

I SAVED ^{TOO MANY} GIRLS AND CAUSED THE ^{LITTLE} APOCALYPSE



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Since the immemorial, gods have existed with the power and function to create and manage worlds until their natural demise. Once upon a time, two such gods, a pair of sisters, entered a small competition about it...

As you can see here, things became weird real fast.

This world is one filled with 'stories' and characters of all kinds, banished alien kings that became pirates, high school girls that fights ghosts in her free time, modern mages hiding away, the raising of the new demon king, political intrigue in medieval fantasy land, a thwarted romance, etc.

All these tales would normally be led by the villain, the heroine and the hero. Turns out, however, that the Goddesses intervention created more than one problem and many 'heroes' never quite make their appearance in their stories.

As a way to balance their own screw-ups, the lineage of 'Namidare' was created, a bloodline with a minuscule divine power, geared towards overcoming fate and changing even the most stubborn of destinies. Of course, it mostly shows as the users becoming a 'hero substitute' in the stories of any heroines they encounter.

Still, the carriers of the Namidare bloodline awaken their power at 16 and it stops when they reach adulthood. Their power is not one to be underestimated, able to create a happy ending for the darkest tragedies and create a cruel end for the happiest of comedies.

You arrive the morning of Rekka Namidare's 16th birthday, when he's to awaken his bloodline. On a related note, this is around the time the alien princess Iris Fineritas Cyphercall arrives to Earth while trying to escape a forced political marriage; Satsuki Ootomo his childhood friend, becomes the direct target of the most powerful mage on the planet who desires the powerful magic she possess; and Harissa Hope, a sorcerer from another world is sentenced to death for her multiple mistakes in summoning during the war effort... Have a fun stay!

And don't forget this:

+1000cp

Background

First things first. What's your role in this play?

Outsider

A being that doesn't really originate from here. As traveler from another dimension, you're an unknown force and it's impossible to predict how you will affect the stories here. Strangely enough, such things aren't as rare here as they should be. You start in a hotel, with the room paid for the week and a bunch of papers proving who you are, at least the hotel offers free breakfast.

Secondary Character

The average of the average, a NPC and mob character in most stories. At least you're the protagonist of your own life... that isn't as exciting as it could be. Be a normal high school student from Earth, a simple engineer from Finerita or maybe a low-ranked knight from Abraamu. A normal background character that, for some reason is hiding a lot of secrets. Remember, even the smallest of NPCs can become a protagonist.

Heroine

Ah, the center of the story. Sometimes a damsel in distress, maybe a badass trainer or even the previous enemy that befriended the hero. You are, arguably, the most important player in the whole play. The heroine is the one caught in the middle of the conflict, the one that contacts and guides the hero to the happy ending of the story. Except when the hero doesn't appear to do his part. But, do you really need one?

Villain

Whenever you are actually a good guy caught in a bad situation, a morally alright individual that simply is in the opposite faction to the hero, or someone truly evil. In any case, you are the great thread to be overcome. Boasting the power to thread the whole story, shall the heroes not appear. Maybe this time you will achieve your goals. Don't forget what are your goals, after all, the villain for someone may be the hero of another. I wonder what's the twist in your case.

Race

A step closer, can you tell me about your origins?

Human (+200cp)

Boring choice. The most populous race on Earth, somewhat of a baseline state for all other sentient beings in space, who are all humanoid to some degree. Not so much to say about them, except that they lack a lot when compared with others. At least you are useful as a measurement stick. The vanilla option, somewhat able to have offspring with all other races.

Ghost (+100cp)

A phantom, a specter, an apparition. They have many names, but they are all the same at the end. You're a Ghost, a soul from a deceased being that refused to pass to the afterlife out of sheer stubbornness or heavy regrets. You have a watered-down version of your original race's powers and small telekinetic ability to interact with the world around. Sadly, every exorcist, religious fanatic and anyone with enough spiritual power is out to take you out. Choose a second race to be part of before your death, you have to pay for it.

Mole-person (Free)

Created by the gods, this race is only found in the underground of Earth, attending their dull chores in Jizu Village. Their lifespan is the same as a normal Human, but they are a little weaker in general. Their boons come aside from that, for their eyes glow in the dark, letting them perfectly see even in the most obscure places; and their blood has been blessed to act as a mortal, acidic poison to all beings that have been branded as an "enemy of god".

Gremlin (Free)

Not so different from humans in neither power or lifespan. This rare breed in the galaxy is known for the little horn in their foreheads, which can emit electromagnetic waves and cause malfunction in the technology nearby. It seems that you have complete control over that effect, unlike most of the younglings, that let their emotions take the reins over it.

Fineritan (100cp)

Being born in the planet Finerita it's not much of a boast in most parts of the Galaxy, yet there are a couple of boons from this heritage. First being their enchanted strength and agility, even an untrained young girl can easily match in power a grown, trained human. The second is a bit more subjective, it's a medium-sized slim tail, is very cute, according to some.

Youkai (100cp-200cp)

The monsters from the Japanese folklore, more real than the average Joe would think. They hide from the public eye and sometimes get into small fights for a good land to live in or food. You can choose any being like a Nekomata, Tanuki, Yuki-Onna, or such from the Japanese folklore, to be part of. Alternatively, pay 200cp to be part of a more 'powerful' branch of youkai, like an old oni or such. Be careful of exorcists and the like.

Merfolk (100cp)

The mythical mermen and mermaids. Originating from planet Berano, this race has a long lifespan and an obvious advantage in water. Mermaids are able to change their lower body into human legs or to the usually known fish's tail. Mermaids are also famous for their beauty; however, mermen are a little less... pleasant to the eyes.

Fairy (100cp)

Unlike the fae of legends, these little creatures are far more kind and less mischievous. Creatures of about 15cm, capable of flight and some minor magic, they live in forests or mountains in earth and are usually good-natured, if not really much into interacting with normal humans.

