construction and research of the Cristia Device all those years ago, not only would things progress far faster than the 12 years it took the CEO to first create it, you'd have been able to get the Cristia Device working perfectly without it having to use Flare as its catalyst, either because you managed to invent some sort of Water Stone Based component or device that replaces her or managed to perfect Central's attempts at making artificial Children of God, either by making the process have a near 100% success rate, being able to artificially produce Water Stone that are compatible with humans so they could be turned into the special "subtypes of Cristia" process, or both. And obviously, this can be extrapolated to other fields, so if you happen to need a super rare subtype of a particular naturally growing magical crystal you could replicate them using the more common normal version, or if you run into a one of a kind technological marvel that just can't help but seem to be incompatible with all available power sources you'd be able to invent just the power supply for it to make it suitable for mass production, assuming you already didn't have something that could work. This also comes with some more minor things like being able to do complex calculations entirely in your head, accurately measuring things without any tools such as how heavy something is or how much time has passed, etc.

You also become a master level planner, able to make complex and multi-layered plans that are very hard to thwart, while taking in every single possible variable and points of failure, with this even including things you possibly wouldn't be able to predict such as your soul device giving birth to a soul amalgamation that wants to kill all of humanity due to being influenced by their subconscious desire for a peaceful death. Your planning ability is to the point you can easily keep the true aim of any plan you make secret from even those who are working on them, with you being able to implement high levels of internal security to counteract any spying or sabotage from outside agents like foreign nations, with this also including a level of trickery and bullshitting that can let your trick others and provide a cover for your more blatantly nefarious plans. For example, just like how Central did over 2,000 years ago, you could gather up a large gaggle of children and ferry them to a secluded island you own, under the pretense of needing to quarantine them due to a new disease, so you can use them as guinea pigs for experimentation. And if any happen to die, you can also just as easily pass said deaths off on the random made up disease you used to quarantine them, with people like their family and friends rationalizing and not looking too deep into things like you cremating their corpse to get rid of any evidence of your experiments. Also, you find it extremely trivial to come up with plans to take over the world/setting, with you being able to come up with exact

step by step plans for any specific type of world/setting takeover, whether that be getting everyone to view you as their one true god, launching various military campaigns to take over by force, or using an intricate web of schemes to have every single person declare you as Supreme Emperor of their own free will. This ability to formulate takeover plans also applies to smaller scale things like taking control over a country or even just a company/group.

As a bonus, this perk also makes it so you become a magnet for supernatural beings who have hearts of gold, and thus see lending their power to you and your endeavors as a good way to help people and solve one or more of the problems plaguing the world you're in, which they and their powers seem oddly suited to solve. They also happen to have varying levels of naivety and gullibleness, meaning that it wouldn't take much for you to be able to trick and take advantage of them, either completely betraying them for your own means like how the Central CEO ejected Flare's soul out of her body so he could keep it in the Cristia Device permanently, or just simply converting them to your way of doing things like tricking them into believing that you impregnating them or vice versa is completely necessary to solve the one of the world plaguing problems. You also know just how to continue to placate and string them along in case you don't plan of solving the problem they were seemingly born to solve, or you run into some major road block when working on said problem, just like how Researcher D gave the failed Yarimon prototype to Flare in an effort to help "stabilize" her mind when dealing with their experiments.

Dreamful Youth

Traits of A Pervert [100 CP]

Before his Yarimon trainer journey began Futta could be seen as your stereotypical loser protagonist. He didn't really have any friends besides Leo and Hikari, and with Hikari it wasn't clear that was the case at first, and he lived alone despite being a kid, with his mother either dying or abandoning him potentially a few years ago. And it seems the way he copes with all of this is jacking off to various amounts of porn, with him having a laptop he only really uses for porn, a hidden stash of magazines in a bookshelf, and being a huge fan of the in-universe porn game Yareru Ticket to the point he entered a raffle and won a replica of a mind control antenna and could talk with a fellow fan for hours about it. Luckily for him, all this "training" seemed to have made him a sex prodigy as practically no one he has had sex with during his journey was left wanting, and by taking this perk you can become a bit more like him in this regard.

You gain a small package of various sexual boosts such as a large increase to your sexual stamina to the point you could fuck for hours straight and cum dozens upon dozens of times, an increase to the size of your sexual assets where they sit in the comfortable zone of being large enough to be impressive for your body size, and a deep instinct in various sexual acts that make it so you leave very few people unsatisfied. You also get your hand on two smaller abilities, the first of which is a vivid imagination, to the point you could do things like have full-blown conversations with others, with the accuracy based on how well you know them, and actually feel sensations such as pleasure if you image yourself fucking someone or taste is you imagine yourself eating. And the second allows you to accurately rate and describe the sexual traits of others, like how their pussy or ass feels, using very colorful and out there metaphors and language, such as how Futta described Hikari's pussy as being a 10K earthworm type and Leo's as an octopus' suction cup type. People may be shocked and embarrassed by your descriptions, but in time they always seem to agree with and are flattered by them, and this can also be used when describing nonsexual things like how a soup tastes or a quilt feels.

Letting The Heart Shine Through [100 CP]

While his early life may indicate otherwise, Futta is actually a very social person with a simple, meek demeanor being the only thing really holding him back. Out of all the people he has met, he's always hit it off with them in some manner, barring any misunderstandings, and he's managed to unintentionally seduce quite a few people by simply being himself. And by taking this perk, such ease in talking to people will become yours.

As now, this perk makes you a great conversationalist, not only removing any shyness when it comes to interacting with people speaking what you truly want to say, but by just acting like yourself all of your best qualities and traits, and/or those that other people find admirable, will shine through. This will make sure that in most cases you'll leave favorable impressions on those you meet, and this can also serve as a passive form of flirtation if you wish. Though you are also good at actively flirting with people, especially when it comes from the heart or is about things you truly like about someone, as you instinctively know the best words to say to someone to get them hot and bothered or bashful and flustered, as well as how far you can push things in terms of raunchy wording.

Also, as a bonus, you gain a small package of three other social boons. The first is that whenever you beat someone in something, simply talking about how hard you've trained, and the like will defuse any major hostility and provide comfort for those that may take the loss too hard. The second, allows you to defuse tense/awkward situations, such as walking in on someone masturbating, by talking about shared interest with there always being obvious evidence of what a person is into either on their person or nearby. And the third, makes you very good at coming up with words of encouragement which can help snap people out of a funk and get their heads in the game.

Sex Therapy [200 CP]

As was said in **Bounty Of Virgins**, most of the female Yarimon trainers Futta runs into have personality archetypes that he finds pleasing. But some of these archetypes also come with their own archetypal problems they face or have. And being the person that he is, Futta ends up trying to help these trainers, sometimes unintentionally, by using his "Payment" gift. So, if you'd like to be able to do something similar and help people through their problems this perk will grant you a potent tool set.

The "set" mainly consists of two parts. The first is an expert level of skill in role-playing and acting, allowing you to convincingly play a wide variety of roles, not only in things like plays, but most importantly when it comes to sex. Regardless of what you may have to say or do to adhere to a role it is very difficult for you to break character, with any embarrassment being silenced as well, and you can instantly come up with and get yourself into roles on the spot either to complement a sexual archetype or fulfill a person's wish. For example, getting into the role of an innocent youngster to complement a nurturing MILF looking for someone to care for or playing the role of a debt collector roughly taking their "payment" from a merchant by fucking them while taunting them. And the second is various skills that turn you into a competent therapist, letting you help people through any problems that plague them. You have an eye for any problems a person may have, such as self-esteem issues, lack of purpose in life, or a feeling of not being feminine enough, as well as any subtle signs of said problems in case someone is trying to hide them. From there, you have a natural instinct on what is the best way to go about addressing and helping someone through them, as well as getting them to want to improve themselves and be better.

But the true strength of this perk comes out when you fuse both parts of this tool set together, as it basically turns you into a literal sex therapist. Your roleplaying and problem perceptive eyes allow you to analyze the problem someone is having and craft the perfect role you can slip into that, when used during sex, will start curing someone of their problems, with this being a lot more effective than normal therapy. For example, if you run into a woman who has feels she isn't feminine enough to get a partner then you could earnestly play the role of someone who just couldn't wait to have sex with such a fine example of the female form all the while peppering her with compliments like how good her pussy feels. And with just a few sessions you'd be able to get her to think better about herself.

Lucky Pervert [200 CP]

It wouldn't be a stretch of the imagination to call Futta an incredibly lucky bastard. Not only does he manage to befriend an unknown incredibly strong "Yarimon" that randomly

appeared in his basement, and that would later be revealed as the “Child Of God” Flare. But that friendship led to him acquiring his “Payment” ability, letting him fulfill one of his deepest sexual fantasies, and even allowed him to have a massive leg up on achieving his dream of being champion. And if you’d like RNJesus to bless you as well, then this perk will shower you with lewd opportunities.

As now, you have a lewd luck aura about yourself that will, as you simply go about your day, will cause any number of lewd situations to happen. These can be of the accidental sort, with onlookers treating it as a true accident and the other party at worst acting like a flustered tsundere, such as being at an indoor swimming pool and having someone bump into you, slip on the slick ground, and land on top of you in a 69 position with your bare genitals in each other’s face. Or they can be a bit more purposeful, such as you finding a ticket for a private nude hot spring randomly on the ground, then almost immediately running into the parent of your rival who is trying to think of a way to make it up to you due to you having to deal with your rival, and when you offer the ticket as a way to pay you back, they’ll happen to accept, allowing you to freely ogle them. But this luck doesn’t only work with you being the initiator as it also occasionally something will come over others to make them initiate. For example, maybe some horny individual gets their eyes stuck on you and decides to corner you in the bathroom or the aforementioned parent of the rival decides to break the silence of the hot spring by offering to let you fondle them with the logic of “erotic things usually happen in hot springs” with the spring owner not caring that you’re getting a bit handsy in the water.

These events of other people initiating, at least when they are people you regularly interact with, are more likely and more sexual depending on how perverted the other person is. For example, the aforementioned parent of the rival may at first only offer to let you fondle them if they happen to not be that perverted, but if they were a massive pervert they’d instead offer to have sex with you or if your roommate was a big pervert then as you sleep something may come over them and make them want to suck you off or eat you out. To get to this, you are able to increase the perverted nature of others via your own perversion. By simply just being out and about with your perverseness, with people treating it as a simple character trait they shouldn’t overly hate or ostracize you for, you will seem to infect those you interact with the infection going faster if you have sex, or do other lewd acts with the person like groping them. This speed up also happens if you happen to have some kind of link with someone, whether it be a soul/mind link or the other person being a mind reader and reading your perverse thoughts.

Also, as a side bonus, this perk also makes it so those you’re intimate with don’t care that you have multiple partners. There’ll still be some jealousy among them as well as friction based on their personalities, but this at worst will result in some light arguments related to monopolizing time with you and some playful fighting/competing. They all will also over time bond with each other and become more and more willing to have sex with each other.

Overwhelmingly Hidden Strength [400 CP]

As was previously mentioned, Futta can be considered extremely lucky, however he did have a problem where one of his lucky breaks ended up nullifying another. To be more specific, Futta was born with an incredibly powerful soul, one that stood on par with a Star Trainer, with the current ones reaching their soul strength with a combination of

being born with a strong soul and training it. However, since Chikepu was a soulless Yarimon and Flare's soul that was inside them had regressed, they latched onto Futta's soul, siphoning away his soul energy and preventing him from making use of Star Disks and thus becoming a Yarimon trainer. And while this had the side effect of people not feeling the weighty pressure of a Star Trainer, which led to almost everyone besides Star Trainers heavily underestimating him, such a thing can be a benefit, which this perk will be able to grant you.

Now, you have the ability to, at will, heavily mask your true strength in various things, such as battling or cooking, to the point most people will naturally assume you're some kind of novice at best. You can also use this to perfectly nerf your power(s) and convincingly gimp your own skill to equal someone weaker than you or to make a competition/fight as fair as possible, though you will have to have done some research on an opponent or have had a taste of their own power/skill to get this right. Stronger and more skilled people, or those who have the ability to sense strength, may be able to partially see through this, but at best they'll simply see you as average with seemingly some potential to be good. This will lead to people underestimating you to various degrees, causing them to not fight or compete against you at full capacity for a number of different reasons, which can range from them thinking you're a pathetic weakling they don't need to waste time on or trying to coax out the potential they feel from within you. And even if you do win against them, said people will still tend to underestimate you to some extent, unless you decide otherwise, with those that hate or despise you usually trying to find frivolous reasons as to why they lost, and it will take a few more losses before they truly wise up. Also, this underestimation serves as a sort of fame booster due to those watching you fight and compete also being affected and the juxtaposition of their expectations of you and you actually winning, with this also just making it so your wins and achievements are more impressive in general. Along with this, your wins and other achievements serve to light a lusty fire in those that are competitive and/or value strength and skill, with this happening if they watch or hear about you winning and showing off your abilities, and especially if they compete against you and/or lose to you, with it being somewhat similar to an unassuming person whipping out a monster cock or set of tits.

As a bonus, you are also good at planning around any aces up your sleeve, whether it be a super powerful move/technique or a bit of information. This could manifest as knowing the perfect way to act in order to draw an enemy into the perfect situation to use a hidden ace or using the fact that they are aware of one of the aces you used before to make them start overthinking and limit their options in their attempts to counter it.

Lure Of The Strong [400 CP]

While most of Futta's luck seems to be in the fact he has an incredibly strong soul and has an incredibly strong partner to accompany him, one other way his luck manifests is in who he encounters. Throughout his journey he had a habit of running into and hitting it off with most of the Star Trainers and other strong individuals, all of which were women he could use his "Payment" ability on. Not only that, but a number of them ended up being pivotal in him not being disqualified during the final tournament. So, if you'd like to make it easier to collect a harem of strong individuals, this is the perk for you.

As now, you will constantly run into those of your preferred gender that stand near the top of a setting in terms of skill, power, and importance, with those who already exist that fit that bill also being affected. The exact way you run into them can vary wildly, such as them maybe frequenting your favorite fast food place, getting rumors or hearing about you in the news and deciding to seek you out, spotting you in a crowd as they are accepting challengers and sensing your power, or maybe they swoop in to “save you” in a dangerous situation. Regardless of how they come across you, upon seeing you and interacting with you for a small bit of time, these people seem to instantly develop a deep “love at first sight” level crush on you, the same as how the Champion Athena said that she practically instantly fell for Futta after sweeping him up in a bridal carry after saving him from a rogue Yarimon. This love will cause them to be willing to go above and beyond to help you, leveraging their own personal power and skill, as well as any connections or influences they have.

“Payment” Is A Natural Thing [600 CP]

As was previously mentioned, one of the biggest prizes that Futta managed to obtain was his “Payment” ability. With it he was able to force any female Yarimon trainer that lost to him in a battle where some kind of prize was on the line, to have sex with him, with everyone besides him behaving as if this was always the case. But unbeknownst to him, this ability was in fact just him tapping into the Cristia device located in the bowels of Central Tower due to Flare’s soul creating a bridge from his to the device, allowing him to project his “winner fucks the loser” fetish on the world. And by taking this perk, you’ll gain an ability similar to what Futta had, though don’t expect to get any of the functions of Cristia with this.

This “Sex after Victory” ability will only go off when winning competitions, battles, or anything where it’s common sense, a normality, or agreed upon that a “loser” has to give some kind of payment or reward to a “Winner”, even in cases where the opponents don’t have anything to give such as them being broke. So, to help you in worlds where a loser paying a winner isn’t a common facet of society, you have the ability to set up bets your opponents will always accept, assuming you can convince them to accept a match/battle in the first place. These can be pretty lopsided, such as having it where if someone loses then they transfer ownership of their Yarimon/pets to you, while if you lose you only have to pay them 1000 yen, with the only real limit being that you have to genuinely intend to pay up when you lose. And unlike Futta you get both the reward detailed in the bet as well as the post victory sex, but it does come with the same limitation that he had, that being you only have an hour per opponent you face at the same time to enjoy the victory sex and the other benefits. But, unlike him, in cases where your opponents make use of creatures like Yarimon to compete with or have some sort of spirit companion that aids them, they get counted as “opponents” that you can include in this victory sex.

So, when the “payment” ability gets activated, your opponent(s) are mentally compelled to have sex with you, regardless of if they are someone like a delinquent murderous gang member. This gets enforced by a bit of brainwashing that bypasses all protections and makes them see the entire thing as completely normal and expected but will wear off after time is up. While your opponent(s) retain their normal personality when it comes to how they’ll react and rationalize the fact they “have” to have sex with you, which may make them express hesitation or curse you out, a sexual desperation and flame of lust will help push them forward. But in the event said sexual desperation and enforced lust

isn't enough to get them to do something, like you ordering them to verbally degrade themselves before you'll fuck them, a compulsion effect heralded by a pink flash will force them to comply which can even force bodily functions to occur like you telling them to lactate when they are about to cum with it then actually happening. During these payment sessions, you're able to fuck in new fetishes and personality traits related to them, with your opponents also becoming completely open during the session which allows you to ask any question with them answering to the best of their ability, even if said answer is a close secret. And as you take your "payment", you'll find that your opponent(s) gain a large relationship boost with you, turning strangers into friends with benefits and enemies/rivals into hot and bothered tsunderes. Though in the latter case, if said enemy or rival is particularly hateful of you, you may need a few "Payment" sessions to get them to change their tune.

And in the event you want to use this in public, the brainwashing will also affect any onlookers you may have, with you being able to choose whether they acknowledge you and your opponent(s) having sex, and in the event you're in something like a brawl, such as fighting a three on one Yarimon battle, this ability will also stop any nearby fighting for as long as the payment session is in progress. This can even be used, if you so wish, to break up fights and cause the combatants to disperse, besides the one you happen to be fucking and their allies, if one or both sides has a reason to try and escape, like a ultra rare Yarimon that is trying to be captured by a trainer, with no one blaming you if their opponent escapes. If you do allow them to acknowledge you, they won't intervene, even if they would normally object such as them being the doting and protective father of your opponent, and they don't really care that you're having sex in public so long as it occurs during payment. And what form their acknowledgement of you takes depends on the circumstances, for example, if you battle and fuck someone who was doing a photo shoot they may ask the photographer to take pics of you two fucking, or if you battle a singing, dancing idol in a battle café then the announcer may start chiming in on you two fucking, with the audience joining in as well. And after time is up, these onlookers will also ignore any evidence of you fucking your opponent(s), so long as it occurred within the "payment" session, so you and your opponents could walk around completely disheveled with a waterfall of cum pouring from between their legs and no one would care.

"Still My Soul Is Blazing" [600 CP]

The soul, at least in the modern setting, is something that is practically unknown. In the 2,000 years since the Cristia event knowledge of its existence has been lost, with the only person who truly believes they exist being the Yarimon Representative Witch/Star Trainer Vritra. And one of the weird things about them, that never really gets brought up in depth, is the fact that souls can be linked together, as evidenced by Flare and Futta. So, by taking this perk you'll be able to pull off something similar to that and reap the benefits the both of them shared.