Kiklim (100cp)

Artificial beings that shouldn't be born until far later in time, if things go as they should, even then, there should be only a handful of them. Demi-material beings of mechanical and organic origin that can manipulate their physical existence to certain extent, making themselves imperceptible to most, but losing some freedom of movement in exchange. Kind of machine ghosts, really.

Spirit (200cp)

Syphs, undines and other kind of elementals. Beings that dwell in the spirit realm connected to Aburaamu, characteristically, they possess two bodies; their physical one and an astral one, made of their mana. Their magical prowess is immense for their selected element, being capable of great feats with barely any use of mana. On the downside, their astral body is dependent of their mana reserves and using it all will kill them.

Angel (200cp)

Beings that serve this multiverse's creator god. They got halos, white wings (the amount of them shows the rank of the angel), have powers related to their domain and eat spiritual energy instead of food. The type of spiritual energy they consume originates from human emotions and is related to their domain, an angel of love and passion would feed on those feelings, for example. You're very low in the ranks of angelhood, which has a decent amount of problems and perks on its own. For now, choose a domain to oversee and feed of.

Demon (200cp)

Native to the Demon Realm connected to Aburaamu. This is a composition of various races, like the lizardmen, minotaurs and another beast-like beings. They vary a lot on natural abilities and aspect, some being almost indistinguishable from magic beasts while others look basically human with some add-ons. In general, all demons have long natural lifespans.

Devil (200cp)

Ever head of the phrase 'devil in a jar'? No? Well, it really doesn't matter. Devils aren't exactly aligned with the normal perception of the race. They are near immortal beings of great power, living in a plane different from earth, but still connected to it. They are sometimes referred to as 'demons' and actually share a lot with them. You could say they are the same variant in different worlds.

Automaton (200cp)

Made to imitate the human form, but with metal and oil instead of meat and blood. You are a creation with free will and capacities far higher than most humans, specially at processing information. Your creator is no more, so don't worry about orders or someone messing up your OS, on the flipside, you still need to do regular maintenance. With some study, you could do some upgrades for yourself.

Homunculus (300cp)

An artificial human, created through the use of alchemy. Possessing true sentience, feelings and a consciousness capable of free will. They're still bound to the orders and desires of their creator. Yours in particular didn't will for anything before passing away, so freedom is guaranteed. Homunculi have shapeshifting powers, higher specs than humans, greater senses and are basically ageless. Their weak point is the Philosopher's Stone inside of them, since acts as their core and losing it means death.

Vampire (400cp)

Unlike what some tales can lead you to believe, Vampires aren't weak to holy objects, water or sunlight, at least no weaker than a normal Human. However, touching silver does drain their life and they have some need for blood. Ageless and graceful, this race is way more powerful than normal humans in all specs, while also possessing the ability to shift into mist, wolves or bats. Their stare can induce a powerful hypnosis, that can only be resisted by those with extraordinary will, but can be broken with enough mental shock by external means. They also have the power to create mindless thrall vampires, that are completely obedient to their creator, by fully draining the blood of their selected victim.

Mystic Beast (500cp)

A certain god decided to create a supreme beast, to rule over all creation, an impossible strong being that could stand above all others. The result was the Bahamut, that while powerful, it was also destructive and sadistic. So, the god created a second beast, the Leviathan, not only powerful, but also full of emotions, but grew lonely and sad. Looks like he ended up creating a third one, you. A gargantuan monster of incredible power and with some degree of shapeshifting (mostly to adjust your size or take a human form), an incredible long lifespan, as well as a wide array of control over a particular element.

God (1200cp)

The divine beings that live and thrive by creating and managing worlds. In the broadest of senses, they are a human-like race with divinity as their power, which explains why all sentient races are humanoid to some degree. Their reason to exist is exactly that, and a God that doesn't create worlds risks disappearing, so it's a big deal for them. Within the worlds they make, their powers are absolute, trumping over everything inside, but the difference between two random Gods is more or less the same as between two random humans. Outside this, they are basically immortal and can grant all kind of powers to other beings, up to certain extent.

Age & Gender

Feel free to keep your gender as its or change it now. For you age, you can choose any as long as it's something feasible for your race.

Initial Location

All stories begin somewhere. Lets here where yours starts.

Earth

Ah, the vanilla place you already know. In the middle of nowhere in the galactic maps, a place full of demons, magic, treasure hunters, vampires and more. A world full of excitement and adventure for those willing to search it. What do you mean that this doesn't sound like the Earth you know? No matter, you're starting here, in japan. Have fun.

Aburaamu

In certain world full of fantasy, where the human population is facing a crisis in the form of the Demon Lord and his army of monsters that threaten to destroy everything. The seventh expedition by the human army has been totally wiped out, while the Demon Lord's army gains more and more territory. There's little hope for this kingdom and its residents unless a powerful Hero appear to save the day.

Finerita

Having little water and numerous food shortages, this planet was pushed to develop technology and advance to outer space. When they were able to become part of the Galactic Federation, their natural resources were exhausted. Now, they survive and thrive by importing resources from other planets, processing them, and then exporting them. But their inability to survive on their own is right now being exploited by the King Satamonnia, who demands the princess, and plans to destroy the planet as well.

Jizu Village

Underground Earth's surface lies Jizu Village. A small "home" to the mole-people, a rampaging monster that revealed against a god and a sealed creature of untold power. Time flows slower than Earth in this place and life here isn't the most amicable one, since the mole-people were born and raised to simply serve as guardians to the sealed monster, or a fail-safe if the cage were to be broken at some point. Yet, it appears that there's more secrets about the beasts.

Berano

A small planet with ninety percent of its surface as ocean, and it's always summer there. As you can imagine, is a rather pleasant place to spent time in, unless you dislike water. While registered in the Galactic Federation, this place doesn't hold a seat in the council, being considered a sub-planet of Estashion. The same planet that discovered Berano 50 years ago and made it into a giant resort with mermaids as principal attraction, while mermen were basically exiled from the place.

Gail

With a surface that could be described as nothing but dust and dirt, with barely any ocean in the whole rock. It possesses a disturbed magnetic field, making that normal spaceships can't warp through it. This place is the home of the space pirates called Seageists that, contrary to the general believe, are pretty pacific and nice. They used stolen terraforming technology to make a home for the drifters and orphans they rescued in their raids. Yet, in a place like this, the fate of them all is always uncertain.

Ciel

Called the planet of leisure and recreation. Twinkling with neon lights so bright that they can be seen from space. Actually, an artificial planet that started as a small colony with casinos, and their success led it to become the mega entertainment destination it is now. Has a massive amusement park with differently themed areas, incredible rides beyond your wildest Earthling dreams, out-of-this world food, and much, much more. Flying hippos are also a common sight in the planet, something a little strange for first-timers.

Atlantis' Ruins

Exactly what it says on the tin, the underwater ruins of an ancient civilization. It was a little more than a small island, but their technology was far ahead of their time thanks to their connection to Laputa. Still, when their time came, their time came. There are still some interesting relics to find, but it's mostly a spot to look at the past. Hope you have some means to survive so deep underwater.

Cursed Game

A rather peculiar place to be. This is inside a certain enchanted and cursed CD-ROM containing an old-style RPG game, similar to Dragon Quest. In this place RPG mechanics like levels, skills or such are the law. Getting out of here could be a bit problematic for a first-timer, but nothing out of the ordinary for someone who knows how these games work.

Spirit Realm

A realm connected to Aburaamu by the spirit gate. In this land there are no animals, only spirits, is a pretty, unsoiled paradise free of human intervention. There's also mana everywhere, be in the form of mana fountains, mana fruits, and even mana trees. The Spirit King reigns here, he's powerful but has a somewhat rigid way of thinking.

Demon Realm

This land is connected to Aburaamu by a magical gate. Trees and flora are scarce here. However, there's a great quantity of demonic beasts and minerals, enough that you can craft any and all kinds of weapons here. There are three royal families here, each ruling their own territory. But interaction between them is basically nonexistent, having signed a nonaggression pact long ago and each going in their own ways.

Divine Spiritual Realm

While the name sounds similar to a previous 'world', this one is completely different. It's the space where the Goddess resides and its connected, in a way, to the residence of another Goddess. It's a very weird place and the plane with highest priority of existence. The amount of beings that can appear here uninvited is minimal, so I hope you have some way to get out before things escalate.

Perks

100cp perks free to origin, rest is 50% discounted.

Outsider

We Never Made Any Sense (100cp)

To be honest with you, this place can get a little bit... bizarre. There are holes to the underground world in the backyard of a Japanese restaurant, an island in the Pacific Ocean that guards a demon in a pot, constant visits from aliens and more supernatural events. This perk gifts to you a type of mental resistance, designed to don't let all those strange developments get into you, letting you maintain your sanity and personality intact and independent of the craziness around here. It won't hinder your normal growth as a person, just ensure that you don't go insane or lose parts of your psyche because of the circumstances. You can toggle it off if you ever want

Fake Heroism (100cp)

When it comes down to it, the hero is the one that makes everyone smile at the end. Even if aren't the most suited for the work, you aren't one to simply give up. Not if you still have breath to try, and you really do have it. The willpower and sheer stubbornness to keep trying to change the situation even when all the odds are against you. This alone might not be enough to change all outcomes, but it will certainly help.

I'm Neutral (100cp)

Neutrality. The position in which you don't favor an outcome or another outside your own goals. Most involved would get mad when someone capable of acting decides to not do so because their own believes. Not with you. When you decide to stand as an observer and don't interfere with the current affairs, you will find that people from both sides accept your decision and don't blame you for it, nor have resentment for your inaction, understanding that is not your problem and you bear no responsibility for it. This won't work if you take a neutral stance and still help one of the sides.

Book of Books (100cp)

For the better or worse, a lot of 'stories' in this world are kind of... predictable. Sure, they may have their fair share of twists, turns and subversions – but they maintain certain common structure at heart. Just as an assurance, this blessing will give the in and out metaknowledge about stories. It could save your life, or it could be used to play pranks on your friends. I have the feeling you don't really need this, though.

Game of Pricks (200cp)

Shinnies! So many of them abound but not enough in your possession. Gotta fix that. Because sometimes, you can just buy things, but when you can't, thievery and stealing is a good option, and that's exactly what you're good at! Your game is vast and versatile, be pickpocketing, major theft, plundering guarded mansions or looting ancient dungeons, you name it. As long as it can be stolen, you have some way to do it. This doesn't ensure you can get away with it, though.

Happy Findings (200cp)

Lady luck seems to like you, actually, she seems almost in love with you. This is good, since it lets you encounter important people that can help you with any current problem you're facing, or stumble upon necessary and useful items as well as basically guarantying that you win any luck-based game. Maybe you will encounter some trinket that turns out to be a magic artifact or the lost memento of someone you will get to know later. This luck also carries to the battle to some extent. While it won't do your job for you, it will certainly help and give you a way to turn the tables against your enemies and put the odds in your favor.

Golden Time (200cp)

There are moments in life that are filled with excitement to the brim, strong emotions and more than one heart attack. However, the more subtle, low-key moments of tension are good too. Not to start with the comfy daily life for some. This blessing is to help you a bit with that, ensuring that you can enjoy all that jazz without sudden changes in tone. Sure, things can still take a turn anytime, but it won't be as jarring as one would expect. Some memories are priceless, for everything else, there's this perk.