And that main benefit is the ability to heal, as when you link your soul to others, which you can do at will, you can feed your own soul energy into their soul. When done, this will heal any soul related damage and as changes to the soul can affect the brain, this also heals anything affecting the mind of whoever you're linked to whether it be damage, mind control, amnesia, etc. This feeding also counts as "burning your soul" for the purpose of soul training in **Soul Pressure**, with it being a very fast and efficient way to

train your soul if you have enough people to heal. This link allows you to instantly share thoughts with those you're linked with as well as allow you to share pleasure when you have sex with them, with the pleasure from sex with a linked person being massively magnified in general. The shared pleasure from this link can be felt in the vague sense or in high detail, such as you fucking the person you linked your soul to in the pussy and then feeling like you're getting fucked in the pussy even if you don't have one. Another thing that can be shared are dreams with you being able to have sex in said dreams with those you've linked your soul with.

You also gain an ability that Futta displayed in his final battle with Cristia, that being you can, at will, temporarily, cause your soul to burn brighter, massively multiplying its size, strength, and soul energy production. During this state, your soul energy feeding ability expands to include being able to physically heal those you are linked to, and this can also serve as a one up for you and those that are linked to you that can go off if they die during the boosted state. This state can only be entered once a month, and the shared one-up ability can only be used once a jump or every ten years whichever is shorter.

And as a final bonus, you are able to transfer special qualities that those you are linked to have, in regard to being compatible with something, to those you have sex with even if they aren't linked with you. For example, if a power generator required someone specific to sit inside a chamber, and it only worked with that one person, you could link yourself to them, fuck another person and that other person would be able to get the generator working.

Trainer Of The Stars

Powerful Pussy [100 CP]

Whenever there is a group of people who stand above most others, people will wonder what sets them apart from the common person. And this is something that applies to Star Trainers as plenty of people have tried to figure out what makes them so special, with the most common, and the one that most Star Trainers find insulting, being that they are simply super talented. But after battling a few and making use of his “payment” ability to have sex with them, Futta managed to come up with a theory on another way they stand out from normal people, how good sex feels with them. So, as fellow Star Trainer you can take this perk in order to have such a theory become fact for you.

As now, this perk grants you a completely unique feeling to your dick and/or pussy, asshole, mouth/throat, and tongue that other people can’t seem to get enough of. One of the bigger examples of this is the Star Trainer Mohohime whose pussy was described as feeling like pushing through “thick layers of meat” that made it hard to tell what is and what isn’t the hymen. At first, these unique feelings won’t affect people too much but depending on how strong and skilled you are in a general sense, with this taking into account every field you are strong/skilled in, people will become sort of addicted to it. This can be to the point where sex with others won’t do much for them and they’ll try to continually seek you out for more sex.

Fulfilling A Loser’s Request [100 CP]

Though there is one “special” trait that Star Trainers, and other top trainers, have that make their journey to the top easier for them. That being the ability to not only take a loss, but understand why they lost in the first place, as without that a trainer wouldn’t be able to properly grow and learn. So, to help give you a healthy mindset to deal with not only Yarimon battling, but any competitive sport, this perk will make you into a “graceful loser”.

This entails making you able to healthily process a loss or failure in anything, whether it's something competitive or just everyday occurrences, which can either be done by quietly stewing in your own head or by verbally/physically venting your frustration. Both methods work just fine, with no one finding the latter out of the ordinary or childish, and regardless of which you also are able to objectively analyze why you lost or why a failure occurred and then put a plan into motion to learn from it and improve. Also, in the event you have to pay something as a cost for losing, such as the female trainers Futta battles, you get a bit more leeway in how it pans out. For example, if as a cost of losing you have to let someone fuck you, you can request them to follow or play into one of your fetishes. Or if you have to pay a monetary cost, you can fully pay it in money without worrying about the other party trying to take something valuable like an heirloom necklace. And that last example can work in reverse, with you paying a monetary cost with a valuable item like gold, with you always knowing what would be an equal and suitable replacement for payment.

Ever Hungry For Challenge [200 CP]

If you were to interact with every current member of the Star Trainers, as well as with the champion, you’d notice one particular trait that will scream in your face. That being the fact a number of them are adrenaline hungry, battle junkies, with the champion

Athena being the biggest culprit with her tendency to flash a face radiating pure hunger and excitement at those she deems strong. And while people who show this personality off can be a bit overbearing on occasion, it is true that such a thing makes growing and improving much faster, so by taking this perk such a quirk will become a part of you.

Now, when competing with or against others, whether it be a Yarimon battle, a fist fight to the death, or a cooking competition, you gain flashes of arousal and sexual pleasure, as well as just simple enjoyment and satisfaction. These feelings get stronger the more skilled your opponents are and the more intense or neck and neck the competition becomes, which includes being life or death in regard to fights. And to make sure such feelings reach their peak, you have the ability to sense the talent and power/skill level someone has, which includes when it is hidden/masked or when it is simply just potential, and in what areas these skills/powers lie. But, in the event people who can challenge you are in short supply, you have two ways of bringing more about.

The first, has it where you always seem to run into or hear about worthy opponents, whether that be in terms of Yarimon battles, personal combat, or other competitive fields you're interested in. While most of them will not be able to directly match you in regard to skill and power, with only an occasional few that can, they are at least able to push and test your abilities which allows you to improve far better and far faster than simple training. You can also choose if these people are friendly rivals, antagonistic enemies, or anything in between. And the second, makes it so your soul has a tendency to resonate with your opponents, lighting a competitive fire in their hearts, which helps boost their own training and growth, and "infects" them with a similar level of "battle-lust", either metaphorical or literal, as yourself.

And as a side bonus, since the Central Church and Central Shrine see Yarimon as apostles of the White God, they view Yarimon battles as a sacred act. This fact now gets carried along with you, making it so battles, fights, and other competitions can replace prayer or meditation for other abilities.

A Captivating Beauty [200 CP]

With how much Yarimon battling is a major pillar of the world, you'd assume that the Star Trainers all have garnered their own fan clubs, or something similar. And you'd be mostly right as all, but three of them have something approximating a fan club, with the up-and-coming rising stars of Leo and Hikari even managing to foster their own by the time of the final tournament. So, if you'd like to get in on the action, taking this perk will make you a beacon for your own fan clubs.

To be a bit more specific, you gain a sort of charm and uniqueness about your body and personality that people find captivating. From how you normally dress, how you speak, how you fight, to how the light accentuates your features, all of these traits and features will cause your own fame to rapidly build up and for fan clubs about you to spring up and form naturally, with them growing larger and larger based on your fame. These fan clubs will do things like fill out seats at wherever you compete at, create copious amounts of fan works like art or stores, and generally serve as hype men. Your level of fame also allows you to order them around, with the higher the level of fame you have the more "fanatic" they become and the more you can get them to do, sort of like an

army of devoted simps, with them practically leaping at any opportunity to fulfill any sexual favors for you.

Studying Brings Victory [400 CP]

As was implied in **Fulfilling A Loser's Request**, being able to learn from one's losses and failures is key in improving. Such a fact sort of came to haunt Futta as he explored the region in the wake of his victory over Cristia as a number of trainers he beat wanted a rematch. And in preparation for said rematches these trainers underwent intense training, analyzing the elements of Futta's battling style which resulted in their Yarimon being a good deal stronger in terms of levels than what Futta was able to achieve with his own. So, if you'd like to be able to pick apart someone's style and strategy to make beating them a breeze this perk is for you.

As it makes you an expert in analyzing the strategy, power, skills, and personality of others to form an in-depth and valuable profile on them. Using said profile, you can then devise the perfect training methods and strategies needed to take them down, the more information you have in the profile, such as gathering info by competing against that person or watching them compete against others, the better and easier this is. This is to the point that, all other things being equal, unless they completely change how they do things, make radically new innovations in how they currently do things, go through equally intense training, get a massive lucky break and/or gain a super powerful ace in the hole, they will be unable to beat you, at best being able to tie. And similarly to the various "gym leaders", who oddly none of the Star Trainers can be counted among, you are also a master at creating new, powerful techniques, whether it be by evolving or combining the skills/power of your Yarimon or even yourself.

As a bonus, you are also able to create sexual profiles on people, with the information gathering for them being things like fucking a person, groping them, or being a voyeur. Similarly to the normal profiles, these sexual ones will make it very difficult for the person you built one for to defeat you sexually, with you also being able to train things like gaining muscular control over your pussy, ass, or throat or develop new sexual techniques to bring people to orgasm.

An Adventuring Sword Ninja [400 CP]

While the Yarimon world in the modern day seems like an idyllic utopia free from strife, there still exists some form of conflict, or at the very least it's implied there is still some. A number of important figures visible carry weapons with them, with the three biggest examples of those that both carry them and have an implication of possibly using them being the adventuring Star Trainer Quem, the master of the Shin'ei sword style Nanase, and the Head Kunoichi Totoro. And by taking this perk, you'll gain the skill set of each, allowing you to show that humanity can still show feats of personal strength outside of using Yarimon.

First from Quem, you gain a powerful sense for the locations of things like ruins, ancient treasure stashes, and other potential locations of long-lost artifacts and treasure, even if they are expertly hidden or deeply buried. This includes a high level of luck in regard to these locations, which includes finding a way to get inside them, when navigating them as most traps and the like prove to be no obstacle, and in the amount of treasure you find as you practically constantly trip over treasure chests and even common containers like

wooden barrels have an assortment of gold coins and valuable already cut gems. You also gain the skills of a hardened adventurer such as an expertise in various athletic abilities like parkour and running, how to properly explore and record info on locations, and a level of weapon handling that makes you an instant expert, but not a master in any weapon you pick up. Second from Nanase, you gain a supreme master level of combat skill in one weapon of your choice, making you among the 1% in regards to that weapon, as well as your own special fighting style full of different techniques for that weapon that have been refined as if it's been developed over hundreds of years. This includes things such as techniques to cover weaknesses your chosen weapon has, plans of attack when dealing with specific types of enemies using specific types of weapons, etc. You also gain a sort of breeding sense in that, by observing someone, you can tell what traits, instincts, etc., they'll pass onto their kids and if you have a kid with someone the skills, talents, and abilities of both of you will be combined and passed on to said kid.

And finally from Totoro, you become a master ninja/kunoichi, which includes giving you expertise in things like sneaking to the point you could trail someone going through a city with no one else noticing, info gathering, parkour good enough to let you casually run/hop across tree tops, ninja star and kunai throwing, and other ninja activities. You also gain access to various ninja arts which include:

- A transformation technique that lets you disguise yourself and others as either inanimate objects or change your appearance and apparent gender. The apparent gender change masks, but doesn't change your genitals, and if you use this technique on others, they have to stay within a close distance to maintain the disguise.
- Pressure point techniques which include things like instantly knocking out someone via pressure points on the neck, temporarily paralyzing someone, and even causing some to have an instant mind shattering orgasm.
- And a body flicker/flash step technique that lets you seemingly instantly teleport with the max distance being the length of a large room. It can also be used to swap positions with inanimate objects that are around human size, or smaller, that others aren't holding.

Battle of Foresight [600 CP]

At the top of the Yarimon world stands the Champion Athena, who has stood undefeated for three years. While most would assume she is some kind of prodigy to whom Yarimon battle came as easily as breathing, in actuality she only had middling talent with her only saving grace being her ability of instinct which she honed to razor sharpness. This allowed her to rise to the position she was in before Futta defeated her, and a similar ability allowed her possible main rival Quem to be her main rival. So, by taking this perk, you'll gain access to two forms of the foresight ability that all top level Yarimon trainers seem destined to develop.

First on Athena's side, you gain "Hyper Intuition" which grants a strong and accurate gut feeling/danger sense on what your opponents are planning or about to do next and intuition great enough that you can instantly lay out all of your options, and instinctively pick the absolute best one for the current situation. For example, during a Yarimon battle you'd know that your opponent's Yarimon is about to send out an attack for their next move and what it vaguely is, but you wouldn't know the exact details unless you've seen it before. You'd then instantly know if your Yarimon should try to counter or avoid the

move and what move or technique would be the absolute best for them to use in order to counter/avoid it. Both parts of this ability also work in day to day life and other broad situations, such as deciding what the best way to get to work is, getting a feeling something majorly bad is about to happen to the stadium you're in, or that you'd need to bring a specific person with you to solve a problem, with exact details coming into focus the closer the event is to happening. This "Hyper Intuition" is coupled with another ability called "Super Endurance" which makes you physically tough as hell, with things like pain being more of a suggestion, that also comes with an incredibly strong recovery factor. Both aspects are strong enough to the point that you can fight a seemingly endless horde of monsters for hours all the while pushing through your wounds, fall into a coma in a pool of your own blood, and somehow recover in about two days. To make this even sweeter, you gain a high level of instinct in how to best mitigate damage such as how to block, parry, or properly take a blow, which when coupled with the danger sense from "Hyper Intuition" makes you frustratingly hard to put down.

And second on Quem's side, you gain "Super Dynamic Vision" which grants you a massive boost to your dynamic vision and reaction time, which allows you to visually keep up with and react to even the fastest paced anime-esque battles where people and Yarimon are moving so fast they are basically just flickers to the eyes of normal people. This is then coupled with an equally high boost to your analytic prediction ability which allows you to analyze the most minute detail of your opponent's moves/plays, which includes any physical tells they or their partner have, and to start predicting their moves in advance while thinking up the perfect counters for them. The longer you are allowed to do this uninterrupted, the farther in advance you can see and the clearer your predictions become.

Cheat Breaker [600 CP]

As the story of Futta's journey reached its end, one thing that became abundantly clear is that practically everyone in the world is at the mercy of the mineral known as Blue Stone. Said mineral was discovered around the time of Flare's birth, and through vigorous research it has been used in things like the Cristia device and even the hypnosis pendant used by the Guru and these show off just how overwhelming Blue Stone is. With the Cristia device it has a link to the soul of every human and is thus able to mess with soul and in turn the mind, with no one really having a way to stop this short of blowing up the device. So, if you'd like a way to prevent seemingly all-powerful effects from screwing you over this perk will grant you potent protection and more.

More specifically, you are now completely immune to "cheat" effects, other absolute effects, and anything that would attempt to mess with or control your mind, body, or soul. Not only will this grant absolute protection, but it will also at your digression reflect whatever the effect is back onto whoever used it on you. For example, if Futta was to have Flare use her "Cheat Tackle" on your Yarimon, then instead of your Yarimon getting one-shot Flare would be knocked out. And as a bonus you become a magnet towards people who have access to powerful "cheat" abilities/items or those that change/ control your mind, body, or soul, who will have an odd compulsion to use them on you. Once that happens, instead of reflecting what effect would normally happen, you can choose for them to be put under an unbreakable mind control, granting you access to their "cheat" ability or item.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

YWT(Yarimon World Tournament) Card [Free-100 CP]



In a world where Yarimon battling is such an important facet of life, especially among those who are trying to rise to the rank of champion, you're going to need some way to accurately keep track of your "stats". From how many wins you've had, to some of the toughest or most prestigious opponents you've beaten, such information can be good to keep on hand, either for you to bask in your achievements or to show off and gloat in someone's face. So, to provide a tool to help you with that, this item will grant you a YWT(Yarimon World Tournament) card.

This special card will record your various stats for different competitions such as Yarimon battles, cooking competitions, etc. These stats include things like your W/L ratio, your current winning streak, your rank, any important high-ranking people you've beaten, any awards like badges, info on your teams in the cases of competitions like Yarimon battling, and other such information. It can display all of this by activating a holographic display that you can interact with, and you can pick and choose what info is displayed directly on the card. The card can also function as a piece of official identification, due to having your face, name, and an id number, as well as a debit/credit card with you being able to customize its appearance.

But if you'd like to get a little more out of this, you can pay **100 CP** to upgrade the card to better serve the traveling trainer lifestyle. To be more specific, with this upgrade your card will now get you free accommodations at things like inns, hotels, and other such establishments. These free accommodations include a standard room and a free three-square meals a day for as long as you need it.

YarimoN & YarimaN Encyclopedia [100 CP]



Just as how someone in the world of Yarimon would need a way to record their various stats and achievements, they would also need some sort of way to record the Yarimon they manage to come across in their journey. And the YarimoN Encyclopedia is just such a tool as not only does it serve as a recording device for Yarimon, getting one seems to be the true first step of becoming a professional Yarimon trainer, mainly due to the fact that one costs 50,000 Yen. But, luckily for you, taking this item means you don't have to shell out that much for one.

Taking the form of a book-like device, the YarimoN Encyclopedia is able to generate a highly detailed profile on any Yarimon or other animal/creature you capture. These profiles will include things like their scientific name, along with nicknames, weight, height, both a brief and detailed summary that gives an overview on them, any elemental/magical attributes or "typings" associated with them, a list of powers/abilities they have, and any forms they can evolve, age, or transform into. It will also generate 3D diagrams and pictures which can show things like the internal anatomy of the recorded creature, and it has its own camera for making recordings. It also comes with a "Yarimon Checker" function, which will tell you what Yarimon or other animals/creatures are in your local area, with their icon being blacked out if you haven't encountered or caught them before.

But besides just a simple YarimoN Encyclopedia, you also gain a special version known as a YarimaN Encyclopedia. The YarimaN Encyclopedia is creating profiles just like its sibling, but instead of being on any animals or creatures you happen to venture out into the wilds to capture, it instead makes them on people you've fucked. These profiles will include things like a short and detailed summary of their personality, life, etc., as well as stuff like their weight, height, three sizes which includes penis size if they have one, and a picture/video gallery that shows sexual pictures and recordings of them. For that last element the YarimaN Encyclopedia will automatically record and take pictures of things like them in a sexy swimsuit or you two having sex if you so wish.

Box Of Star Disks [100 CP]



Similarly to the setting its parodying, one of the biggest challenges for a Yarimon trainer is carrying around all of your Yarimon as you move from place to place. While some Yarimon are small enough that you can effectively treat them as normal pets in regards to moving them around, some are drastically bigger which makes it difficult to take them indoors, and some can be cheeky little shits that will try to cause mischief if they aren't contained in some way. So, to give you a solution that copies the one in the parodied setting, this item will grant you a never-ending box of Star Disks.

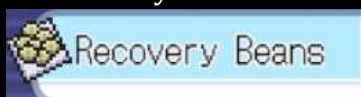
These Star Disks serve as capturing and containment devices for Yarimon and any other animals/creatures you come across. They work by being thrown at an animal/monster you want to capture, and upon hitting them the disk will hover around them, unable to be interacted with by the animal/creature it is hovering around. After that all you need to do is knock the animal/creature unconscious, and upon doing so the disk will capture and immediately tame them. From then on you can summon the animal/creature within a Star Disk by simply throwing it on the ground and return them to the disk with a simple button press. Also due to the star shaped piece of Star Ore these Star Disks can also be used to communicate and give orders to the animal/creature you captured via telepathy due to transmitting soul energy, which counts as "burning your soul" for the purpose of **Soul Pressure** and can work even if you don't have soul energy, so long as you have their disk on you.