The Sweet Escape (200cp)

Carmen Sandiego and Lupin could take lessons from you, when it comes to evade the law and other pursuers. Confusing like a fly, graceful like bee and adapting like a chameleon. You can open any lock, evade any camera, outrun any officer and outwit all detectives. There's simply no mundane method that can catch you when you're on the run. Take in mind, however, that this only applies to ordinary ways, you're as vulnerable as any in the face of magic or physic powers that try to locate you – and there is quite a bit of those here.

Going Crossover (400cp)

There are ways and ways to solve a problem, especially when it comes down to someone that knows all of the usable resources and has quick wit. That's something you have come to understand well, to the point of making you able to create effective plans and tactics in seconds, even in the middle of battles. You're able to use all the resources at your disposal

with maximum efficiency against your enemies. As long as you have enough information of your enemies, you can devise an unexpected and effective way to defeat them.

As A Man Of Word (400cp)

When you have an all-solving hammer as a power or ability, everything starts to look like a nail. You may have the ability to do anything, satisfy any desire you have, or just cause total chaos on a whim. But just because you can, doesn't mean you should. It's not right, using power to evade the difficult or boring tasks in life will eventually rob you of something important as a person. This works around that, Not only are you able to resist the temptation to abuse your powers and abilities, but you are able to create self-imposed 'rules' and limitations on any special power you wield, causing it to dial back the amount of power you use or not activate in certain conditions. While you can still break these rules at your own leisure, nothing else can make you do so.

Averting the Apocalypse (400cp)

I'm going to be honest with you, jumper. There's the chance that your romantic affairs end up causing trouble in a land like this. That's exactly why I'm offering you this. An ability, more akin to instinct, to know when someone is romantically interested in you and how make the relationship work, even when you're already dating another six people. Or, if necessary, how to make others accept your lack of interest in dating them. There's a bit of a side effect that lets you calculate if which pairs are compatible with another and if someone is compatible with you – but I don't see how that's relevant. For now, let's hope this is enough.

Why Don't You Get A Job? (400cp)

Tough, isn't it? I mean modern life. You have to work for money just to live, not to mention that work takes most of your energy and time. Let's not even talk about the problems when you are unemployed or can't find a job. This was designed to take care of that bother, you're a jumper with many talents and potential and now people are more aware of that. This makes you find potential employers a dime a dozen, all offering well-paid jobs according to your skills and most of them somehow related to your latest goal.

Once More, With Passion (600cp)

Alright, this power is a little tricky. To start with, you can only use this ability once per jump and only works if you're in serious peril with no ways off or if you get killed. It's worth it, because this power lets you travel back in time seven days before you activate it. Just one week, but perhaps that's enough to set right what went wrong and evade your fate. You could say that works as a one-up or a last resort for when things get out of hand.

Careless Whisper (600cp)

Flawless visages? Unreasonable charisma? Smooth talking? You don't need any of that when it comes down to seduce girls. In a way that would put to shame most harem protagonists, you are able to gain the interest of any girl without doing a thing, and to easily steal their hearts with just some interaction between you and her. So easily in fact, that you may end up doing it without meaning to. Not even the most cold-hearted monster or emotionless being will be able to resist your curious charm. The real catch here is how they never seem to fall out of love for you after the conquest, even after years, the love in their hearts will burn as hot as the moment they fell for you, if not even hotter.

Let Me Be The One Who Saves You (600cp)

Let's face it, some villains actually have a good reason to act the way they do, could it be that their enemy wronged them first and this is just some sort of retribution, perhaps they're trying to help in the only way they see working, maybe they are just trying to save their own. Whatever the case, you are great with understanding and emphasizing with their plight and to subsequently reason with them to stop their madness. Acting as some sort of ultrafast and super-effective therapist. As long as they have a set goal and can be reasoned with, you can talk them out of it, and even convince them to become your allies, if you want to.

Keeper of Crossroads (800cp)

The true power behind the Namidare Bloodline, a small shard of divinity that holds the ability to change the world and affect fate. It was born as a 'system' to clean up the mess of the Goddesses' actions, as they kept interfering with their worlds and creating even more problems. To expand it a little, this ability lets the user overcome even the greatest of tragedies and grant a happy ending, at the same time, it holds the potential to twist an innocent place into a den of destruction. It's the power that allowed Namidare Rekka to encounter and save innumerable heroines and obtain total victory every time. I shall grant you my own version of it, a peerless potential to affect destiny to unprecedented degrees. You can toggle on and off this, as well as deciding how much you want it to work. At full power, it's somewhat stronger than Rekka's own, and equal to the Namidare power of both Sith and Maine combined.

Secondary Character

Guess The Face (100)

Many underestimate the power of a good makeup, it can be used to enchant someone's beauty, to make infiltrations easier, and it's the first weapon of a good spy. However, it's unlikely that someone can match your proficiency in this art, to the point of being able to completely imitate the face and body of someone else in just a couple of minutes and with little resources. It could be a very useful skill in infiltrations or robberies. But one could also use it for some good pranks.

Stack It Up (100cp)

Well, this isn't a shoujo manga, but you do look out of one. Flawless skin, beautiful eyes, perfect smile, even sparkles and roses accompany you! Making all women around swoon over your features and all guys feel green jealousy in your presence. Rest assured that you are one of the most beautiful specimens of your race, if not the most. This is only looks, however, so you better get some style and good personality to back it up. You're still an NPC, just a handsome one.

Copper Tongue (100cp)

Why doesn't surprise me that you have so much preference for grand, heartfelt speeches? You do have a talent for it, at least. The effect seems to be greater when doing a 1-on-1 conversation instead of a discourse in front of numerous people. This will serve you well, be at motivating friends, delivering a love confession and why not, even when trying to bullshit or buff your way out of trouble when faced with problems along the way.

A Mob's Pride (100cp)

The pride of a background character, they may not be the protagonist, but damn they aren't any slouch on the surviving department. No matter how harsh the environment, no matter how devastating the situation, no matter how hopeless the enemy... you will always have a chance of surviving. Maybe not unscratched, perhaps even losing a limb or two, but you will have a chance at surviving. Have in mind that this doesn't give you the powers or abilities necessary to take advantage of that opportunity, it's more of an extra insurance.

Begone Thot (200cp)

The bread and butter of an exorcist, even you aren't one yourself. This is the knowledge about demons, monsters, vampires, ghosts and other inhuman creatures, as well as how to kill them. Of course, this includes being able to see/sense them and the 'reigenitto' technique, that allows you to damage incorporeal beings such as ghosts. The knowledge will be

updated at any world you visit. Just remember that because they aren't human, it doesn't mean that they are evil or enemies.

From The Inside (200cp)

One would be tempted to forget, with all those supernatural around, of the potential that holds some good old espionage. That's where you excel in, infiltrating, spying and obtaining all kinds of information of people and organizations, as well as the knowledge of how disrupt their activities without being noticed. Works best in larger organizations or governments, but the basics apply well in a surprising amount of circumstances.

Energy Sharing (200cp)

Chi, ki, mana, spiritual energy... For some reason all of these energies tend to act or react in very alike ways, some of them even sharing strengths or weakness. The knowledge or sheer experience with these powers has given you the ability to combine internal pools of energy within yourself in a single, larger pool to fuel all your powers or attacks from them. Remember that doing this with all your powers will increase the reserves by a lot, but you will be out of tricks once it gets completely drained up, so you still need to be careful with it.

Smells Like Meat (200cp)

In some places, exists the legend of how a person can reach immortality by eating the meat and blood of an immortal. It's apparently a lie, but some truth seems to be in the cannibalistic tale. You aren't an immortal, but your meat and blood seem to act as a miracle of healing. Those who eat, even a bit, of you are restored to their peak health, so to speak. Fatigue is nullified, lost limbs are restored and more. Just a mouthful could save anyone from the brink of death. Be careful to let others you have this power, and remember that this can't resurrect the dead and it doesn't work on yourself. Hope you have another way to heal your missing parts.

Magical Science (400cp)

They said it was impossible, but you showed them the error of their ways. Magic and science work on completely different sets of physics, yet, you have managed to merge them into one set, for a myriad of purposes. Be to make artifacts with instant spells imbued into them, physical doors that lead to other worlds or dimensions, or changing the energy output/input from magical items. The possibilities are endless.... As long as you have the necessary materials.

Oberon Can Suck It! (400cp)

The Spirit King in the Spirit Realm of Aburaamu has a special attack that shows why he's in charge. By combining all four elements he controls, he can shoot a powerful beam that multiplies their individual power and

absorbs any attack from the same elements, making the beam even stronger. The only way to stop it, is with an equally strong shoot from an element outside the combined in the beam, like the dark power from a Demon King. You, however, have replicated and improved this power, being able to combine all your powers in a single ray with the same characteristics.

Genius Researcher (400cp)

The gates of knowledge have been open to you since the first time you laid your eyes in the world and it only grew closer to you since then. There's no exaggeration when saying that technology advanced 100 years with your contributions alone; from A.I. with will on their own, chips that can mind control people, robotic limbs or weapons that can evade all the current security systems. There's no telling how much you can develop with the right motivation and resources.

Like Pineapple Pizza (400cp)

A mighty, but passive power that many underestimate. An immunity towards any and all poisons, also a godly resistance towards illness as a side effect. Perhaps this seems far from showy or interesting, the power to negate this kind of thing, but the ability to no-sell poison is one that can't be ignored. From eating anything, to enter into toxic wastelands without a worry. As a side-effect, your body is highly resistant towards all kind of illness, I don't know exactly why, though.

Alchemy Mondays (600)

The ancient, and basically lost, study of alchemy. Not even in the ranks of the hidden mages of Earth you can find someone who knows much of it, well, outside you, of course. Your family was actually one of the last (if not the last) practioners of this study field, leaving you with vast knowledge and resources to explore it. What's more, you possess an incredible raw talent for this field of study, making the secrets of this lost art are as an open book to you. With some effort and little time, you will be able to reproduce the great feats of alchemy, like transmuting lead into gold or create a Panacea that can cure all ailments. Not even the Philosopher's Stone is out of reach.

Nerves Of Diamond (600cp)

I'll be damned, your self-awareness is beyond incredible. You know who you are at your core, what you want and no amount of pressure, memories or mental attacks could ever faze you. Neither your personality or goals will ever change unless you want them to and no external force could ever dream of messing up your mind. Not only you are immune to any kind of mind control or mental attack, but you can even reflect the attack. In short, your mental resistance is such that you could receive the pain and memories of a whole group of hundreds of vengeful pariahs

and take everything without flinching. For the same reason, you also become great at mental or psychological games and gain a perfect poker face.

Eager Eater (600)

There are many sources of sustenance depending of the race and personal preferences. Most are chained to what they actually can eat. But in your case, you also choose a more... pure source of nourishment and power alongside your usual one. To be clearer, you can eat a specific type of energy that sustains and empowers you. For example, dark energy would fuel and boost you from simply nightmares and general 'bad' feelings or emotions. The more of it you eat, the greater the boost you receive to your power. This is different than Angels in the sense that you don't consume just the residual spiritual energy, but the whole thing. But beware that there is a balance, and the energy you consume doesn't go back to the world, so indulging yourself too much, however, could end up destroying the balance of your plane of residence, if unchecked.