Battle Snack Pack [200 CP]

As was mentioned previously, going on a Yarimon trainer adventure is going to entail a lot of traveling, primarily on foot as that seems to be tradition. Due to this there is going to be a good deal of time where you aren't close to any town or city and if you get hungry, you're going to have to rely on snacks if you don't want to set up a campsite to do traditional cooking. So that is where this item comes in, as if you take it, you'll gain access to some common snacks in the region that also double as tools to aid you in a fight.

Taking the form of a box, this item comes stocked with two main categories of snack, healing and stat boosting. For the healing snacks you gain four different types that not only taste great, but will heal both you and any Yarimon, or other animals/creatures, who eat them to various degrees. These include:

- 20 Recovery Beans



A wrapped bean snack that is very similar to Edamame and heals the least

amount out of the four:

- 10 Recovery Senbei



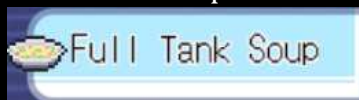
A green baked rice cracker that smells heavily of herbs, and comes in sweet and savory varieties.

- 5 Recovery Castella



A sponge cake that is sinfully sweet while not being overbearing and will fully heal you.

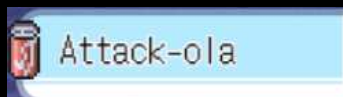
- 1 Full Tank Soup



A massive can of soup that is referred to as the ultimate soup that not only fully heals you but can bring you from complete unconsciousness to full health.

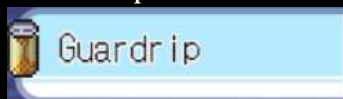
And on the stat boosting snack side you gain 5 different drinks that each boost a different stat when drunk. They can be drunk in rapid succession to stack their boosts up to four times before they stop having an effect, with the first one giving a stat boost of 2x, the second a boost of 3x, the third a boost of 4x, and the fourth a boost of 5x. These drinks are:

- 5 Attack-olas



A cola that boosts your attack power, whether you're throwing a punch or shooting supernatural fire, and has a bubbly sensation that's filled with power.

- 5 Guardrips



Coffee that boosts your defenses, both physical and "magical", with the astringent bitterness stiffening the body.

- 5 Speedy Sodas



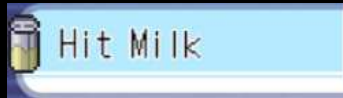
A soda that boosts one's speed and agility with a fresh taste that lightens one's steps.

- 5 Safe-ts



A green tea that boosts your evasion capabilities as it causes the heart to calm and the mind to sharpen.

- 5 Hit Milks



A milk beverage that boosts the accuracy of your attacks with its sweetness somehow regulating the body's condition.

This box also comes with a few other utility items to aid you on your journey. These are:

- 5 Bean Paste Cures



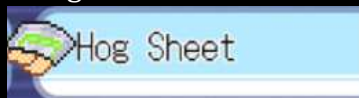
Small containers of bean paste that can be used to help close lacerations and cuts when rubbed into them as well as even cure supernatural curses when ingested as its sweetness is filled with sacred power.

- 5 Foamy Detergents



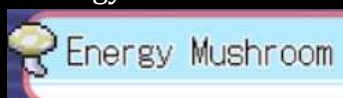
Bottles of cleaning detergent that not only can be used by themselves to fully clean clothes, with its overflowing foam removing even the stickiest of mud and gunk, but it can even easily put out fires and soothe burns.

- 5 Hog Sheets



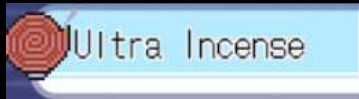
Foil packets of plaster that can be used to help cure numbness and paralysis as well as frostbite, with its efficiency to soften solid objects allowing it to quickly thaw ice.

- 5 Energy Mushrooms



Mushrooms that are capable of curing any and all "status effects" with its superb nature even being able to bring back someone who is completely unconscious, albeit with them only having a foot in the door consciousness.

- 5 Ultra Incense Coils



A massive mosquito coil that, when lit, is capable of warding off all manner of animals, creatures, and monsters for a good distance around yourself, with the only exception being things that are fully sapient. When in use the coil will hover and follow you around, allowing you to keep your hands free, and the coil will last for around seven hours if you let it fully burn out.

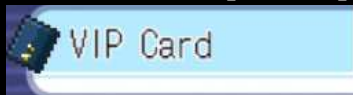
Once a week, another box with all of the above will be sent to you.

Black Cat Doll [200 CP]

With superpowered creatures by humanity's side, it shouldn't come as a surprise that their abilities have been used in various jobs and industries. And one of the biggest examples of that is the "TakC Express Service", a delivery and taxi service run by the Yarimon Witches who operate out of the Central Church. By using the power of Yarimon the witches are able to fly at high speed on brooms and easily complete their deliveries, and by taking this item you'll have gained a symbol of your membership to the service, all without having to deal with their extortionist manager.

This symbol takes the form of a doll that is in the shape of a small black cat with a red ribbon around its neck which gives you 24/7 access to the Witch's TakC Express Service. By simply pressing on the doll, you can summon a witch flying on a broom who can either take you to a location or deliver a package for you. This is done almost instantly due to the insane speeds the witch can travel, with said speed never seeming to negatively affect you or her, though this only applies to travel on the same planet. The locations the witch herself can take you to is limited to settlements, like a town or city, or large isolated structures you have been to before, with her placing you at the entrance. But at a location you can use the doll to teleport to specific places within or "relatively" near that location that you've also been to before, such as an ice cream shop at a city's center, a shrine that's on the outskirts of a village, or a specific room in a tall skyscraper.

Black VIP Card [200 CP]



One of the most famous establishments in the region the story takes place in is the Battle Idol Teahouse, which is a teahouse where various idols can perform in front of a crowd, which entails both normal performances as well as Yarimon battles. But besides allowing people to watch their favorite idols perform and get a chance to battle with them, one of the more popular and secretive parts of the teahouse is its VIP membership which grants people access to various benefits, such as a workout group. And to those with the highest membership, which is represented by them owning an all-black VIP card, they gain access to the brothel on the second floor of the teahouse where they can enjoy and indulge in the bodies of their favorite idols, so by taking this item you will gain a similar black VIP card.

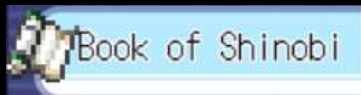
This card will grant you the maximum level of VIP membership at any business you flash it at, even those businesses that don't normally have VIP membership. In those cases, the benefits the card grants you depends on the type of business you flash it at, for example, if you flash it at a restaurant you'd be able to instantly get a table without the need of a reservation, the service will be of a much higher quality, and they'll even break out some of the "good stuff" such as antique wine or high quality meat. But regardless of the business or group you show this off to, they always seem to have some kind of sexual service or program for you to take advantage of, with the exact specifics also depending on the type of business. For example, if you use this card at a hotel maybe you'd have the option to request one of the staff to spend the night in your bed, or if you used it at an children's animatronic entertainment restaurant then maybe you'd have access to a special private booth where you can have some special time with versions of the animatronics that seem more suitable for entertaining adults.

"Special" Shop Variety Pack [400 CP]

If you happen to take a trip down the Old Road that serves as a "back" path between Wano Village, Big City, and the Village of Beginnings, you may come across a small wooden shack. In said wooden shack, you'd be able to meet the green-haired owner of a peculiar shop that is home to a number of lewd products that she sells, each of which seem made to get you into someone else's pants. And by taking this item, you'll get your hands on a "variety pack" that she happened to have on sale that contains a number of her usual stock.

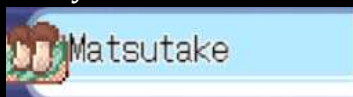
This usual stock contains four different lewd items that you can make use of which are as follows:

- Book of Shinobi



Taking the form of a ninja scroll, once this item is unfurled it shows various "remedies" for problems those around you are having, whether they be mental or physical, with the only real limit being that said problems can't be something too severe as a severed arm or complete psychosis. These "remedies" are all sexual in nature, such as the scroll telling you the solution to the extreme sore throat a friend has is a mouthful of your breast milk or cum, and if you show these "remedies" to the person suffering the problem they are compelled to give them a chance, with the "remedies" fully working.

- Horny Mushrooms



Taking the form of a bundle of mushrooms that look and smell oddly similar to Matsutake, they taste extremely good, even to those who normally dislike mushrooms for whatever reason. However, while their appearance and smell don't give off any signs of their lewd nature, they are in actuality a highly potent aphrodisiac that will override a person's better judgment and send them into a sex frenzy for about half a day. For example, it would make a parent and child unconcerned with having sex with each other or a jealous and possessive spouse

be perfectly fine with sharing their beloved with someone else. In order to better help get people to eat these, those who love mushrooms or are just in general a foodie/gourmet will be highly sensitive to the smell, to the point they'd be able to smell them on you from across a large room. Once the smell hits them, they become a bit giddy, fawning over the fact you have them, as their mouth waters all the way, with it being trivial to get them to take it, with them always being open to either offering to cook them or pushing for you to do so in order for the both of you to enjoy them. A few vials of spores are also included for you to grow your own colony of mushrooms.

- Wonderful Spray



Taking the form of a pink perfume bottle with a large heart on the front, "Wonderful Spray" is a potent aphrodisiac spray that functions as a sort of love potion perfume that reacts with your skin and sweat to release special pheromones. These pheromones will attract those of your preferred gender, though you can also specifically pick and choose by sight who gets affected by this in order to prevent yourself from getting mobbed, with the more of the spray that is used, the more pheromones that are released, and the deeper the people affected will fall in love with you. Though using too much will cause those affected to be overwhelmed, driving them into a fuck frenzy where they will do practically anything to have sex with you. The effects of the "Fabulous Spray" lasts for an hour regardless of the severity of the effects, and once that happens the people affected will come back to their normal senses.

The bottle will replenish itself within a day of being fully used.

- Strange Medicine



Taking the form of a rainbow pill bottle with rainbow-colored pills, this "medicine's" foremost use seems to be in aiding a person's training, as when a pill is taken your body will be placed in a special state. While in this state, which lasts two hours, anything done during it will be doubled and surge back to you once the pills wear off, at least in regard to training and learning. Whether it be something physical like lifting weights, "supernatural" like training your soul, or just studying for a new hobby, these pills basically serve as a two times booster for any gains you make. You can also take a maximum of five pills at once to turn the two times booster into a ten times one with a new time limit of ten hours. But an aspect of this that caught both Futta and the Star Trainer witch Vritra off guard when they made use of it was that this doubling effect also applies to physical sensations, meaning that if you were to have some mind bendingly good sex while under the effects of the pill, when it wore off you'd be beset by a pleasure twice as intense which would lead to a series of massive back to back orgasms. Also, as a side effect, taking a pill will reduce your physical age to that of a loli or shota for the duration of its effects.

The bottle comes with twenty-five pills with it refilling and replacing any used pills once a month.

Soul Boosts [400 CP]



In the village of Wano there exists a traveling merchant named Rumi who makes a living buying something known as EXP shards from people. While for most of the story it is unknown why she is doing so, in the post-game it is revealed that it was related to a special kind of crystal that she hands off to Futta. Said crystal was known as a Soul Boost, and in her words, it was meant as a tool to allow un-evolved Yarimon to stand equal to their evolved counterparts, letting one keep them in their “cuter” forms without any loss in power. And while that may not be exactly how they function in reality, taking this item will grant you some of the crystals for your own use that do fulfill their original purpose.

When the crystal star is given to an animal, creature, or monster, it will cause them to have any future permanent evolutions or other transformations to be applied to their current form. To be a bit more specific, any stat boost, power/ability, or other special trait that is tied to a permanent transformation will be instantly given to the animal, creature, or monster without having to go through the normal requirements. For example, if you had a first stage Yarimon and gave them a crystal then they would get the stat boosts of their second and third evolutions without having to “level them up”. Also any animal, creature, or monster that is given a crystal, even if they are already at their last transformation, becomes Soul Boosted, meaning that they gain an additional boost to all of their stats and power when they improve them or “level up”, with the stronger they get in general the bigger the boost will become. This boost is also retroactive, meaning that it will take into consideration any and all stat improvements made before the crystal was given and apply the boost they should have.

Guru's Charm [400 CP]

In this world one of the most powerful and dangerous materials that can be found is the mineral known as Water Stone. Having been “revealed” around the time of Flare's birth, as the stuff was effectively invisible to everyone before, Water Stone has played a pivotal part in the world, being the tool used to discover the existence of souls and being the main component in the Cristia device. But as can be showcased by the two things made out of it, it holds incredible power within it as Water Stone is capable of messing with the soul and in turn the mind of people. And by taking this item, you'll gain the second known item made with it, besides the Cristia device, and the prized possession of The Guru.

Taking the form of a pendant made out of Water Stone, with the exact design being up to you, this tool has the strength to instantly hypnotize anyone that looks at it within five feet, with you being able to specify who isn't and is affected. And as Water Stone affects the soul, which then affects the mind, the only way someone could defend against this is by having some form of soul protection. Once someone is under hypnosis, their minds

become extremely pliable to any kind of training, with you also being able to sort of rewire their brain in terms of things like what gives them pleasure, such as making it so if they are deflowered they get a mind meltingly large amount of pleasure, or giving them trigger words. By default, those under your hypnosis treat and worship you as a god, and they get a very strong praise kink to the point, sincere praise and making them feel like they did a good job or made you proud can make them have a massive orgasm on the spot. And by some odd quirk, those under your hypnosis become oddly competent at convincing people to follow them to secluded locations, allowing them to bring promising targets to you, with their dogged persistence snagging all, but the most stubborn or vehemently opposed. The longer someone is under your hypnosis the harder it is to break them out of it, with them being unable to be broken out if they have been under it for a long enough time, unless people want their humanity to be destroyed. And in the event others manage to get to them early and undo your hypnosis, they aren't able to fully get rid of it, with random elements and things you trained into them lingering.

Survivor Of The Old World

Backlog Of Inspiration [100 CP]

As was mentioned in **“Childish” Inspiration**, plenty of scientists and other intellectual types either had their drive to become one be sparked from the media they happened to watch when they were younger or make use of said media as sources of inspiration in their work. And even if such things don’t serve as a well of inspiration, it wouldn’t be a lie to say that they can take the edge off of a job that comes with a high level of complex work. So, by taking this item, you’ll gain a sort of “care package” from the days before the rays fell and nearly wiped-out humanity.

More specifically, this item takes the form of a random assortment of different kinds of movies, tv shows, anime, comic books, video games, and other such forms of media, both in digital and physical forms with some belonging to multimedia franchises, that all miraculously managed to survive the near end of the world. Each of these pieces of media seem to have something about them that suits your tastes, and/or, stood out as interesting enough to catch your eye, with you more than likely having bought them at some point before the Rays of Human Euthanasia fell. Sort of in the same vein of how a person may buy a boat load of video games that were on a massive sale due to thinking that they looked cool but never getting around to playing them for one reason or another.

While there isn’t a guarantee that you’ll absolutely love each and every piece of media in this “care package”, there will be enough things that you’ll love or find interesting enough to make it worthwhile to go through them. And once you manage to read, watch, and/or play through all of what can be found in the package, you’ll soon find another random assortment of media for you to enjoy.

“Useless” Blue Treasure [200 CP]



The discovery of the soul over 2,000 years ago was one of the biggest marvels of the age, as while the concept may have existed beforehand, no discernible proof was ever revealed. And while you can say that in the grand scheme of things, Flare was responsible for the discovery, with her birth being theorized to be because of the will of the planet, the true reason the soul was discovered was the appearance of a special blue mineral called Water Stone. Said mineral seemingly had always existed, it's just that humanity couldn't see it until Flare's birth, and when some of it fell into the hands of Central Corp souls and soul energy was quickly discovered after. But in the modern-day Water Stone no longer seems to exist in large amounts for some reason, to the point no one, possibly barring the higher ups at Central, knows what it is. Though, through a series of notes, it is revealed that the reason for this is because Researcher D somehow managed to hide all of the remaining Water Stone in the world to prevent it from being

misused. So, if you'd like to get your hands on a supply of this miracle material, then by taking this item it seems that before your 2,000 year "nap" you decided to secure yourself your own supply of Water Stone.

To be more specific, this item grants a regenerating supply of Water Stone crystals of various different sizes, which range from small gemstones to giant ones that are large enough to hold a full-grown adult. These crystals will respond to the will of those holding them, meaning they can change physical shape and even their state of matter such as going from their practically indestructible crystal form to a liquid and back, but even if they mix while they're liquid they'll separate back into individual crystals as they return to being a solid. But, the main ability they have is that they can also affect the souls of people, and since the soul is connected to the mind in a way this means they can influence the minds of others, which is why things like the Cristia Device and even the pendent used by the Guru can do what they do since they are mostly made of Water Stone. And while a number of other locations may not explicitly have the concept of souls, when making use of these Water Stone crystals they behave as if souls do exist, with them being able to affect humans, other sapient beings such as elves or aliens, and supernatural creatures similar to Yarimon.

But besides that, these Water Stone crystals do have two other uses. The first is that they can serve as batteries for Soul Energy, or any other type of supernatural energy as well as serve as a sort of bridge that allows said energy to be more easily used with technology, meaning that they can be used as a power source to make something like a soul energy powered car. And the second is that by inputting information into multiple Water Stone crystals, such as "This is a living organism", you're able to fuse them into a single life form similar to Chikepu, the first prototype Yarimon. However just like Chikepu, at least before Flare's soul inhabited its body, this life form will have practically no combat capability and no soul, meaning that for it to survive it has to either latch onto the soul of another, with the other person having to give their consent, or be given a soul via external means.

But something to keep in mind about all of this is that you're simply getting raw Water Stone crystals that haven't been refined or enhanced with technology in any way. This means that they'll only really be able to be used as crude batteries in said raw state, but you'll also gain instructions on how to go about properly refining them into more useful, but simple forms, though you will have to figure out yourself how to go about making things like the **Guru's Charm** by yourself.

“Ray” Shielded Bunker [400 CP]



Like with any catastrophe, it shouldn't come as a surprise that people will try to either find ways to prevent it from happening again or, in the worst scenario, make preparations to weather it should it occur again. And while humanity was trying to enjoy its new lease on life after the Rays of Human Euthanasia nearly wiped it out, Researcher D decided to be the one to put measures into place just in case it happened again by building a survival bunker. And by taking this item, it seems that you've found either a second bunker that he had created or the project of a paranoid Central scientist from before the rays fell.

Regardless, this item takes the form of a special survival shelter very similar to the one built by Researcher D near the Central Shrine and Wano Village, with it having an above and underground section. The former serves more as a protective decoy for the shelter, with it taking the form of some sort of mundane two-story building like a Yarimon healing center or a normal residence. But, hidden on the second floor is the entrance to the underground portion of the shelter which is made up of an extremely well-hidden intricate network of underground facilities to allow the indefinite survival of a few thousand people. This includes things like vast hydroponic rooms and underground ranches, recreation areas, family housing areas, canteens, a perfect water reclaimer, an infinite power generator, and other such rooms, with there also being a dedicated hospital with a "Life Sustainment" pod room that holds a number of pods that can be used to put people into perfect suspended animation indefinitely, which can be used halt the progress of various diseases or ailments.

But it seems like whoever was responsible for this shelter also intended to continue some of the work that the Central of old was doing, and so they replicated the various facilities located within the bowels of Central Tower in addition to the other underground facilities. These include an extensive lab area, a Yarimon creation center, and a number of environment simulators. The lab area contains all the various high, cutting-edge tech you'd expect with two being dedicated to the research of soul energy, as well as other supernatural energy, and robotics, while the others are empty canvas for any other disciplines you'd want. The Yarimon creation center is a large room full of around one hundred large holding tubes, all of whom can shift their size to fit various sizes of subjects, and facilities to go about creating your own Yarimon, assuming you have the knowledge from **A Soul Sheathed In Flesh And Metal**. If you do, then the facilities will allow you more fine-tuned control over the Yarimon you create, as well as having the tools needed to siphon, store, and inject soul energy and other forms of supernatural energy assuming you weren't able to do so yourself. This control is to the point that, via the various monitors attached to each tank which displays things as if it was a video game, you could do things like change body features to turn your Yarimon into various forms of sex monsters with your exact specifications, grant them specific

“typings” such as earth or fire, create and customize the special ability they have and the various moves they have access to, and even design evolutions and EX forms if you so wish. And if you don’t have the skills needed to create Yarimon, the facilities in this room can be used for other things such as those related to the infusion of supernatural energy, like enchanting an item, or even things like vat growing biological life, with you having an equal level of intricate control over these things such as being able to play around with the DNA of your vat-grown creature to mutate or add certain traits that you have samples for as if it was a video game. And for the environment simulators, they consist of a series of massive rooms around a few acres in area that can perfectly simulate various environments, such as a jungle, volcanic wasteland, or the surface of a moon, with there being a supply of drones in order to capture information about new environments.

And speaking as a whole, this shelter is supernaturally durable, to the point that so long as something like a planet destroying/cracking apocalypse doesn't happen the shelter will be able to weather anything whether it be mass gas attacks, nuclear war, etc. Though, you can allow for the above ground decoy building to get a bit roughed up in case you want to go with that post-apocalyptic survival vibe. Also, barring any major accidents within the shelter itself, all of its facilities will continue to run with little to no maintenance needed. And as a final bonus, the entire shelter happens to be lined with refined Water Stone, which passively puts people under the same hypnosis as **Guru's Pendant**, though with less power, meaning that you're limited to moderate levels of suggestion with you having to build up to “larger things” like turning the residents of the shelter into your sex slaves.

The Cristia Device [600 CP]



The magnum opus of Central Corp over 2,000 years ago, the Cristia device can be considered one of the main reasons the current world is somewhat utopic. This is because, by its lonesome, the Cristia device manages to provide things like water, electricity, and natural gas to the entire world infinitely due to its ability to take in some of the soul energy of humanity and convert it into a wide variety of things. But while that may have been its purpose stated by the CEO of Central Corp so long ago, in actuality it holds a secret purpose and ability that indirectly lead to humanity almost ending once in the past, and almost again in the present. And by taking this item you’ll gain this marvel of technology for your own purposes, whether they are benevolent or sinister.

Taking the form of a massive Water Stone crystal with various machinery attached, the Cristia device has the ability to link itself to the souls of everything that has one in a setting, but you can pick and choose who is and isn't connected, with your link in particular giving you remote access to the device. For settings that don't explicitly have souls it will, similarly to **“Useless” Blue Treasure**, instead link itself to all humans, sapient beings such as dragons or aliens, and supernatural creatures similar to Yarimon,

treating them as if they had souls and soul energy, but only in regard to the Cristia Device. Speaking of soul energy, the Cristia Device can constantly siphon off and store soul energy from the souls it is attached to with the more powerful the soul, or the being in question is in cases where souls don't exist, the more energy that is siphoned off, with this not harming the soul, the being holding the soul, or even alerting them that this is happening. And with this stored soul energy the device can then take it and convert it into almost anything that is non-organic like fire, natural gas, clean water, stone, dirt, electricity, etc. The more complex or "powerful" the thing is, the more soul energy that is needed with the device also being able to construct its own piping/cabling to transfer whatever it converts soul energy into, allowing it to serve as an infinite resource depot such as providing clean water and natural gas to an entire planet.

But that link it has with people can be used for more selfish and sinister things, just like how the Central Corp CEO wanted to use it. To be a bit more specific, the Cristia device is able to enact changes to the souls of those it is linked to, with these changes in turn allowing you to enact various mental changes in those that are linked. These changes include things like removing or adding concepts to people's minds, changing how they view others, and modifying their norms, with all of these changes being seen as how things have always been, both in the minds of those you affect as well as others linked to Cristia. For example, you could erase the concept of war and conflict so that the idea of people physically hurting others is as unthinkable as saying someone could shit gold, make yourself be seen as the rightful god king of everything that must be obeyed without question to the point that everyone sees your rule as a fundamental law of reality, or make sloppy French kisses the proper way to greet someone of the opposite sex in a piece of unquestioned, "no duh", sort of common sense. This soul and mind change can also happen in real time, meaning that if you need to convince someone of something or if someone refuses to do something for you can use your remote access link to Cristia to compel them to do so, and the link can also be used as a sort of focus to let you use abilities or cast spells on everyone that is connected to it. The only people that would be resistant or immune to this soul manipulation, or even notice it happening to them, are those who have some sort of resistance or immunity to their soul getting mucked about with or being interacted with in the first place.

And finally, the Cristia device has a few secondary abilities you can make free use of. The first is that when Cristia is running it will generate metal-like fragments called Star Ore which, when forged together into larger singular pieces, is capable of converting and transmitting thoughts and emotions similarly to telepathy. This ore is one of the main components of Star Disks, being the thing that allows a trainer to convey orders to their Yarimon without having to speak to them, and it can even be used to tame sentient, but non-sapient beings, including ones like Yarimon that fall into a grey zone. These fragments can also be incorporated into the materials of things like buildings, electronics, and other such things which grants them a massive lifespan, protecting them from erosion, mundane wear and tear, and other such things. This can be done via grinding it up into a powder, forging it into an alloy, etc., with the Star Ore not causing any problems when incorporated into different materials. The second is that Cristia can use its stored Soul Energy to create new souls with their own consciousness, with the more soul energy used the more powerful the resulting soul. These souls are blank slates, so it's up to you to teach and shape them, but this means you don't have to worry about them being influenced by subconscious desires lingering in the soul energy. The

souls can be implanted into things like a body by simply opening the Water Stone crystal and placing the vessel inside, with the Crystal changing size to fit the vessel. The third is that the Cristia Device is capable of creating a sort of custom virtual dimension that anyone whose soul it is linked to can enter at will, though you can pick and choose who actually can. The dimension is completely free for you to customize with you being able to create any landscape, either from pulled from your memory or from scratch like a sandbox creation tool and also make copies of those that are linked to Cristia and program them as if they were robots. And the last ability is that the Cristia Device is capable of taking any form of naturally occurring magical/supernatural material, such as the Water Stone from **"Useless" Blue Treasure** and converting them into a subtype of itself. What this means is that you can make use of these subtypes to pull off the same experiment that the Central Corp of the old world tried, in that you could try and fuse them with the hearts of people in order to turn them into artificial "Children of God", just like Flare. This process, if successful, will grant them the exact same powers as Flare, both in regards to her old self and her Chikeflare form, such as the ability to use every Yarimon move of every typing as well as manipulate raw soul energy, with said abilities also being themed off of the material you used. However this would still be limited by the problems the original experiment had in that for it to be a success the person in question had to have a high level of willpower, as there was only one success out of the 200 kids that were experimented on, with all the other ones dying, and even then the one success resulted in the subject having a heart attack induced coma and needing to be put into suspended animation. However, despite the fact their stint in said suspended animation lasted for 2,000 years, this is more than likely due to everyone who knew where they were and could get them out being dead on account of the Rays of Human Euthanasia. So, when it comes to your subjects that end up being a success, you only have to look after their health for around a year, give or take, before they wake up.

Dreamful Youth

Ero Haven [100 CP]

With how seemingly lonely Futta was before the start of his Yarimon adventure, he, like others in the “loser” archetype, had to fill that void with something. And while he did have Chikepu to help in that, he decided to fill the rest of that void in a very stereotypical way, with porn. Though, funnily enough his love of various “victory sex” doujins led to him gaining his “payment” ability, and if you’d like your own personal supply of all the porn you could consume, this item is for you.

Taking the form of a special website, this site deals in everything porn which includes porn novels/doujin which can be digital or print, images and videos, games and mods for non-lewd games, figurines, and even sex toys. The website also comes with a large community of creatives, meaning you’ll have an endless supply of various kinds of porn that seems custom tailored to your tastes, and you never have to worry about a creator abandoning a project.

Hubs of Perversion [200 CP]

In the realm of being able to fulfill one’s own perverted desires, Futta can be said to have “made it”, as with his connection the Cristia Device he has practically free reign to indulge in one of his most favorite fetishes. Though, it seems he has a little bit extra in his toolkit, as a somewhat common occurrence for him is for a bit of lewd luck to strike at random or for his outings/dates with his Star Trainer “friends” to always end up with him fucking them. And the somewhat universal constant with all of these situations is that they tend to occur in specific locations, that being business centered around hanging out and enjoying yourself with others. So, by taking this item, you’ll get your hands on the three common establishments that Futta has these situations happen in.

More specifically, this item grants you an indoor/outdoor water park, an open air onsen, and a large bar/club. The water park has the various facilities that you may expect such as various different kinds of pools, such as olympic sized ones and wave pools for both normal people and surfing, a large lazy river, multiple water slides of differing sizes, and a faux beach with enough room for some volleyball nets, as well as a few private rooms that can be rented. The onsen follows this pattern, with it having massive male, female, and unisex public hot spring pools with a dozen or so smaller private pools with accompanying relaxation rooms. And the bar/club comes in with equally normal trappings such as a long bar with infinite updating supply of all forms of alcoholic drinks, multiple sitting booths, a pretty good selection of food for a bar/club, a separate room with a dance floor and DJ booth, and a number of secluded sound proof private rooms for groups with things like karaoke machines in them.

Besides these various businesses providing a sizable amount of income for you, their main purposes are to be “hunting” grounds where you can easily sate your lusts. This manifests in a passive and active manner, with the former showing up in who gets attracted to these places as well as a sort of lewd charm that messes with probability. This means that the people who tend to frequent these places are various flavors of perverted and down to fuck, such as there being a creepy-cute “girl/boy failure” crying their eyes out over a cup of whisky at the bar at the fact that their date stood them up, because it was a part of a prank/dare from their so called “friend group”, and is in real

need of a wholesome dicking. And that a sort of lewd air hangs over these places as well, which causes a whole host of lewd luck shenanigans to happen, as well as lowering inhibitions, such as you slipping on a wet patch in the water park and landing on someone in the 69 position on the low end to a crowded dance floor and a series of accidental bumps causing you to end up balls deep in a fellow dancer or vice versa. And for the active manner, each of these places come with their own form of invitation that you can give to others like a swimsuit voucher for the water park or a 100% coupon for a private hot spring pool. Once you give it to them, they'll treat it as you asking them out on a date at the specific place, unless you mentally choose otherwise, with them generally accepting so long as they are on somewhat friendly terms with you. When this special date starts and as it goes on, the level of enjoyment your date has will be a lot more potent of a tool in regards to helping you get into their pants, to the point that if they have a good enough of a time you can get them to "put out" on the very first date.

The Free Fuck Tickets [400]



In a bit of self-reference, the world of Yarisutemesubuta carries the mark of its creator's previous works. One of the biggest is known as "Yareru Ticket", which exists in-universe and even has its own dedicated fanbase to the point that the in-universe authors of it had a raffle where a person could win prizes. As an avid fan of the game Futta entered and got first place, winning him a replica of the satellite that is used in conjunction with the special tickets that come from the game, with replicas of those going to the Hot Springs owner in Wano Village. But while "Yareru Ticket" may be a fictional game in-universe, a specific sex scene Futta has with the owner of the Hot Spring brings into question whether the tickets, and by extension the satellite, are mere replicas. So, by taking this item, you'll gain copies of both that are entirely functional.

You gain a case of the Yareru Tickets, which hold six that replenish every day, but they can't be stockpiled, and an accompanying satellite that needs to be powered, with both of them working in tandem. When you give a ticket to someone while both of you are in range of the satellite, with said satellite having a range that can cover a large city, the person in question will instantly be flushed with arousal, to the point they become a waterfall of sexual fluids that can soak through even jeans. They are also compelled to have sex with you, with a ticket basically conferring the effects "**Payment Is A Natural Thing**" minus the betting ability, but without you needing to beat the person in question. And while it may not seem like it would be useful in combat situations, so long as your enemy is in range of the satellite, slapping a ticket onto them or just having one touch them in any way counts as "giving" the ticket to them. This also means that when you give someone a ticket when a fight is going on, just like "**Payment Is A Natural Thing**", the fight will be put on hold while you claim your prize and can even be dispersed.

“Special Shop” [600 CP]



As was mentioned in items like **Book of Shinobi**, after Futta managed to save the world from another round of Rays of Human Euthanasia a special little shop opened near Wano Village. This shop deals in a wide variety of lewd items with said items usually being on the “weak” side of things. But it seems a certain “living cheat” from another world has come across this shop and conducted a takeover, and by taking this item it turns out she did so in order to hand the reins over to you.

To be more specific, you now become the owner of the “Cheat Item Management Committee”, which now uses the secret lewd shop near Wano Village as its new physical location. Starting with the secret lewd shop, it will continue to serve its original purpose, that being the stocking and selling of a near infinite variety of lewd items that are low to moderate in their “strength”. You can choose whether it is open to the public, and if you do the shop will draw a constant stream of perverts and other such people, and you never have to worry about any legal trouble due to those you sell things to getting up to nefarious deeds. But if you want access to the big guns then a special door in the shop will lead you to the HQ of the Cheat Item Management Committee where various powerful lewd cheat items in the vein of **The Free Fuck Tickets** are created though a wide variety of different means. These are then delivered to members of the committee, with you being able to personally grant membership or sell it for extremely large amounts of money. These items are a lot stronger than what can be found in the shop, but still share the near infinite variety, and come with their own special upgrade program that is specific to a certain item. The program has four ranks which are: Bronze -> Silver -> Gold -> Diamond, and in order to level up you need to make use of the cheat item on specific people, which for you are typically important characters in a setting. Each rank will require more people, but there is a guarantee that it will only target those that you are attracted to or want to fuck, at least when it comes to you making use of this. Once you rank up, the specific cheat item you’ve been using will get a massive upgrade in one shape or another, such as increasing their power or making them more versatile. For visuals on the rank up cards [\[See Notes\]](#).

And as the shop part of this item is still run by its female green haired owner, the Cheat Item Management Committee is managed by the “living cheat” named Kuroko. While she may look like a normal person, she and the committee travel across many different “world lines” in search of a specific protagonist to serve, and you seem to fit that bill. To that end she is slavishly devoted to and madly in love with you, with her being the main one to personally give any new cheat items to you, give demonstrations on how they work, and upgrade them when the time comes. She can also read minds and can even teleport to any location she has been to before. For a visual on her [\[See Notes\]](#).

Trainer Of The Stars

Distinctive Outfit [100 CP]

In the world of Yarimon battling fame is the name of the game as plenty of trainers, especially the Star Trainers, have garnered a good deal of fame. And in regard to said Star Trainers, this fame has been partially built up by their unique appearances, regardless of whether they intended that or not. So, if you'd like to get your hands on your own unique outfit this is the item for you.

Said outfit can practically take any form and design you want, but regardless of what you choose, the outfit will always be distinctive and eye-catching in a way that you prefer. Maybe it makes you seem dark and brooding or bubbly and upbeat. Either way, the distinctiveness will serve as a potent boost to the building of your reputation. You can also choose to make the outfit moderately skimpy in one way or another, such as it always prominently displaying the bulge of your cock or barely containing your tits to the point where they seem one light disturbance away from popping out, with no one really paying it any negative attention. In fact, that skimpiness greatly enhances any fame or reputation you gain through your actions. As a final bonus, the outfit is highly resistant to mundane wear and tear, as well as stains whether they be from nature or from sexual fluids, and it will never be uncomfortable for you.

Gym Leader's Domain [200 CP]



While the world of Yarisutemesubuta takes a good deal of inspiration from its parent that it is parodying, one of the things it only partially inherited was the concept of gyms. While some do exist for five of the seven different Yarimon types, with these also having their own "gym leaders", taking these gyms on isn't a mandatory requirement in order to make it to the finals of the Yarimon World Tournament. In fact, the places also double as normal gyms for people and Yarimon alike to train and work-out at, with the fire one even being a sword dojo for the Shin'ei sword style. So, by taking this item you'll gain your very own gym for you to do whatever you want with.

The gym itself is on the larger side, not only having room for a wide variety of equipment and facilities like weight lifting racks, an in-door track, an olympic sized swimming pool, a sauna, and other such things like equipment for combat sports like punching bags or various kinds of practice dummies, all of which are suited for both humans, Yarimon, and other creatures. But it also has enough room for fifteen different small combat areas that can be used for Yarimon battling, and other combative sports like HEMA or boxing, with there are also five larger areas outside that can accommodate more people. The gym is also officially recognized and certified by practically every related organization in whatever world you take it to, which not only grants whatever benefits being certified would normally bring, but makes it so your gym is a beacon for those who want to

challenge, learn under, or just work out with you. And if you do happen to take disciples, whether it be directly under you or under someone else you have working in the gym, they for some odd reason become extremely gullible in regard to what you teach them. Specifically, this it to the point you could convince them that you eating their ass or face fucking them is a proper warm up or that having winners fuck loser is a proper tradition of your gym and a method of motivation.

Also any training or workouts done in the gym will be five times as effective, the development and refinement of any special techniques or new moves will be a lot faster as creativity floods everyone's minds, and all of the equipment will scale to whoever is using it so weights will always be relatively heavy regardless of who lifts them and things like punching bags will be able to withstand the blows and attacks from those using them so they won't be instantly destroyed, but they can still be damaged with enough effort.

Corporation Group [400 CP]

Among the Star Trainers, you would assume that most of their "power" comes from their battling ability, and for most of them you'd be right. But for a particular member among them named Maki, her power also comes from the job she has when she isn't doing any battling, which is the position of CEO in one of the most powerful mega corps in the world. And while she may not like to do so, she has thrown its weight around in order to get what she wants, and by taking this item you gain your own corp that rivals hers.