The Legend of Jumper (800cp)

Under certain circumstances, in a certain future, this would be the power granted to Namidare Rekka. Something different from the shard of divinity in his bloodline, but equally powerful... if not even more. I shall bestow upon you the same ability, one that can draw others into your 'story', this is to say, force others to interact with your personal quest and fulfill a role in it. It doesn't guarantee anything in the end, since your story can easily be a tragedy as it can be a comedy in the end. However, the very fact of making others play a role in your adventure is already a great opportunity, if you can take advantage of it.

Heroine

Ealim Nekram (100cp)

A sometimes underused but highly useful spell. This little charm is designated to make the target invisible and erase their presence in the immediate vicinity. As you can imagine is a great way to spy on others or have an easier retreat when facing an enemy above your level. The downside, however, is that doesn't cancel other ways of searching, which means that a good nose can detect your scent or special googles could pick the heat of your body without trouble.

Royalty's Pride (100cp)

Woah... jumper. I lost my breath for a moment there, you know. Since when have you been so... attractive? Flawless skin, smooth texture, those sexy curves of your body. Heroines are always renewed across the land by their striking beauty, and you are a perfect example of that. Few individuals in this place will be able to match you in sheer beauty. Uh... maybe we could go somewhere after this?

Oh, My Cornea! (100cp)

You were born with a small quirk, something that seems like heterochromia at first, but its actually one of your eyes holding a strange ability; one that allows you to perceive things that aren't obvious to normal people, things like ghosts and other supernatural creatures. You could hone this power to 'see' a bit more, like the flow of magic or such. As a bonus, the eye glows a bit and lets you see in the dark.

No Distress Zone (100cp)

The destiny of a heroine is always full of trouble. You became aware of that and took steps to take the reins of the situation in your hands. Special martial arts, use of firearms, how to handle blades and tricks for every situation you could think of. Yeah, it's safe to assume that whatever villain gets in your way is up for a surprise, while this doesn't make you insanely powerful, it does give you enough versatility to face most problems with ease. Poor hero will be out of job now.

Supernatural Cooking (200cp)

You are neither a mage or an alchemist, but for some reason you can make your cooking so bad (or so good) that it actually entered into the realm of the supernatural and can actually be feed to supernatural and magical beings to restore their power source. It becomes some kind of dark matter that is full of energy to empower those who can withstand it. Unlike certain poster girl, you can somewhat control how do you want you cooking to be.

Sword & Wielder (200cp)

Swordsmanship has always been a difficult art to completely master, if such a thing is possible, but you have made some impressive progress in that front. Your sword technique has progressed to the point of being able to cut in half various warriors at the same time, of making cuts with surgical precision in the middle of battle, and even have mastered the technique of slicing things at a distance, without harming anything in the middle. Surely enough, while this is impressive, your talent is far from reaching its heights and there's more than enough room to improve.

Bon Voyage (200cp)

Summoners in Aburaamu are supposed to transport spirits from their own realm to aid them in battle. Spirits aside, you have developed your own branch of teleportation based on this. Powerful enough that you can instantly travel to any point in the world as long as you have the correct coordinates for it. What's more, you have found the way to travel to other worlds and dimensions too, it will need some preparation at first, but with some practice you will become able to tour other worlds every weekend.

Sealing Magic (200cp)

A secret and powerful ritual, common in certain world full of Japanese monsters. You are proficient in this particular spell, commonly used to seal beings of dark energies using a minimum amount of energy, in a way that lets the poisoning or dark power within them to stabilize and face with enough time. Simple enough, its user only needs to draw in the air a five-point star in the air by using mana, big enough to contain the objective to seal.

Two As One (400cp)

Summoners in Aburaamu are supposed to transport spirits from their own realm to aid them in battle. Teleporting aside, you have studied and developed a new branch of magic based on this one. You're now able to form 'contracts' with other beings, having them aid you or lend you their powers when you need it. Have in mind, this must be mutual agreement for this to take place. The best way is to just become friends with them or give them something in exchange for their help.

Hero Gauge (400cp)

The essence and emblem of Star Prism's power as a hero, now also yours to use. This is basically a fluctuating measure of your heroic deeds; it goes up when you fight for good, and diminishes when you either act as a bystander or do something that is selfish or evil in nature. There's no cap for this power, even a normal human could take on Kaijus with enough energy. Even at its worst, however, you will only be at your normal level.

Starlight Healing (400cp)

All Magical Girls need some sort of ultimate move to finish off their enemies. What do you mean with 'not being a magical girl'? Well, that doesn't matter that much. You still get this power. To be blunt, you can use this to purify the hearts of people, purging evil from them and bringing them over to the side of good. It doesn't do anything so vile as mind-controlling them into doing good, but rather, just takes out what makes them do evil and boost their own natural goodness. It won't work if the person honestly believes they're doing good or if their values are just like that by nature. Morality aside, this attack is quite draining on you, so don't try to spam it around.

The Sound of an Idol (400cp)

Singing is the name of the game and you're the undisputed champion for it, or at least one of the top contenders. Not only our voice is angelic, but you have perfect control over it as well as possessing great talent for all ways of singing in general. Furthermore, all the songs and poems you sing have a curious, supernatural effect in others; to put it simply, your singing can lift spirits, restore small amounts of health, dispel mind-control and even increase the mana of certain beings. It has to be in direct and within hearing radius for it to work. As a bonus, you're also great at dancing and writing songs.

Next Time, Surely (600cp)

Not all stories have a happy ending, not all couples get their 'happily ever after', not always the hero arrives on time. Sometimes things just go wrong, people die or relationships end. Not even the mightiest of most perfect can win them all. But you aren't the mightiest, nor you are one to accept defeat.

This blessing kicks into gear everything you 'fail' at something, no matter how big or small, letting you understand the reason of your failure and how to win the next time you encounter it. Have in mind, this is not simply learning from your mistakes, but also gaining all the knowledge necessary to ensure victory. Be school tests or fighting dragons. Just remember that you still need power to put your knowledge into use.