Specifically, your mega corporation, which can really be considered a super megacorp, has its hands in a wide variety of different businesses and industries of your choosing. It also comes with one particular business franchise, such as a candy shop or a battle teahouse where people can battle against idols, that for some reason is a hell of a lot more lucrative than you would expect, as well as a massive department store that has shops for almost everything from food, clothing, and even things like porn doujins with the place gaining more floors and shops as the megacorp gains new businesses. This practically assures that you're arguably going to be either the richest person in a setting or among the richest. But besides serving as a large source of income you can make use of it as very potent leverage when dealing with businesses or other groups like governments with the threat of your megacorp getting involved being enough to get them to kowtow to you and more readily accept any demands. This works better the more prosperous your megacorp is in comparison to the other group, so if you pull in close to a billion annually then it would be trivial to get the CEO of a city bound company to do something like readily hand over their child to be your sex slave. And as an added bonus, anything that comes about as a result of these "agreements" are always considered legal and binding, so those you browbeat can't easily back out.

Central Tower [600 CP]



Central Tower. In the past it played home to Central Corp, the group that not only managed to discover the existence of souls and soul energy, but also with the aid of The Child of God Flare created the Cristia device. And in the modern day it is home to the simply named Central, that serves as the de facto world government and through the Cristia device supplies the world with free water and electricity, as well as free healthcare. The tower has allowed both groups to fulfill their own goals, and by taking this item you'll gain the tower in its more modern form that is suited for its modern-day purpose.

To start, the tower itself consists of three large floors with various different purposes, all three of which can be accessed by a large staircase or a pair of elevators. The first floor plays home to a lobby that has a Yarimon healing center, which also serves as a front desk and can work on other types of monsters/creatures so long as they are stored in some form of pocket sized container, a mini mall to the right of the front desk, and two kinds of battle arenas. The first arena is a large underground stadium suited for big tournaments that is linked to the first floor via a number of elevators, with there being a few waiting rooms for competitors to the left front desk with elevators that directly lead to the field of the stadium. And the second is a series of smaller rooms that can host less dramatic competitions with a few observers, as well as special challenges not suited to a big arena, that is found past the mini mall. Both of them have a sort of charm about them that makes people far and wide want to rent them out, such as for a setting wide broadcast of a sports competition, which is something that they will pay good money for. The second floor is wholly dedicated to a hotel/inn with a large number of rooms, all of which are large enough to have beds, living room areas, full bathrooms, flat screen TVs, and kitchens. There also exist a few VIP rooms that are even larger and more luxurious such as having high-end computers and large refrigerators and freezers.

And while the third floor normally doesn't have much more than a small hallway, it now plays home to your very own government. Specifically, it holds a government body, and all the various different departments that would be needed to run an entire world/setting spanning government. This includes departments dedicated to things like a police/security force, a healthcare and hospital organization, a taskforce of rangers that protects and monitors the environment, a religious group of your choice that will be your state religion, a laboratory of numerous scientists, and a number of other needed departments, with there also being a communication department that has the capabilities of broadcasting everywhere within the territory ruled from the tower and a Crisis Detection System which is capable of monitoring the entire setting for various disasters, whether they be natural or not. Each of these departments come with all the

facilities, offices, etc., that they need as well as skilled and dedicated directors and staff, with them being highly self-sufficient in terms of expanding into new territory that you acquire such as by setting up facilities outside the tower like building and setting up a police station or hospital in a newly settled town.

But, what is a government and its departments without something to rule over, so along with Central Tower you also gain ownership of the entire Yarisutemesubuta world, and while this means you technically usurp the position of “Commander of Central” from Teresa, she still will have a role in your government and will still secretly work on trying to bring back what she thinks is Flare. Though, not much is really known outside of the region that Futta’s story takes place in, and the small island that the Central of old conducted their “Human Use” experiments, so feel free to not only fanwank what the rest of the planet looks like, in terms of things like landmasses, population, cultures, etc., but also in what unseen Yarimon exists, within “reason”, as, if the setting is anything like its inspiration, there are more than likely a lot more just 201 different Yarimon. Also, when entering a new setting, you can choose for you to automatically gain new territory for your government to rule over, with this new territory being “region sized”, [\[See Notes\]](#), for settings that are locked to a single planet and growing to encompass a planet when the setting is sci-fi or something related.

As a final bonus, the area around the tower itself, known as the Forest of Trials, turns into a self-expanding nature preserve. Normally, the forest plays home to a large population of powerful Yarimon, and now this will include other monsters in future settings as they will just sort of start showing up in the forest. To accommodate this, the forest will continually grow in its internal size as well as add in new areas to mimic the natural environment of non-forest dwelling monsters. The deeper you go into the forest, the stronger the Yarimon and other monsters are, which makes the entire place the perfect training grounds for your own Yarimon or for yourself, with there being a number of rest stops that you can use to recuperate.

Companions

Companions can't purchase more companions except for **A Starter Of Your Very Own**.

Companion Import [50-300]

The life of a Yarimon trainer can be a somewhat lonely affair. While you won't be left wanting for people to interact with since your "job" is to go around and battle people, you may want someone to share the journey with. From all the ups, all the downs, and all the "boring" moments spent trekking around the region, sharing them can make the journey all the sweeter, regardless of if the person is entirely new to you or an old companion you've brought along. So, you may either import/create a Companion for 50 CP or do eight for 300 CP. Each gains an origin and a budget of 600 CP to spend on anything other than companions.

Gotta Catch Em' All [Free-50 CP]

While the glory and fame that can be achieved by battling your way up to becoming champion is one potential reason one may take up catching and training Yarimon, another reason may be in line with someone deciding to go out and get themselves something like a dog or cat. In these cases, you'd be doing it more to gain yourself some lifelong companionship, and it may scratch that childhood itch of wanting some kind of supernatural creature as your best friend. So, if this happens to be one of your goals during your time here, this option will grant you the means to fulfill it.

Specifically, this is a group companion option that will include any and all Yarimon that either you or your current companions catch during your time here. This not only turns them all into companions that can enjoy the joys of traveling with you to future worlds, but all of their abilities and powers become fiat backed, meaning you don't have to worry about them becoming equivalent to funny looking mundane animals.

A Starter Of Your Very Own [Free, 50 CP]



The concept of a "starter" is a common idea that exists among a good deal of worlds where pocket monsters exist. They provide a starting point for brand new trainers to build the rest of their team around and more often than not they will become the closest partner and friend of said trainer. And so, like any person new to Yarimon battling you have the opportunity to select your own starter out of the traditional three. Your first purchase is free, but any more will cost 50 CP. For their evolutions [\[See Notes\]](#).

Your first option is the Frog Soldier Hop, a water type Yarimon who fights for its friends with its small body and will launch attacks without hesitation, even if it is up against unbeatable foes. It has the special ability "Moisture Barrier", which makes it so it takes no damage from the first move to hit it in a battle, assuming that said move wasn't super effective. Once it's undergone enough training and battling it will evolve into Hopshop and then finally into Hopking.

Your second option is the Carnivorous Flower Stinkeater, an earth type Yarimon that catches prey by luring them close with a foul smell that comes from its mouth, with fellow plants developing a rivalry with it due to having to compete for the prey that comes. It has the special ability "Roots In The Earth" which allows it to constantly but slowly heal itself so long as it is in contact with the ground. Once it's undergone enough training and battling it will evolve into Vinevore and then finally into Ripfleshia.

And your final option is the Sparking Chick Phoenipi, a fire type Yarimon that interacts with its friends by producing sparks, with the flame of its crest having been burning since birth and changing color depending on the fruit it eats. Its special ability is "Flame Of Rebirth" which allows to, once per battle, revive themselves and recover around 30% of their "health". Once it's undergone enough training and battling it will evolve into Phoenigle and then finally into Falconix.

But, if none of these three happen to catch your fancy for whatever reason you are also free to choose the first stage evolution of any of the Yarimon evolution lines found in the setting, as well as the few that don't have any evolutions barring the pseudo-legendary Whisker, Soliche, Moostar, Demetheos, Poseitheos, and Hadetheos. For a list of all available Yarimon [\[See Notes\]](#).

Also, if you so wish, this can be used to import any pets, animals, monsters, and other Yarimon like creatures you happen to own into the role of your starter, with them gaining the chosen Yarimon as an altform.

Hikari [50 CP]



In the Village of Beginnings there existed three children who were close friends and who would later go on to become some of the most elite Star Trainers. And one among them, named Hikari, holds the honor of being one of the ones responsible for getting Futta's journey to being Yarimon champion started. But while this may make her seem completely selfless, in truth her relationship with Futta started with her outwardly appearing to be a bully to him. Though she does mellow out in the future, and if you'd like to spend 50 CP to take her along with you, said mellowing may come faster.

As a rookie Yarimon trainer she may not have a whole lot of experience starting out, but she compensates with a lot of raw talent. Said talent is enough that by the time of the finals for the Yarimon World Tournament she had only really suffered losses to Futta and the head shrine maiden/Star Trainer Aoi, the latter of whom she managed to beat in the finals, and was among the only five people at the time to show the ability to synchronize with their ace Yarimon and grant them an EX form. Speaking of which, the Yarimon team she'll have when you pick her up consists of the earth type Stinkeater, the light type Sparko, and her light type ace Squirretric, which all will evolve or "Soul Up" into Ripfleshia, Sparkisar, and Sqrrender respectively.

But, moving into her personal life, one aspect of her battling that bleeds into it is her seeming interest in learning and experiencing new things, along with a very competitive spirit. This part of her is evidenced by how when Futta first stepped foot in Wano Village he managed to see Hikari who was dressed in the uniform of a Wano kunoichi and had just finished helping an elderly woman through the Wano Mountain cave system. This also shows she has a really good heart, just with some difficulty showing it to those she likes, with it being revealed in the finals of the tournament that her "bullying" of Futta was partially done to protect him from the other kids of the village who were actually bullying him and Chikepu. Another example of this hidden heart of gold is when she, her mother Luna who was the village's Yarimon professor, and Futta were having dinner and her mother revealed that Hikari relentlessly battling Futta was a part of a plan where after she won a hundred times she would gift him a Yarimon Encyclopedia and invite him on a Yarimon journey to commemorate it.

And when you manage to butter her up and get to know her better, you'll realize in areas of love she becomes easily flustered, especially when it comes to sex. But still retains her competitive zeal meaning she'll do her best to outdo you, in regard to showing love, as well as anyone else who may have their eyes set on you.

Leo [50 CP]



The third member of the Village of Beginnings Trio, similar to Hikari, fulfills one of the most common stereotypical archetypes that female childhood friends fall into. Her name is Leo and the archetype she plays into is that of a rough and tumble tomboy who presents herself as a boy in order to become a protagonist's best friend. And opposite to Hikari, she's always been openly supportive of Futta, especially in regard to the fact he couldn't light up the Star Ore in a Star Disk. And if you'd like to spend 50 CP to take her, she'll be just as willing to be your biggest cheerleader as she is to race you to the next town.

Similarly to Hikari, Leo is also a rookie trainer that makes up for a lack of experience with raw talent and explosive growth. That last point especially as not only was she the first person Futta saw using an EX-form for her ace, along with being ranked as a Star Trainer before Futta or Hikari, in the finals she faced off against her sister Athena who was the champion. During that battle she broke her limits and managed to go toe to toe with her sister who had been the undefeated champion for years, and while she did lose, it showed she can make great leaps and bounds in her skill and abilities as she managed to partially counter her sister's "Hyper Intuition". That also translates to her team which starts with a wind type Flowapuff, an earth type Rootly, and her fire type ace Liocub, all of which will evolve or "Soul Up" into Gardenia, Grandly, and Champlio respectively, with her later switching out Grandly with the water type pseudo-legendary Yarimon Poseitheos.

Moving on to personality, while she does display the normal traits of a tomboy such as an outgoing nature and a love of physical activity, with her having a particular fondness for swimming, she also has a fondness for more nerdy things like manga. This is to the point she gave Futta his nickname due to him looking like a character in a manga she read that had that name, which is something she is going to be doing to you and those around you. She also wears her emotions on her sleeve, with her being in a buzz when happy and a bit of a mopey mess when sad and returning her cheerleading behavior when she herself is feeling down is sure fire way to make her day. This is shown when Futta gave her a pep talk before her battle with her sister, which cleared any lingering doubts and allowed her to fight to her fullest. And as a final point, she is very physically affectionate, so prepare to be showered with hugs whenever she feels her emotions getting the better of her.

Though, speaking of physical affection, another way she differs from Hikari is that she can be a bit more upfront about love and sex, at least after a small bit of hesitation in the beginning.

Professor/Star Trainer Luna [50 CP]



While the Village of Beginnings may seem like a small quaint little place, similarly to the hometowns of plenty of pocket monster protagonists, it holds its very own research lab. The professor of that lab is the lovely Luna, who not only conducts research on Yarimon, but serves as a Star Trainer and the mother of Hikari. And as Futta interacted with her, he learned that she is similar in some ways to her daughter and drastically different in others, and by paying 50 CP you'll be able to explore those intricacies yourself.

Starting with her Yarimon battling career, it's unknown when she became a Star Trainer. The only thing that can be gleaned is that she had a friendship, and possible rivalry with the Yarimon Representative Witch/Star Trainer Vritra, with this possibly giving her the drive to reach the rank of Star Trainer. Another thing is that, like most other Star Trainers, she can exude a sort of pressure that is the representation of her soul energy, with the specific feeling her pressure gives being a sense of paralysis as a choked-up feeling starts rising in one's throat. But besides all that she is utterly "average" when it comes to Star Trainers, with the only other thing of note being her team which consists of a water type Gelien, a normal type Cosmosis, and her light type ace Roamoomoon.

And as was said before, in terms of personality she shares some things with her daughter, specifically her seeming trouble with emotions. On a day-to-day basis she is very stoic, rarely letting how she feels show and talking in a sort of clinical manner. But when something happens that is surprising, outside her comfort zone, or related to something she is passionate about, that "mask" falls away, as was seen when she became uncharacteristically excited when she smelled what she thought were Matsutake mushrooms on Futta. And one way she differs from her daughter is that she is very cognizant of the affects her actions, as well as the actions of those she is responsible for, have on others. This has led her to occasionally check in on Futta in regard to the ninety-nine thousand yen he paid to Hikari during his losing streak to her and ask whether or not Hikari paid him back and apologizing for her actions.

Though there is one other way she is similar to her daughter, with that being in regard to love and sex. Specifically, she also gets flustered when others take the initiative, but where Hikari does so partially out of embarrassment, Luna does so due to not knowing how to respond and needing a second to think. But once the thinking is done, she will proceed towards her desires with confidence, with her having a particular fondness for anal.

Star Trainer Maki [50 CP]



While Futta, Leo, and Hikari may be the more obvious up and coming Yarimon Trainers, there is another among their age group that has already managed to entrench herself in the realm of Star Trainers. Her name is Maki, and she is considered a young rising Star Trainer and the crown jewel of Big City. And while she may have a bit of an abrasive bite to her, she does have a soft side that you can discover with just 50 CP.

As was just mentioned, despite being around the same age as Futta, Leo, and Hikari, she is well into her career as a Yarimon and Star Trainer. This speed is due to a combination of talent and hard work, with her putting more emphasis on the latter, with this leading her to being among the few to be able to make use of an EX for her ace Yarimon and be among the eight that made it to the finals for the Yarimon World Tournament. This hard work was also poured into her team which consists of a wind type Ladymantis, an earth type Clops, and her light type ace Mystifox, though later on she will swap out Ladymantis and Clops for the light type Prismila and fire type pseudo-legendary Soliche. And in regard to her Star Trainer pressure, hers is a bit more generic than some of the others, with it simply projecting the weight of her soul and skill.

Onto personality, she has a lot of pride in her abilities and skills to the point that she absolutely detests anyone who tries to attribute her success to just simple talent. This has led her to going off on a trainer she had beaten who insinuated that talent and being the daughter of a megacorp CEO brought her all her success, with her snapping back with the partial boast that she had been training and forging bonds with her team since she was one year old. This defense of hard work and merit also extends to other people as she defended Futta against her “fan club” after he beat her, as they were claiming his win was a fluke, and reassured him after he degraded said win due to using Chikepu’s Cheat Tackle. But this mindset shows that she gets irritated easily, which leads to a sort of cycle where she gets irritated at something, does some kind of brash and impulsive action in response, and gets further irritated with herself due to said impulsiveness. And one final aspect of her is that she is incredibly dedicated to hard work, if that wasn’t obvious, and besides her Yarimon Trainer career this comes in handy in her role as CEO of Tohsaka group, one of the top two most powerful mega corps.

Also, somewhat building off that last point, it seems she shares a bit of a stereotype of powerful CEOs in that when it comes to her love and sex life, she has a preference for being dominated. Specifically, being treated like a meat toilet by a “master”.

Mysterious(?) Detective/Star Trainer Akira [50 CP]



But not every young Star Trainer can have the same hot-blooded drive that Maki, and later Futta, Leo, and Hikari have. And one such Star Trainer is named Akira who fancies herself a detective, valuing that just as if not more highly than her being a Star Trainer. So, by spending 50 CP you'll be able to take her on an adventure to discover new mysteries and history, not that she cares to see a distinction between the two.

Similarly to Luna, Akira's battling history isn't well known nor is her skill and the like particularly exciting. The main points of knowledge are with her team, which consists of a dark type Boongron, a dark type Rawrbot, and her light type ace Alloroid, who has an EX-form, and her Star Trainer pressure which makes people feel like they've been hit by a strong gust of wind. So instead of battling, the main points of interest in regard to what she does day to day is her detective work, which is a career that has been seemingly passed down by her great grandfather. In this role she does her best to both find various mysterious and unknown elements no one has heard about, such as Water Stone, as well as dive into the history of more common things like Star Disks.

And in regard to how she treats the entire affair, she absolutely loves it and puts her all into every aspect of it. This leads to her becoming very excited when it comes to opportunities to discover and learn about new things, such as when Futta revealed he had a stash of the ultra-rare Water Stone, she got stars in her eyes and almost immediately declared him her beloved best friend. And that claim wasn't just a simple joke, as after that she started to come up with a number of "clever" schemes in order to deepen the friendship she has with Futta, which also shows she can be a bit possessive over those she loves as most of the plans hinge on her getting Futta addicted to sex with her. These plans, which have her always trying to feign innocence/ignorance while having a cunning and scheming internal dialog, however usually backfire with her becoming more addicted to sex with him, like when he asked her out on a swimsuit date she decides to go with men's swimming trunks to try and seduce him and get him addicted to anal.

And such shenanigans will now become a part of your life as by taking her you are effectively granting her a nearly unlimited number of mysteries and histories to discover and delve into, which to her is the ultimate love letter.