Push It Back (600cp)

A power held by Yuuhi Namidare, granted by the Goddess of her 'world'. Upon a single, vocal command, this can dispel any and all supernatural effects in the nearby area to the user, its something that can be marked so it doesn't affect the powers of allies and such. It's a power to take out the magical advantages of enemies and bring them down to a more even field. However, it won't affect things like technology or biological powers.

Researcher of Perseverance (600cp)

As some say 'impossible just means no one has done it yet', that saying could be your personal motto. When it comes down to creating new things, investigating the truth behind the world's mysteries or finding a way to revolutionize the level of technology, you're the man for the job. Your intelligence, knowledge and insight are beyond what one could call 'genius' and already in the level of a monster. Your brilliant mind could only be compared to the King of Laputa, who in the future was able to break down time travel, create new species never seen before and produce impossible technologies in short amounts of time. Just remember to maintain some level of morality when conducting your experiments.

The Omniscient Magic (800cp)

Perhaps a too grand title at first impression, this is but a powerful spell that enables the user to access the Akashic Record, and learn everything there is to know about the past and present. Mages had whispered of its existence for generations. If it was real, it would enable someone to save the world, to destroy it, or to rule it. And it's not only real, but a part of your arsenal. Making you capable to search in the records of the world about basically everything, be the answers to the latest test in school or the reason why every sentient race in space is humanoid. Though this a connection to only the 'History' of the Akashic Record and thus holds you to only things that have happened or are happening, and holds no grasp on the future.

However, while you have access to this immeasurable amount of knowledge, it will still take time to find the answers you seek in the middle of all that information, as well as drain you considerably. Also, to "download" too much at once or search too deep in it will most likely overload and fry your brain.

Villain

Needless Violence (100cp)

Of course, a villain is such because of their actions, that put in jeopardy the balance of the world in some way, be by kidnapping the princess of a kingdom, leading an army of demons to destroy humanity, start an intergalactic war and such. You are a little more pacific and intelligent than that, and have mastered the art of threats. There's no reason to kill an army when you can just show off your power and let people react, after all. Letting you archive the same level of danger from your enemies while shedding little to no blood.

Foe Today, Friend Tomorrow (100cp)

The relationship between heroes, heroines and villains can be a pretty straight business of black or white. But with you, once their business is done, they mostly keep to their own ways as long as their actions don't force them to cross paths with yours again. More than that, while your intentions aren't immediately detrimental to them, they will gladly take you as an additional or temporal ally and it goes both ways, making them more inclined to help you if you ever need it. Don't let your alignment make you lose potential friendships or allies.

Ham It UP! (100cp)

Whichever the reasons are, you're still the villain of this story, thus, you should play the part and enjoy it to the fullest. You have a flair for theatrics, for overly complicated plots and large speeches that this ensures won't be interrupted by the heroes on turn. In short, you have the charisma of an unrepentant villain, which makes, ironically, people less angry at your actions and a tad more inclined to let you join them should the need arise.

Consider This... (100cp)

No self-respecting villain goes all out without some minions to take care of the smaller jobs. Is just degrading! And the most important part here is to convince them to join you. This helps with that, more exactly, it gives you a way to convey your reasoning to others and convince them of taking part on your plans. Sadly, it doesn't work on anyone with a strong moral code or who is already holds something against you.

Mind Over Matter (200cp/400cp)

Psychic powers, son, these are the future. You're now a psychic, which sounds better than it is, since they usually have to endure discrimination by the more mundane humans. The first tier of this will grant you a minor power, like phasing through walls, teleport small distances, read emotions of others, minor mind reading, etc. If that isn't enough for you,

feel free to pay 400cp (discounts apply) instead, and get a more powerful ability, like greater pyrokinesis, clairvoyance, mind control and such.

Stage Magician (200cp)

It's all about misdirection, to make the audience focus on something while the trick is done right in front of them. Same principle applies when you're enacting your plans. You're no newcomer and your experience has made you a master in the art of making others, be victims, heroes or bystanders, look at something else while you do your villainous deeds. Of course, this does have its limits, most of the them dictated by circumstances and people. Then again, one would be surprised at how easily is to distract the kingdom with some saucy rumors about their princess' love affairs.

A Leader's Talent (200cp)

Elected monarchs, presidents, pirate's crew captains, and all kind of leaders chosen by the people. They didn't appear in their title and power just because, they won it because their great charisma and maintain it with sheer talent at making things work out in the long run. The same virtues are now applied to you, be that you want to lead a kingdom, a band of outlaws or even a small planet. You know how to gather people who believe in your cause and maintain yourself on top. Try to not lose yourself in power.

King of the Castle (200cp)

You didn't wait for the heroes on your castle because it was comfortable (although it is very much so), but because of the advantage you have there. Now, once a year, you can designate one of your properties as your 'lair/home'. While you remain in there, several boosts are applied. You become faster, stronger, more resilient, intelligent and even boosts the results of your training. This stacks up with the time you spent there, starting almost unnoticeable during the first week, but having you 5 times better overall by the end of the year. The boosts will reset everytime you choose another location as your lair.

Demonic Inheritance (400cp)

You are part of the royalty in the Demon Realm, and is not just for show. The ancient blood flowing through your veins have gifted you a powerful if strange blessing, making you immune to the effects of most magics and spells. With the exception of holy/white magic, that can still harm you. Fireballs just fizzle out when in contact with you, and wind blasts can't ever harm you. Mind you, this perk only works on magic attacks, other types of energy or completely physical attacks will deal damage as normal. Beware space guns.