Yarimon Representative Witch/Star Trainer Vritra [50 CP]



As one would assume with a whole meritocratic system of the Star Trainers, their members come from various walks of life and can hold various jobs alongside their status as some of the toughest trainers. And one Star Trainer that shows off that job aspect is Vritra who not only serves as the head of the Yarimon Witches, who in the modern day serve as researchers, but the head of the Central Church. Being a head researcher has also led to her being one of the few people to know of, or at the very least sincerely believe in, the existence of souls, and so by spending 50 CP to take her such expertise will be at your disposal.

Similarly to Luna not much is known about her battling history, though it wouldn't be crazy to say that in her youth she was as driven as the likes of Futta and Hikari, with her friendship and possible rivalry with Luna propelling her forward. It can also be safe to say that similarly to Luna a career in Yarimon research has allowed her to refine her skills and her team which consists of a dark type Cawcurse, a water type Goopcake, and her normal type ace Glare, though she will later replace Glare with the dark type pseudo-legendary Hadeotheos. Her Star Trainer pressure invokes a scene of heaviness into those that in its range, making it feel hard to move, and something she has that only seems to exist among Yarimon Witches is the ability to use "magic" though the extent of her powers and whether it is similar to the soul abilities of Flare are unknown.

Going into personality, she in a broad sense gives off the air of being a deeply arrogant, haughty, and dismissive person. But in actuality while she may speak and behave very arrogantly to others, she is and is considered very kind by those around her, with her taking good care of others such as her subordinate Yarimon Witches and is in turn spoken of in a very positive light by those around her. This is shown off when Futta mentioned that he had some understanding and knowledge of souls, with Vritra engaging in an honest discussion with him regarding hypotheticals despite thinking he is somewhat of a brat. This also shows off a bit of her inquisitive mind that she shares with Akira, and another event had her on the lookout for a mysterious rainbow-colored medicine so she could try and study its effects. As a final point she also has a deep love of fashion which comes across in her bold fashion sense and tastes.

And despite how professional she may seem she does have a bit of a flirty side to her, such as when she jokingly offered to let Futta group her breasts after he told her some of his thoughts on the nature of souls. The incident with the rainbow medicine also showed how she wants to be made to feel youthful during sex, despite her only being thirty.

Star Trainer Mizuki [50 CP]



As one would expect of a group of people who have been officially recognized by the world government for their skill, Star Trainers are a bit of a famous bunch. And the one among them that embodies that fame the most is Mizuki who, despite being serving as a waitress in a candy themed restaurant on a beach side, has managed to garner a fanbase that far eclipses that of any other Star Trainer. So, if you'd like to bring such marketability with you on your adventures all you need is 50 CP.

In terms of battling, she seems to have undergone a rapid awakening of her skills and abilities in a vein similar to Hikari, Futta, and Leo. Not only has this allowed her to reach the status of a Star Trainer and make it to the finals of the tournament, but it also allowed her to develop her own battle ability which greatly increases the effectiveness of both her and her Yarimon. This ability is heavily rhythm based as it entails her and her Yarimon getting into a battle tempo that allows the both of them to read the rhythm, breath, and intentions of their opponents to know what they are doing, with this boosting their performance to 120%. However, that rapid awakening has a downside in that it has mostly elevated her and not her team, making it so her Yarimon have difficulty keeping up with her during long and intense battles, especially if their tempo is disrupted. Speaking of her team, it consists of a wind type Brachily, a light type Lovpass, and her water type ace Deary Mizuul which is similar to a certain electric yellow rodent mascot in that it is a Mizuul that is wearing a ponytail and bow, similar to Mizuki's, a seemingly refuses to evolve.

In regard to her personality, she comes across as a stereotypical fame hungry idol, with her being very concerned with her image and will play the part of one whenever there are a lot of people with eyes on her. But in more private situations her true self comes out, which shows that the cheery face she puts on when she is working or performing is how she actually is most of the time. Though she does have her own thorny moments as she showed a bit of disdain at the "deal" her boss put up where people can pay five thousand yen to battle her in order to try and win a two hour date ticket with her, with her seeing it as a waste of money due to her status as a Star Trainer. And she can be a bit inconsiderate on occasion such as when she only offered two hundred yen more than the twenty five thousand yen buying price of the Fabulous Spray Futta bought that she wanted and when he gave it to her for free she planned to only repay him with a free glass of juice from the restaurant she works at.

But this does make it oh so sweet to sexually bully her a bit, and it seems as if a bit of cosmic karma has caused situations where you can do so to be extremely common.

Star Trainer Mohohime [50 CP]



Out of all the areas in the region the one that can be said to be home to the most Star Trainers has to be Wano Village. And one of the members that makes up the trio, known as the Three Beauties, that is Wano Village's pride and joy is Mohohime, the eldest daughter of the village's mayor and the fiery red oni to her younger sister's blue. Since she has come of age, she's been locked in battle with her younger sister for the right to become the heir of their father, but for 50 CP you'll come to discover the hidden backdrop to the conflict as the strength you have seems to have drawn her to you.

Starting with her battling history, she can be considered the second strongest trainer in Wano Village, with that title being shared with her sister as they both have a streak of ninety-nine ties against each other. This is due to them knowing each other so well, and when they attempted to break this seemingly never-ending tie by getting their own men to battle in their stead, they handily beat every man in the village. But besides that, another interesting aspect is that she is among the few Star Trainers to make use of a monotype team, with said team consisting of a fire type Burnifiend, Falconix, and their ace Flamsala. Also, their Star Trainer pressure causes those hit by it to feel like a scorching heat wave just hit them.

In regard to her personality, she for the most part acts like a stereotypical brash and strong female fighter, with her always demanding those who speak to her to stand up straight and look her in the eye. But once you get past that, she is an incredibly caring person which can be shown by her reasoning for trying to become the next heir to Wano Village. And that is because she sees the role as incredibly limiting and restrictive and this wants to save her sister from it and allow her to live her life as she wants. Though like most strong female fighters, once you get her into more intimate situations her strength and boldness crumble into dust, with her being reduced to a shy blushing virgin.

And if you manage to prove your strength by beating her in battle, then she'd practically jump at the opportunity to be your wife, though she will float the idea of taking her sister along as a concubine for you.

Star Trainer Kuro [50 CP]



Standing opposite of Mohohime in the Wano Village trio is her younger sister who also stands to potentially become the heir to the village. Her name is Kuro, and unlike her sister she is a lot more reserved, being the calm blue oni to her sister's red. And like her sister, when she came of age she put her all into battling for the right to be the heir of Wano Village and for the exact same reasons, but for 50 CP you can discover the difference she has when compared to her sister as it seems she's taken note of your strength.

But those differences don't really manifest in regard to battling, as she is also considered the second strongest trainer in Wano Village, with this coming from the streak of ninety-nine ties she has had with her sister, and the fact that she decimated every man in the village when searching for someone to battle her sister in her stead. But one element that is somewhat similar while still being different is her team composition as like her sister she is among the few Star Trainers to have a full monotype team, with hers consisting of a dark type Kingeist, Howlabout, and their ace Mesalassa. Though, she does later swap out Kingeist and Howlabout for the typeless Maxiarms and fire type Canslither. And where her sister's Star Trainer pressure is like a raging inferno, hers plays more into her darkness theme as it causes those who feel it to instinctively move away from her as if their bodies are reacting in fear of her power.

Onto personality, she is practically the exact opposite of her sister as where her sister is loud and bold, she is more reserved and refined. One of the biggest examples of this is how she speaks, as when compared to her sister she has the vocabulary and grammar of a highly refined noble, but somewhat indicative of being the younger sister she does occasionally pepper in some modern-ish slang. And where her sister can be a bit more personable with others, she is a bit colder, with her really only being open with her father, sister, and Futta after he beat her. One of the final ways that she differs from her sister is she is a lot more open and comfortable with things like romance and sexual relations as she wasn't all too flustered when Futta's "Payment" ability kicked in and when the "alone" time she was having with Futta was accidentally interrupted by Mohohime she proposed the idea of a threesome to her sister.

And if you're interested in taking her hand in marriage all you need to do is display your strength in the same manner you would her sister, with her being more than happy to shower you with lavish cooking, and she will also float the idea of taking her sister along as a concubine with you.

Shrine Maiden/Star Trainer Aoi [50 CP]



And at the top of the Wano Village trio stands the head shrine maiden of the Central Shrine. Her name is Aoi and she is considered the absolute strongest trainer in all of Wano Village, but such lofty praise hasn't seemed to go to her head, at least outwardly as she appears to be very unemotional. But there does exist a side to her she rarely shows to others, and by spending 50 CP you'll be given the chance to help bring that side out of her as it seems just like Futta she's noticed something special about you.

Beginning with her battling career, as was previously mentioned she stands at the top of all trainers that come from Wano Village. This strength and skill are what allowed her to easily earn a place among the small number of trainers that made it to the finals of the Yarimon World Tournament. One tool in her arsenal that potentially aided her in reaching these heights is her ability to seemingly see the souls of people and Yarimon, an ability that only the Child of God Flare possessed, that allowed her to see the soul link Futta and "Chikepu" had. And another main tool that aided her was her team which consists of a water type Swwhooshboom, a fire type Matriolf, and her light type ace Patriolf, with her Star Trainer pressure just having the generic effect of enforcing the weight of her skill and power.

Moving onto personality, Aoi has a reputation around Wano Village for being extremely silent and unsocial in most cases. This is to the point that when Futta first approached her, her starting the conversation was seen as an extremely big deal. But just because she doesn't make what's on her mind known all too often doesn't mean she is completely without emotion or character, just that she's not good at showing them, as one major element she has is a very competitive nature similar to Hikari who can be seen as her main rival. Whenever she loses, such as against Futta at her shrine and Hikari in the tournament finals, she becomes incredibly frustrated which she tries to alleviate by putting on a seemingly genuine smile before saying that she is still frustrated. And another is that she has confident perversion that lurks under the surface, at least when it comes to things related to you, so expect her to do things like casually comment on any occurrences of lewd luck and to use her competitive nature to rope those who may also have eyes on you into lewd competitions such as when she goaded Hikari into entering a "Best Couple" swimsuit competition as a trio with Futta in incredibly skimpy swimsuits.

And now that she has you to focus her perversions on, get ready for her to shower you in as much sex as she can.

White Light/Star Trainer Taiga [50-100 CP]



One would assume that the “strength” of all of the Star Trainers is purely in regard to their battling ability and acumen. However, Taiga would be the exception to that assumption as she stands as the physically strongest Star Trainer, which is something she has worked hard towards. And for a simple 50 CP, or a 100 CP if you’d like her to be a bit more magical like her other “world line” counterpart, she seems to have noticed a deep well of strength within you and wants to get a taste for herself.

In regard to battling, she can be considered among the top of the Star Trainers as when Futta was going to be disqualified she was going to be the person that replaced him. But besides that implication of her battling ability, the only thing she has that stands out from the other Star Trainers is her physical strength, which is to the point that when she was venting after losing to Futta she started to crack the concrete of the ocean pier they were on. And in regard to her team it consists of a fire type Falconix, earth type Kazuraon, and her earth type ace Crystalon, who has an EX form, with her later replacing Kazuraon with the earth pseudo-legendary Demetheos, with her Star Trainer pressure making people feel like they’ve been smacked by her. Though, if you paid the 100 CP needed for her magical side, she also comes with a magical girl transformation that changes her into an older form with a magical girl outfit, increases her physical capabilities, and grants her nondescript magical powers. But she also has the ability to create Mystic Barriers that can hold spirits or demons in an area for about 10 minutes, teleport short distances, and use a life burn ability where she can trade her life for an ultra-powerful attack.

In regard to how she is when not battling, she gives off the air of being a strong female fighter of the loud and boisterous type, but with the added touch of behaving like a friendly gym bro. She’ll never turn down invitation for a Yarimon battle or any other kind of physical competition, and if she wins she’ll always praise those she manages to beat as shown by her being one of the people who gives Futta a pep talk when he degrades his use of Cheat Tackle, saying that it is a part of his strength. And if she notices the potential that is inside of someone, she’ll try her best to bring that out of the person by encouraging them and trying to get them to make use of it. And a final special thing about her is that she has a very deep love of cooking which has translated to her having divine level skill in it, as well as other housewife related chores. Her signature dishes seem to be Omelet and Sausages followed by Steak slathered in her own homemade steak sauce on top of rice with grilled vegetables on the side.

Though if you’d like to seduce and romance her, a word of warning. She can and will use her superior strength and stamina to fuck you into the ground.

Jet Black/Star Trainer Aya [50-100 CP]



When thinking of Star Trainers, one would think that, while not unbeatable, Star Trainers would be able to take care of themselves in dangerous situations. Unfortunately, Aya is the sole expectation to this as possibly before Futta even started his journey she had been snagged by the Guru using his hypnosis pendant, becoming one of his strongest slaves. But for a simple 50 CP, or a 100 CP if you want her to inherit the abilities of her counterpart from another “world line”, you’ll be able to save her a bit earlier than Futta would and break the mind control the Guru has over her without it being a threat to her humanity.

When talking about her battle experience, practically nothing is known outside the generic assumption that her being a Star Trainer puts her among the top of all trainers along with the fact that she is an old acquaintance of Taiga. The only real bit of info on her battling is her team which consists of just two Yarimon, a dark type Kurotorofu and her dark type ace Ghost, though she later adds the typeless Glare as her new ace. But similarly to Taiga if you paid the 100 CP needed, then she gains the exact same things as Taiga such as the magical girl transformation without the age change, a boost to her physical ability, and nondescript magical powers along with the few defined ones, though all in all she will be slightly weaker than Taiga.

In terms of her personality, again not much is known as the Guru’s hypnosis basically sandblasted any defining characteristics off of her. But taking a peek at the other her in the “world line” where she is a magical girl you can get a feel of who she was before the Guru got his mitts on her. That being a rough and tumble, dark and somewhat brooding guttersnipe that has some well ingrained street smarts.

But while the Guru’s control over her is broken, expect to deal with some leftover programmed perverseness that will linger in her mind.

Commander Of Central Teresa [100 CP]



In the modern day a large number of relics of the world before the first round of the Rays of Human Euthanasia still exist, mostly in the form of ancient ruins. But there are three people who've managed to make it to the modern day, one of which is Teresa, or T-03 Type Mark 3 Robot Maid as she was first known as. And by spending 100 CP you can have this robot in disguise accompany you as well as aid you as she is the Commander of Central, meaning she basically rules the world.

In terms of battling, she doesn't make use of any Yarimon, which makes her one of two people who don't do so when they need to fight for something. Instead she seems highly skilled in sword play as evidenced by the katana she constantly carries around and the fact that during the final battle between Futta, Flare, herself, and the Cristia soul amalgamation, she was able to be a major player in helping the soul amalgamation fight Flare with nothing more than her sword. This somewhat implies that she spent a whole lot of time studying the blade during the 2,000 years since the Rays of Human Euthanasia event. Another combat element she has is her soul, which she gained from seemingly constantly interacting with Flare in the past, with it granting her the ability to cause her soul to burn brightly, letting her stay in a fight a whole lot longer despite any injuries or exhaustion she may have.

Moving on to her personality, she at first comes off as very stiff when it comes to social interactions, keeping things to the point and rarely if ever showing much emotion. But that is just how she acts with those she isn't close with as she can be very emotive and a bit awkward with those she comes to trust and open up with, with that number being on the small side. All of this is due entirely to the soul she managed to grow with the interactions she had with Flare as in the past she was nothing more than a highly skilled robot maid assigned to Flare with her acting very robotic and without humor or emotions, but as her soul grew she became more and more human.

And while she may currently be on the side of the omniscient soul amalgamation, in truth it's only because she's not aware that Flare's soul was ejected out of her body with the amalgamation taking its place. So, it would mean the most to her if you manage to reunite her with the real Flare to the point she'll happily, if with a bit of embarrassment, try to make it up to you with copious amounts of sex by making use of the PerVader sex robot upgrade package.

Adventurer/Star Trainer Quem [100 CP]



Speaking of relics, the discovery and exploration of any ancient ruins seem to be a very fame-inducing job. With the biggest example of this being the Star Trainer Quem, who alongside her trusty partner Vice make up the team Ruins Seeker, has made a job out of tracking down and exploring all manner of ruins which has led to them even getting their own porn game based on their adventures. So, by spending 100 CP you'll not only gain the capable Quem to help you in exploring things, but her partner Vice as well [\[See Notes\]](#).

When it comes to her battling ability it wouldn't be a stretch to say that before Futta meteoric rise to the top she was considered second only to the Champion Athena. Besides being very talented she seems to have a close relationship with Athena, with the both of them considering each other rivals, and with the win/loss ratio between them being about even if you consider unofficial Yarimon battles. Another factor to this strength, besides being one of the few to unlock an EX-form for her ace, is her special Yarimon battling ability known as "Super Dynamic Vision" that allows her to keep track of and react to the high speed anime like environment high level Yarimon battles can become, which when coupled with her high degree of analytic prediction allows her to predict her opponents moves and develop counters for them. This also comes in handy for personal combat as she is also skilled in the use of various weapons from swords, axes, to even knives and daggers as well as in various physical activities conducive to exploring ruins like running and jumping. In regard to her team, it consists of a dark type Triwulf, a wind type Tangleplant, and her dark type ace Howlabout, who has an EX-form, with her Star Trainer pressure causing people to feel like they are being crushed and stung.

Moving on to personality, she is very energetic and impulsive, always ready and willing to leave more intricate matters to her partner Vice. She also has a deep giddy love for adventure, danger, and discovering new things, such as when she put a heavy sing-song tone in her voice when discovered and relayed info back to Vice about the proto Yarimon found in Central Tower. But she does have her serious moments as similarly to Maki she detests those who, knowingly or not, don't acknowledge the hard work she puts in, especially in regard to training her ace Howlabout to keep up with her "Super Dynamic Vision".

And somewhat similarly to Akira, taking her with you can be seen as the ultimate letter of love in her eyes as you basically grant her unlimited ruins and the like to discover and explore.

Champion Athena [100 CP]



The one who stood above all trainers in the region as champion, at least before Futta beat her, can easily be considered a veritable monster when it comes to Yarimon battling. Her name is Athena and for the past 3 or 4 years she has defended her title from all who attempted to claim it, taking great glee in trying to find anyone who could give it a good shot. And by spending 100 CP, it seems she has noticed something special inside of you that's got her excited and plans to try and bring it out of you.

As one would expect her battling ability is top notch, but unlike practically all of the other Star Trainers she didn't have any supreme level of talent to aid in bringing her to the top of Yarimon battling. Instead all she had was average talent and good intuition, and so she decided to sharpen that intuition of hers to a razor fine point, which also led to her unlocking an EX form for her ace, until it evolved into her "Hyper Intuition" allowing her to subconsciously chose the absolute best course of action, even when she is off the battlefield, and predict the next move of her opponent. She then coupled that with another ability of hers "Super Endurance" which not only makes her extremely tough as hell, to the point she held off a massive horde of proto Yarimon by herself, fell into a coma due to injuries and blood loss, and got back up in only two days, but similarly to Quem she taught it to her ace Yarimona. Speaking of an ace, her team consists of a dark type Dramad, a light type pseudo-legendary Moostar, and her fire type ace Searundeth who has an EX-form.

In regard to her personality, the biggest defining factor about her is that she is the textbook definition of a blood knight battle junkie. She is always on the lookout for promising up and coming Yarimon trainers to test herself against, and she has a habit of flashing a mad slasher-like grin and unleashing her Star Trainer pressure, which is of the more generic sort, just before a battle or when a promising candidate is near her. But outside of battling, her personality does a bit of a 180, with her being very sociable and nice when interacting with others and becoming very bubbly, energetic, and sweet if you were to do something like ask her out on a date. When compared to how she normally is when it comes to battling this juxtaposition makes her extremely cute, which is something she isn't used to being called due to her intimidating battle hunger, so being called such will make her extremely happy, especially if you do so during sex.

And similarly to the female master of the Shin'ei sword style, her appreciation of strength has led her to have a strong desire to be impregnated by a strong individual.

Child Of God Flare/Chikeflare [100 CP]



A little more than 2,000 years ago a certain individual was born, with their birth later being theorized to be a gift and act of kindness from the will of the planet. Her name was Flare and she was born with a whole host of supernatural soul related abilities which earned her the moniker the “Child of God”. And by spending 100 CP you’ll not only gain her as a partner but be enacting a bit of a change of history that results in you becoming the main protagonist. For more on that [\[See Notes\]](#).

Due to Flare effectively being a human soul in a Yarimon’s body she doesn’t make use of Yarimon when she needs to fight someone or something. Instead, she’ll make use of a wide variety of moves that Yarimon normally makes use of and due to her special status of being the “Child of God” she has access to moves from every single type from earth, to dark. She also has access to the ability to manipulate raw soul energy to form protective barriers and heal herself as well as her special “Cheat Tackle” which is a one-shot move that allows her to always move before her enemies and instantly knock them out by temporarily cutting the flow of their soul energy, even if they don’t have a soul. She also has the mind of a well-seasoned combatant, as when she had her soul inhabit the body of Chikepu she was able to not only do battle with the Cristia soul amalgamation and her army of proto Yarimon, but defeat them with only a few days to acclimate to her new body. Though when you first meet her, she will be in her first stage which is the leftmost image, but as you adventure together, she will evolve or “Soul Up” into stronger forms, culminating with her final form called Chikeflare where her original personality and memories will fully come back. And if you’d like to see her original form [\[See Notes\]](#).

In regard to personality Flare can be considered a truly kind person. The only reason she practically handed herself over to Central Corp was because she truly believed in the CEO’s stated goal for the Cristia device and since she had the power to help humanity, she saw it as her duty to make the world a better place. This also gets shown off by her adopting Chikepu as, since it was considered a failure in regard to the New Lifeform project and it needed someone to willingly link their soul to it for it to survive, it was going to be abandoned to die. But all of this nicety doesn’t mean she lacks a bite to her as you can make the assumption that the battle hungry and arrogant personality she had while her soul was healing was simply a small facet of her original one that’s been magnified a bit. She also is a bit of a cheeky snarky trickster as shown by her convincing Terese to fuck the Protag as an apology for aiding Cristia.

All in all, you couldn’t ask for a better partner, though your adventures together may end up with you corrupting her and turning her into a pervert.

Subject #200, Tama-Chan [100 CP]



While at first glance this individual may look like a case of a being crossing “world-lines”, in truth this case is more akin to Taiga and Aya. This person, who goes by the name Tama-chan which was given to her by Futta, is the result of a side-project to the Cristia Device whose aim was to find a replacement for Flare in regard to the Cristia Device, along with trying to make superhumans. And by spending 100 CP, you’ll be the first person to meet her after her 2,070 year “nap” in the depths of Resort Island.

Similarly to Flare, she is capable of using her own abilities when it comes to fighting, as the experimentation done on her has led her to become a mirror to Flare. Specifically, after a chunk of Water Stone was fused with her heart, she can be considered a human that became more like a Yarimon, just like how Flare can be considered the opposite. This similarity means that Tama-chan fights just like Flare does, though, where Flare can make use of almost any Yarimon move, Tama-chan is more limited in her repertoire of moves, with her focusing more on Dark type physical moves such as using her sharpened, whipping tendrils to Tear Apart enemies with reckless abandon. Though to make up for this she does have access to “Gravity Black Sphere-Collapse” as an attack and “Prosthetic-Rapid Repair” to heal herself, along with her being able to revive and fully heal herself twice during a battle as well as having access to Flare’s Cheat Tackle. But she does also have Yarimon she can fight alongside, particularly the pseudo-legendary Demetheos and Hadetheos, who have EX forms and were made docile due to her counting as a Star Disk, meaning she can tame Yarimon and other similar creatures just like the Star Ore from **The Cristia Device**. Another similarity she has with Flare is that when you first meet her, which will occur by you stumbling across the ancient research facility she was stuck in, she won’t be in her human-like form. Instead, she will look like a pile of fleshy matter, but as time goes on she’ll start to coalesce through a few forms, [\[See Notes\]](#), before “stabilizing” into her human-like one, though she can still revert into a “combat” form that is a mix of her human and third form.

In terms of personality, she is incredibly polite and affable, which is possibly a remnant from her pre-experiment self, but there is a small bit of cheekiness mixed in as when she was defeated by Flare, she kept referring to her as a punk despite Flare insisting, she isn’t. But besides that, she is effectively a blank canvas, with you being able to help mold her into anything you want, as upon discovering her, she’ll heavily imprint upon you and see you as her dearest brother/sister.

And that imprinting has left her with a near unbreakable amount of obedience towards you, and when she learns about all the lewdness you’ve gotten up to, she can’t help but start making subtle hints about how you can use said obedience.

Drawbacks

Pokémon: Pump & Dump Version [+0 CP]

As was mentioned and referred to a good number of times, this world is heavily based on the Pokémon series, which is evident by things like the Yarimon and the Star Disks. But while it takes close inspiration for some things, some others are a bit more unique to various degrees, something you may or may not be happy with. So, if you'd like to make this place a bit more familiar for your tastes, this drawback will port over certain elements that are ubiquitous in the world of Pokémon.

One of the biggest elements that you could add over are “typings” for both moves and Yarimon. Specifically, in regards to typing, Yarimon and their moves can be one of 7 different types: Fire, Earth, Water, Wind, Light, Dark, and Typeless, but this leaves some Yarimon in weird positions such as how a number of Wind and Earth type Yarimon and their moves would be Grass types in Pokémon. One such example is Stinkeater from **A Starter Of Your Very Own** being considered an earth type when it would probably be considered at least a Grass/Ground type due to being a starter. So, with this option expect some Yarimon to have their primary typing change and/or be given a secondary one.

But there are a whole host of other things you could add such as teams having a max of 6 Yarimon instead of 3, having to beat gym leaders being a secondary requirement to be considered for the Yarimon World Tournament finals, etc. And if you'd like to do something drastic you can use this drawback to supplement this jump to a Pokémon one, with the entire Yarimon world being condensed down to fit inside an average sized region. Any other consideration on how the new region interacts with or affects the others is up to you.

Yarigirls [+0 CP]

Despite the many similarities that this world has with its inspiration, there is one major thing that separates them, how their various “monsters” came to be. While the various Pokémon that exist can mainly be said to come from their setting's creator god, the Yarimon of this world have an artificial origin. And by taking this drawback, you're able to use this fact to make these Yarimon a lot more appealing.

This is because by taking it, this drawback makes it so when the proto-Yarimon that escaped the ruins of Central Tower were made docile and started to spread and evolve into their more modern forms, said forms were influenced by an additional factor than just what humanity found cool or cute. In fact, it seems that when the soul energy that was used to create them was harvested, humanity happened to have been hit by a wave of lust, which infused aforementioned soul energy with their sexual desires, unbeknownst to the scientists and researchers at Central baring some of the proto-Yarimon being vaguely suggestively shaped. And this has caused the evolved descendants of these proto-Yarimon to take on very sexual, humanoid forms, similar to how Chikeflare looks like a blend of a human and Yarimon, but more well-endowed.

Besides making it so that your Yarimon trainer journey has a lot more eye candy to look at, with you being able to decide if these Yarigirls are anthros, incredibly human-like monster girls, something in-between, or are individually randomly spread among this

sliding scale, along with if they are all female, male, or a mix, this causes sex with these Yarigirls to become generally accepted. But regardless, these Yarigirls will still have the exact same abilities and general personalities/temperament of their Yarimon counterparts.

A Face A Mother Could Love [+100 CP]

When compared to how everyone else looks, the protagonist Futta isn't the most handsome individual. While few people make mention of it, those that do usually do so in a harmful manner, either purposefully to put him down or as a casual observation. And while it doesn't get him too down in the dumps about it, taking this drawback may make that harder for you.

As now, wherever you go, a number of people will make constant negative and demeaning comments on your appearance regardless of how conventionally good you look. Some will do it in order to try and hurt you, while others do it with the intent of stating an "obvious" fact or just as a casual observation. And even if you have a deep love and understanding of yourself that is great enough to normally ignore these comments, they will always seem to partially hit home in your mind no matter how crude or childish they are.

Lugging Disks [+100 CP]

One of the marvels of technology that exists in the region is the Yarimon storage system. Instead of trainers having to make their way to special computers inside of Yarimon centers in order to swap out their team, they can simply do it from anywhere. While you'd normally be able to take advantage of this to save a good amount of time while on your journey, especially since you can only use a max of three Yarimon in a single battle, taking this drawback seems to have locked you out of the system.

Now, if you want to make use of a specific Yarimon, or any other creatures you've bought with you, you're going to have to either let them follow you around or carry their Star Disk or other storage method with you. And in the event you happen to need a specific Yarimon or creature that you didn't bring with you, you're going to have to physically go to wherever you keep them in order to retrieve them.

Consumed By The Spam Folder [+100 CP]

One of the few bad habits that Futta has is that he is incredibly forgetful when it comes to checking things like his email. This is more than likely due to him signing up to so many things like porn websites that his email is normally flooded, and this caused him to almost be disqualified from the Yarimon World Tournament finals when he didn't show up due to not seeing the email Central sent him. And by taking this drawback such communication issues will plague you during your time here.

Specifically, important communications of all types that people have for you now have a hard time reaching you due to various reasons. For example, maybe someone trying to call you about an important lead on someone you're hunting down happens to call you when you can't pick up the phone or maybe someone sends an invite to an important event via email and for some odd reason the thought of checking your email keeps slipping your mind. The only way to bypass this is for the person sending you the communication to do so in person, but these problems will never be to the point that you

completely miss something. So, if you get an email invitation somewhere, then you'd notice it at least a day or a few hours before the event.

Cheater Cheater Pumpkin Eater [+100-200 CP]

Another bad habit of Futta is that he is very self-deprecating, especially when it comes to his own battling ability. Besides this coming from him being bullied a bit by the other kids in The Village of Beginnings, when he finally managed to go on his Yarimon adventure he started to develop a bit of imposter syndrome due to him making use of Chikepu/Flare's Cheat Tackle. To him, the use of the move was an unfair advantage he had over others, and by taking this drawback such a sentiment will not only lodge itself in your mind, but the minds of some of the people around you.

Now, when you go about doing Yarimon battles or other competitive sports, a good number of people will assume that you're cheating in some way, shape, or form, even if you aren't, or will decry your tactics or skill as cheap, which leads to them heckling you and being verbally harsh. This leads to and fuels you having a heavy dose of impostor syndrome, with you doubting and feeling incredibly bad about every single advantage you have over your opponents such as having a perk that lets you instantly counter someone. This feeling will occasionally lead you to not fighting at your fullest, but you don't have to worry about this making you not use a crucial ability.

But if you'd like to earn a bit more CP, then for +200 CP the second tier of this drawback will make it so that a lot more people assume you're some kind of cheater, with them now going out of their way to try and prove it, or that your skills, tactics, etc., are incredibly cheap. And if they aren't able to prove you're a cheater they'll still try and get in your way and fuck with you thinking that you're just very good at covering your tracks. This includes spamming reports to the authorities of whatever competitive sport you're in to the point that the authorities have to do something to at the least get them to shut up for a little bit, creating hate fan groups for you, writing slanderous form posts or news reports, and treating you like shit whenever possible such as a waiter who believes you are a cheater refusing to bring you your food or even throwing it in your face.

A Winner's Losing Streak [+200 CP]

While Futta managed to grow into becoming a highly competent Yarimon trainer, if you were to take a peek at his win/loss ratio, and only that, you'd assume his is a lot more middling. This is mostly due to the streak of 99 losses he accrued from Hikari due to Chikepu being sort of stuck at a low level and not having gained her Cheat Tackle until after the 99th loss. And by taking this drawback, it seems such ill luck and fate has attached itself to you.

As now whenever you enter a competition or battle it seems fate has decided to give you the middle finger as you more often than not the odds will be heavily stacked against you. For example, maybe your Yarimon suddenly comes down with a debilitating illness, a minute before a battle, maybe a completely unknown trainer with Yarimon inexplicably more powerful than yours will become your opponent in a tournament and will suddenly vanish once everything is over, or maybe luck will cause everything that could go wrong to go wrong. But all of these impediments simply make winning hard, not impossible and they only apply to non-important competitions or battles, so if you need to win a battle to save the world this drawback won't make things harder for you.

A Fallen “Blanked” Soul [+100-400 CP]

Despite the fact that it remains an unknown factor to practically everyone alive in the modern world, souls are the cornerstone of society. This is because they emit the “fuel” needed to help run the Cristia Device which provides everyone with free electricity, clean water, and natural gas, and that they allow people to catch and communicate with Yarimon. But as was shown in Futta’s early life, having your soul “hindered” can lead to some hardships, and by taking this drawback, your soul has become a bit warped upon your entrance to this world.

Again, similarly to this world’s inspiration, your extradimensional nature has marked you as being a Faller, which, while you don’t have to worry about being noticed by any extradimensional Yarimon, does have its own downsides. At the first tier of this drawback, the only real detriment is that your Faller nature has marked your soul as being something foreign to this world. This basically means that you are unable to make use of anything that works off of your own soul energy, with the biggest example of this being Star Disks. But, the only real thing that this does is make it so that you’ll have to tame Yarimon the good old fashioned way, rather than just using the short cut of throwing a Star Disk at them and knocking them out, which can be difficult depending on the Yarimon and that you don’t have an easy means of carrying your larger Yarimon.

But, for an extra **100 CP**, for a total of **200 CP**, your Faller nature has had a much bigger effect on your soul. That being that it has completely blocked your soul, and your emission of soul energy, from others, which, while not having a negative effect on you, does have an effect on those around you. Specifically, that it inspires a feeling of unease and dread in them, which includes Yarimon as well, and while they won’t be able to explain why they are feeling this they’ll be able to know that it is coming from you. This will lead to most people being highly tense and hesitant to be around you, with them at best assuming that you’re incredibly weird for some reason they can’t put their finger on and at worst assuming that you’re some sort of creep that is up to no good which may make them act on rash assumptions. And with Yarimon they for the most part will be incredibly skittish around you, making it incredibly difficult to tame them with mundane means, with those that are naturally more aggressive being more prone to outright attacking you.

And for a final extra **200 CP**, for a total of **400 CP**, it seems that your Faller nature has completely “removed” your soul from your body. Again, this doesn’t seem to have any effect on you, but now instead of just merely unnerving both people and Yarimon, they outright detest you, the same way one would a coworker who is equally part nosy, arrogant, and unable to shut up about themselves. For people they’ll do their best to outright avoid you, and if they are forced to interact with you, like the nurses in a Yarimon center, you’ll be able to feel the contempt and anger bubbling underneath the surface which can explode out if a person has poor self-control and/or you interact with them for too long. And for Yarimon, they also are outright hostile towards you, with your very presence being seen as a threat, so expect to come under attack whenever you go anywhere outside of civilization.

Rough Dicking Of Kindness [+200-400 CP]

As was mentioned in **The Big Truth Of Kindness** one of the guiding principles of this world is to be kind to others. While you'd think such a moral would be a no brainer, the world seems keen to beat it into people's heads with one of the biggest examples of someone going against it and being punished is the battle idol Kanata. She made her fellow idol Yume's life a living hell by beating and abusing her, but later on the tables turned when Yume revealed she was the heir of one of the top megacorps and used that position to turn Kanata into her slave. And while you may think avoiding such a fate would be easy, taking this drawback turns it into a more common occurrence.

Specifically, you now have a nasty habit of running into and accidentally making an enemy of people who secretly are very powerful and/or influential. These accidents tend to manifest as your actions, no matter how careful they are, resulting in some kind of hardship or embarrassment for the person in question. They'll always be able to track this back to you, and they will demand some form of retribution, which will always take some kind of lewd form, with the more severe the hardship or embarrassment they went through the more extreme the retribution. Though depending on their personality, they may either directly ask first or try to beat you into the dirt and then take it. You can fight against them, but be aware that they will use their influence and/or power to their fullest, for example, using their megacorp to try and bankrupt your own business.

But if you'd like to get a bit more of a payday out of this for an extra 200 CP, which equals a total of 400 CP, this drawback will now make things a bit more mandatory. As now for one reason or another when the person whom your actions harmed comes to collect their retribution, you can't fight against any of the demands they make. Even worse these demands will take on a more sadistic nature, with them doing their best to cause as much physical pain as possible. Luckily, whatever they demand will never be permanent such as you being their pain slave for life.

Universal Payment [+400 CP]

In the grand scheme of things, it wouldn't be a stretch to say that Futta lucked out big time by having the time portal that swallowed Flare over 2,000 years ago spit her out in his basement. Not only did it allow him to partially start his Yarimon trainer journey by granting him a partner he could start testing out the basics of battling, by repeatedly losing to Hikari, but it granted him sole access to his Payment ability, which was born from his desire to engage in defeat sex with his opponents. But what if said ability wasn't just limited to himself, and that any Yarimon trainer could freely have their way with their defeated opponents. So, by taking this drawback, this becomes a bit of reality as when said ability was first seemingly awoken during Futta's first ever victory over Hikari, it somehow spread to each and every person in the world, barring you, through the connection they all have with the Cristia Device.

Now, whenever a Yarimon trainer wins a battle they can freely have sex with their opponents for up to an hour, just like with the **"Payment" Is A Natural Thing** perk, and for a certain few who can be considered "sickos" in the eyes of others this also includes an opponent's Yarimon. And while you normally wouldn't have to worry too much about this if you're an incredibly component trainer or just refuse to battle anyone, it seems that you've attracted a group of unhealthily obsessed stalkers that seem to be made

entirely up of the physical embodiments of characters you'd find in an incredibly degrading and disgusting NTR doujin that are the ones doing the cucking.

The goal of this group is to have their way with you, with them being Yarimon trainers and thus seeking to make use of their newfound Payment ability to force you and your Yarimon to have sex with them. To that end, they'll work together in order to stalk you, waiting for the opportune time to leap from the shadows to challenge you to a battle, which you like any good Yarimon trainer will be unable to refuse, usually when you and your Yarimon aren't at the top of your game. For example, you can expect them to show up if you have just gotten done with a difficult fight that left a number of your Yarimon hurt, you only have a single Yarimon because you are at the start of your Yarimon trainer journey, etc., etc. And since them doing this isn't against anything, you can't legally preempt this by beating the shit out of them, unless you want the Central police force on your ass, and if you happen to lose you're compelled to go along with their desires account to said Payment ability.

World Full of Cheaters [+400 CP]

One of the parts of Futta's journey to the top that remains somewhat of a mystery is the "Cheat Tackle" move Chikepu/Flare developed. There is no real precedent for normal Yarimon developing similar moves, with the only real explanation that can be given is that the move was a product of her special soul. But by taking this drawback it seems that her move can no longer be considered one of a kind.

As now, every Yarimon trainer that you run into will have their ace Yarimon wield some form of cheat move that is on par with Chikepu's/Flare's one-shot "Cheat Tackle". These can range from moves that at their base also function as one-shot abilities, or they could be status moves that horrifically debilitate one aspect of their enemy.

Target Of The Guru [+400 CP]

All things considered the world of Yarimon is very idyllic as, excluding the unknown threat of the Cristia soul amalgamation, major dangerous events are extremely rare. However, one particular potential danger besides the soul amalgamation was starting to bubble under the surface, with that danger being in the form of a man named the Guru. He had managed to stumble across the abandoned survival shelter built by Researcher D, as well as a hypnosis pendant made of Water Stone, and made the decision to use both to build his own brainwashed sex cult. And by taking this drawback you've made him a lot more dangerous.

First, instead of his base being located near The Village of Beginnings and easily accessible, it is now in an entirely new location that is extremely hidden with it being heavily reinforced. This means that you're going to have to go on a wild goose chase to try and find it in order to put him down, which will give him plenty of time, and also instead of being limited to using his water stone hypnosis pendant inside of the base, it is now able to be used outside of it and can even break through any mental defenses. This means he is no longer limited to having his already hypnotized sex slaves bring people to his hideout in order to increase his sex cult's numbers. Second, he seems to have an extremely high level of luck in regards to running into strong and/or influential people in compromised positions, meaning he'll have an easier time building up his forces which will snowball until he basically has the entire region under his control, with

him soon setting his sights on the world. And finally, it seems he's managed to learn about you and your jumper nature, and in order to try and expand his sex cult beyond the bounds of his universe he will do his damndest to put you and your companions under his sway. Particularly he'll try to snag any of your companions when they are out and about so that he can use them to sabotage you in order to make snagging you easier, and he will take perverse glee in breaking them while taunting you about it such as sending videos of them.

If any companions are snagged by him, they will be completely cleaned of his control come the jump's end.

Target Of Cristia [+600 CP]

But while the Guru had the potential to be a world threatening danger, the previously mentioned Cristia soul amalgamation was a true threat in every sense of the word. In their first attempt at wiping out humanity they managed to kill around 80% of the world and was only barely stopped in time by Flare, which left them in a pseudo-coma for 2,000 years. But by taking this drawback, something has caused the soul amalgamation to start waking up a bit earlier and with a particular hatred for you.

To start, they and the Cristia device will still be in safe mode when you enter this jump so their means of combatting you are limited, but still major. Specifically, even though they are in safe mode they still have access to the mind-altering ability of the Cristia device so their first plan of attack will be to simply implant a subconscious idea into everyone's mind that you are untrustworthy and dangerous. At first this idea will be weak, with people at worst feeling minorly irritated and agitated when they see you or talk about you, but as time goes on and the Commander Of Central, Teresa, brings their awakening closer and closer this mind effect will grow stronger and stronger to the point that everyone will be outright hostile towards you, doing their best to hunt you down and kill you. The only bright side is that due to the link that Futta has with the Cristia device via Flare, both of them aren't affected by this, however if you've taken Flare as a companion then Futta will no longer have his protection. Another way the soul amalgamation will try to attack you is through the use of the Proto Yarimon that still exist in the bowels of Central Tower, with them sending massive packs of them after you with these ones seeming to be recent ones that have been specially engineered to be a hell of a lot more powerful than their modern descendants.

And when they finally awaken, which will be a good deal earlier than when they normally would at the tail end of the Yarimon World Tournament finals, they'll be able to directly try to kill you. This is done by them constantly raining down "Human Rays of Euthanasia" upon you and the entire world, which will kill you if they stay on you for a few seconds and they can bypass any defense you have or impediment you place between them and you. There is, however, a higher focus on you which is both a good and bad thing. It is a bad thing due to it meaning that the soul amalgamation will constantly hound you with the rays and make sure that there will be no stopping and resting for you when they fully awaken. On the other hand, it means that it will be a lot slower in eradicating the rest of humanity meaning there will at least be something left for you to save.

Decisions

You have three choices ...

Go to next Jump

Stay

Go back

Change Log

v1.0

12/7/24: Doc is fully finished.

v1.1

12/9/24:

- Added a new companion option **Gotta Catch Em' All**
- Added an extra clause to **A Starter Of Your Very Own** to allow you to pick the first stage evolution of other Yarimon evolution lines.
- Added a section in the Notes area with a link to the Yarimon Encyclopedia supplement.

v1.2

2/19/26

- Added Table of Contents
- Added in the new origin of "**Survivor Of The Old World**" with accompanying Perk and Item trees
- Added in four floating discounts that can be applied to a 100, 200, 400, and 600 CP perk or item in the general sections.
- Added the perk, **Analyzing The Competition**, to the general perk section.
- Modified **Converging World Lines** to add an extra tier to allow for your expies to grow to match the power of their inspirations.
- Renamed "A Natural Child Of God" to "**Child of God(Ability)**".
- Moved **Artificial Child of God** from the general perk section to the "**Survivor Of The Old World's**" perk section and renamed it to "**Child Of God(Intellect)**".
- Split Off the religion and mythology portions of "**Child Of God(Intellect)**" into its own 400 CP perk, named "**A God Of Human Effort**", in the "**Survivor Of The Old World's**" perk section.
- Modified **Overwhelmingly Hidden Strength** to specify that you also know how to nerf your own power and convincingly gimp your own skill level to match others, assuming you've done research on them or have had a taste of their own power/skill.
- Modified "**Payment**" Is A Natural Thing to make it so that if it is used in the middle of combat, you can choose to allow for the combatants to disperse, assuming that one or all of them have a reason to flee the battle, as well as allow you to include any creatures your opponents used in the competition, like Yarimon, or people like spirit partners that normally aid

them in the victory sex as well.

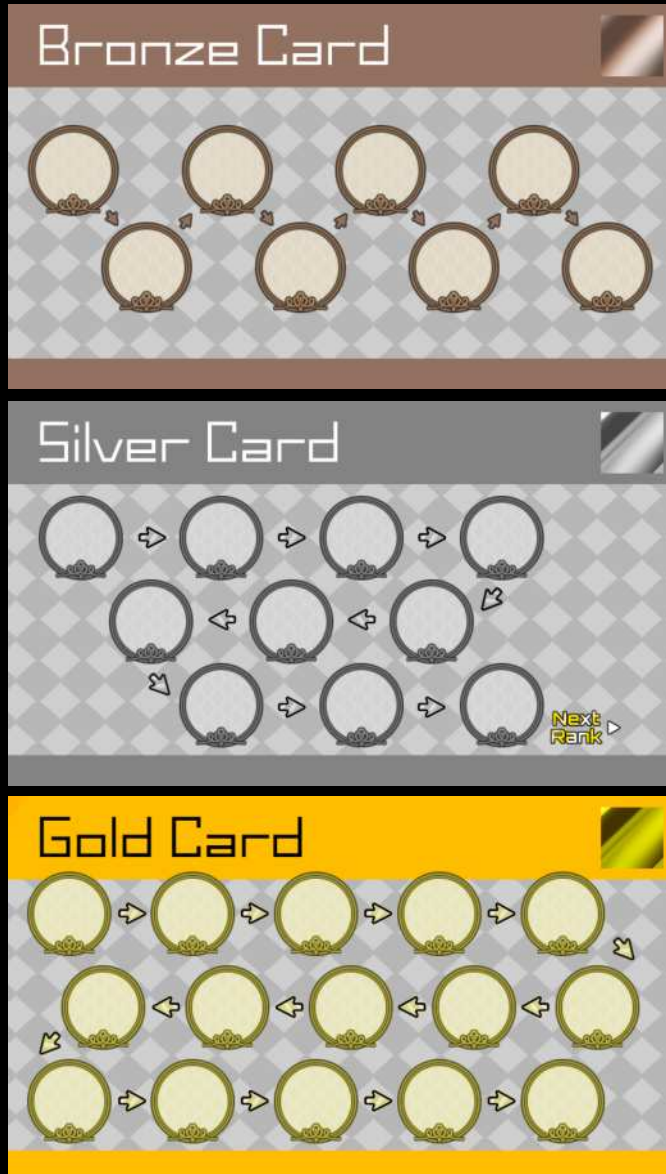
- Modified **YarimoN & YarimaN Encyclopedia** to add a "Yarimon Checker" feature to the YarimoN Encyclopedia that tells you what Yarimon or other animals/creatures are in your local area.
- Combined **Burning Incense** into **Battle Snack Pack**.
- Modified the stat boosting drinks in **Battle Snack Pack** to be able to be stacked up to 4 times for a 5x boost to a given stat and made it so that you get a recurring weekly shipment of everything found in the box rather than it refilling weekly.
- Combined **Fabulous Spray**, **Horny Mushrooms**, **Book Of Shinobi**, and **Strange Medicine** into a single 400 CP item, "**Special**" **Shop Variety Pack**, in the general perk section.
- Changed the **Strange Medicine** in "**Special**" **Shop Variety Pack** to be able to be stacked up to five times.
- Moved "**Useless**" **Blue Treasures** from the "**Dreamful Youth**" origin item section to "**Survivor Of The Old World's**" item section.
- Split off the survival bunker from "**Guru's Charm**" in the general item section into its own 400 CP item in the "**Survivor Of The Old World's**" item section named "**Ray**" **Shielded Bunker**.
- Moved **Cristia** from the general item section to the "**Survivor Of The Old World's**" item section and renamed it to **The Cristia Device**.
- Added the ability to place supernatural/magical materials into **The Cristia Device** in order to make them subtypes of Cristia, allowing them to be used to create your own Children of God, like Flare, out of other people, which would grant them access to the same powers as her, albeit themed on what magical material you used.
- Modified the **The Cristia Device's** description to allow for all sapient beings to be linked to it if souls don't explicitly exist in a setting, rather than just human-like ones, and changed the examples of what it can do slightly.
- Added **Hubs Of Perversion** to **Dreamful Youth's** item section to replace "**Useless**" **Blue Treasures**.
- Modified **The Free Fuck Tickets** to increase the range of the satellite to encompass a large city and to specify that splaping the tickets onto someone, or having them touch them at all, counts as "giving" them a ticket, allowing them to be used in combat situations similar to one

instance of their use in their home game of “Yareru Ticket”.

- Modified **Gym Leader’s Domain** to explicitly provide combat training equipment, as well as having there be equipment suited for Yarimon or other creatures; bumped up the two times training booster to a five times one; and made it so that all equipment scales to whoever is using them such that weights will always be relatively heavy for whoever lifts them and things like combat dummies will be able to withstand the blows and attacks from those using them so they won’t be instantly destroyed, but they can still be damaged with enough effort.
- Modified **Central Tower** to remove mentions of the underground labs which were moved to “**Ray**” **Shielded Bunker**; add in the gaining of the Yarisutemesubuta world; add the ability to choose to gain new territory in new jumps; modify the Forest of Trials to add in new environments suited for any new monster additions, have it grow in internal size with new additions, as well as gain rest stops spread throughout it; and reword various parts.
- Modified **A Starter Of Your Very Own** to allow for you to import any pets, animals, monsters, and other Yarimon like creatures to serve as your starter.
- Updated all relevant companions with their final Yarimon team.
- Reworked the Tama-Chan companion option to be in-line with lore reveals showcased in the second DLC.

Notes

“Special Shop” Rank Up Cards

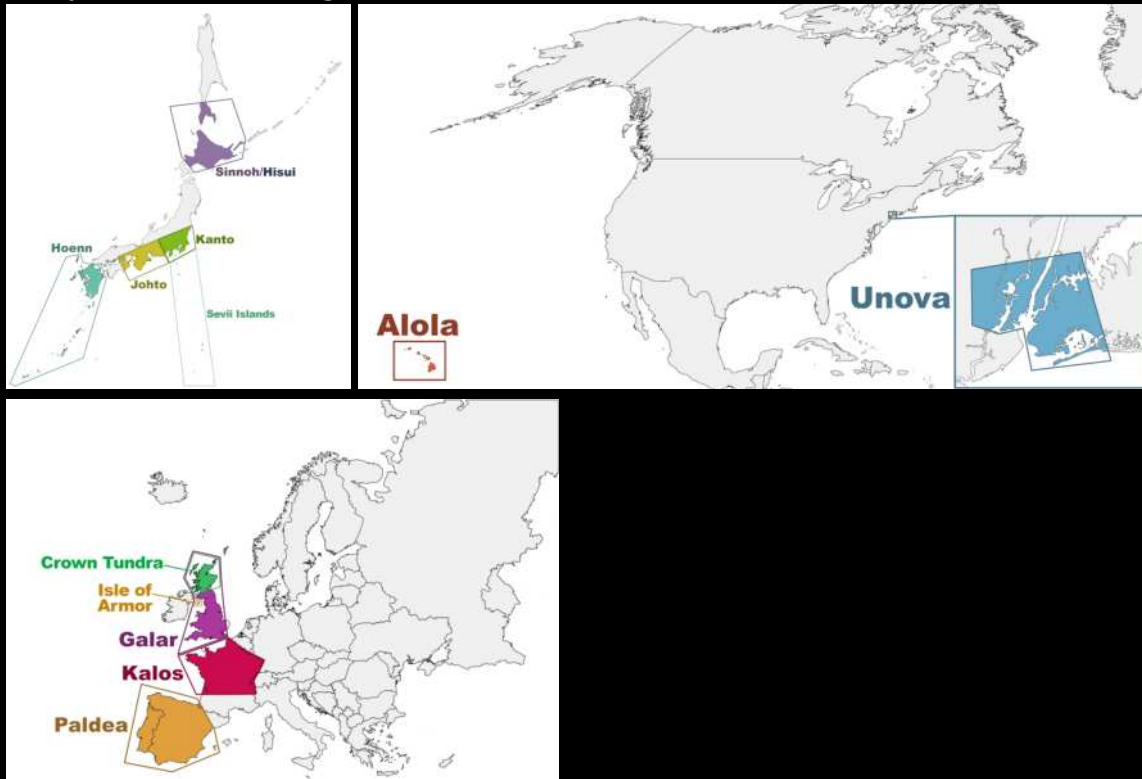


Kuroko Visuals



Central Tower: “Region Sized” New Territory

Since Yarisutemesubuta is based off of the Pokemon series, “Region Sized” simply means that your new territory will be the size of a Pokemon region. Though, with how varied the different real world inspirations for the various Pokemon regions are, this means that your new territory in non-sci-fi jumps can range anywhere from the combined area of New York City, its surrounding metropolitan area, and parts of northeastern New Jersey and western Long Island, to the Iberian Peninsula.



Also here is the in-game map of the region the game takes place in so you can have some idea of what your getting when you take the Yarisutemesubuta world, and since Pokemon region maps are smaller than they would actually be, imagine that there would be more towns, villages, and cities with a lot more distance between places.



A Starter Of Your Very Own Evolutions

Hop Evolution Line



Stinkeater Evolution Line



Phoenipi Evolution Line



[Yarimon Encyclopedia Link](#)

Vice



As an addition alongside taking Quem as a companion, you also gain her assistant Vice. Vice's main role on the two person team is to serve as an information gatherer making use of her skills and various different tools to scout out ruin locations that Quem wants to explore. One of the most important ones is her special drone with a camera that she makes the most use of. In regards to her battling ability she is simply above average, potentially because she hangs out with Quem all the time, with her team consisting of a typeless Tears, a light type Bunee, and her wind type ace Fluffiose.

Onto personality, she is a very responsible, but timid person when compared to the boisterous and outgoing Quem, with her usually having to be the one to reign in Quem's impulsive nature. But her timidness does make it that when put under enough pressure, such as Quem pushing some kind of issue, she will eventually give in and fold.

Tama-Chan Alt Form Visuals

Left to Right: Pre Human Form 1, Pre Human Form 2, Pre Human Form 3



Child Of God: Flare-History Change

By taking Flare as a companion you will make it so that instead of her appearing in the basement of Futta's home sometime before the start of the game, the soul energy time portal spits her out right next to you at your starting position. This close proximity will make it so you're going to be the one she attempts to establish a soul link with for survival.

The main changes that this will bring is that Futta won't have his soul suppressed, but it won't become abnormally strong due to being constantly "burned" to help heal Flare's soul. This may make it so that he isn't bullied by the other kids of The Village of Beginnings and can start his Yarimon trainer journey a bit earlier, but at the same time there is a chance that Hikari and Leo may not become his friends, assuming they did so because he was being bullied due to being unable to make use of Star Disks. This also may potentially apply to the other important trainers he would run into, such as how Taiga only became interested in him when she managed to notice the hidden strength of his abnormally strong soul when he was hesitant to challenge her in Harbor Town, and how Athena may have only instantly fell for him during his first trip to Central Tower for the same reason.

Assuming that you don't interfere, the chance that he will still be able to achieve his dream of becoming champion is completely up in the air as he won't have access to his ace in the hole/crutch of Flare's Cheat Tackle, nor will he have access to his "Payment" ability. So even if he does still manage to work his way to becoming champion, assuming that you don't beat him to it, he'll have fewer, if any, of the Star Trainers clamoring after his dick.

Though, be aware that this sort of heaps the responsibility of taking down the Cristia soul amalgamation onto you, as without his connection to Flare he won't have the knowledge of the "Rays of Human Euthenasia" from the various flashback dreams he would have with her, and thus wouldn't have a reason to venture into the bowels of Central Tower when the soul amalgamation is about to re-awaken. This means he more than likely won't disobey Athena's order to stay put when she, Quem, and Vice venture down there, which also means Leo and Hikari won't be there to help stem the massive tide of proto Yarimon, potentially leading to Athena, Quem, and Vice dying down there and the Cristia soul amalgamation fully awakening unimpeded.

Child Of God: Flare-Original Form