Elite Magician (400cp)

Magicians on earth never disappeared, they just decided to go into hiding, and hidden or not, their magic continued to evolve. You're one of the most powerful of them, having mastered countless spells, blessed with huge mana reserves, superb control over it and an immense mana output. Your attacks are mighty, be with blast of elemental powers, curses, or dominion in all kinds of terrain. Yet, your defense is even superior, with magic shields that block any kind of physical attacks, seals and even countermeasures to other magicians. Your utility magic isn't that far off either, being able of feats such as flight. Have in mind, however, that as mighty as you are, there are other beings that could give you a run for your money, on earth. And you may find superiors in other worlds.

The Usurper (400cp)

It's the law of the jungle out there, maybe the hero and his friends can eat ideals, but you know that might makes right at the end of the day. Others seems to understand this too, since you now can take over all kind of 'villainous' and 'evil' organizations by simply crushing their leaders. Of course, some minions may protest, but most will follow your lead, knowing that you're the superior option. Remember, the organization must at least be neutral in their standing and inner politics for this to work, so no taking over the group of goodies two shoes.

Coffee And TV (400cp)

Even the worst of villains can't keep being broody and vengeful all the time, it's simply not good for mental health. Luckily, you got a knack for scheduling some time off to relax and plan your next evil plan. No pesky heroes nor clueless heroines will get in your way and you will be in maximum comfyness and relax during this period. If you want, you can extent this effect to your subordinates, ensuring that they are at their best for the next battle, it also works wonders for team management.

Ten Ways To Sunday (600cp)

Fitting, for a last boss, to the hardest fight for the hero. And boy, you're hard to beat, not only because of your raw power (which is immense), but because your inherent ability. Which ability? Well, for starters, every time an attack leaves you in the verge of death, this regenerates you back to prime condition, as well as giving you a small boost in overall power and a slight resistance to whatever let you in that state. This only works up to ten times per jump. Still, be careful, the raise each time is notable but not excellent by any means, any attack strong enough can still obliterate you ten times in a row and strikes that affect your mind or soul won't be covered by this.

Jumper, The Demon Lord (600cp)

Congratulations, you're the Demon Lord now! This means that most of the demon-folk have to obey you, as you're their ruler. In a more personal note, this also raises all your specs tenfold, gives you a ridiculous large reserve of mana, great affinity for magic arts and a unique branch of dark magic that only those with this title have access to and which uses include -but aren't restricted to, mind control, mana absorbing, curses and more. If it's possible, you will gain a similar title in each world you visit.

This Is MY Story (600cp)

Heroes, they don't have a right to call themselves that when they only can rely on the powers of others to defeat those who don't agree with them. You made an empire by yourself, without anyone ever giving you nothing for free. For those who are fighting in the name of justice, isn't hypocrisy to make all your years of hard work useless by gaining some power at the last second? It is. Very much so. This will help you out with that, ensuring that things go the way they should instead of having the scale tipped in their favor. In short, it takes out that 'plot armor' so many of them seem to have. Now, let the best one win.

WordPlay (800cp)

A glitch in reality, a power so great that could be confused with true divinity, a reality-altering blessing. Of course, I'm talking about the power of words here, quite in a literal way. Just like Touko Iwazu, you now hold the power of words, this works in a simple way: you say something and that something happens. From money, new clothes, create passive powers, getting a new car, forcing people to disappear, twisting small parts of reality for funsies, making others do your bidding, etc. This power always acts to favor you, and will incline to do so even with the most neutral acts. The only downsides for this power are the limitation of words themselves and the fact that the user must be capable of vocalizing the words in the first place. It's, however, a power ranked lower than true divinity and thus can't affect Gods or beings above them.

Items

100cp items free to origin, rest is 50% discounted.

Outsider

Bag of Coins (100cp)

Around 100,000 USD in whatever currency of your starting location. More than enough to get you some tickets out of the place or get some lodging until you get a decent job. Nothing fancy here, but useful nonetheless.

Flight Unit (100cp)

Shaped like a motorcycle, but lacking wheels. This is a Fineritian invention designed to be used as a transporting devise inside planets. Not incredible resistant nor armed in any way, this device is still an incredible fast way to travel, especially when you're in need of speed and lacking other means. If broken or lost, you will find another in your warehouse in an hour.

Hologram Gem (100cp)

A special tool of L's from the future. A small, diamond-shaped crystal that will float over the head of its user and project a hologram over them for a flawless disguise. (As long as there aren't any gremlins in the area, anyway, because this definitely counts as delicate tech).

Laser Gun (200cp)

With enough power to put into shame even the most powerful of tanks with every shot, this little weapon was developed by the warmongers of planet Satamonnia. Very powerful by the Galactic Federation standards, it's a very useful thing to have in less secure places, it doesn't hurt that has near limitless shoots and small charge time.

Alien Energy Drinks (200cp)

An assortment of energy drinks collected from all over the galaxy. At least ten of each brand and you get more in your warehouse every week. The effects range from 'strong coffee' to 'this won't let me sleep for three months'. Good for when you need to finish something at the last moment.

Warp Watch (200cp)

A wristwatch to be more precise. This artifact is a small teleportation device, pretty simple to use, just push the button on the side to boot it up, and then input the coordinates of the place you want to warp and activate it. Because is a small version, it can only move you a few hundred kilometers, only move one or two people, and the things they're holding.

Old Blood Runs Deep (400cp)

The Margaret family, an old, powerful and well-connected clan of magicians in earth. Their prowess, knowledge and collection of magical artifacts is vast, not to mention the abilities of their members. This isn't a physical item, but rather a connection. Now, they owe you and they are hellbent on repaying you. One time per jump, you can call them up for help and they will answer by lending you an item or person that will help you greatly with whatever problem you're need help.

A Map Of The Time (400cp)

This simple map looks like nothing much, if anything it looks a bit out of place, being made of paper and ink instead of being digital. However, this little one holds some secrets, for starters, it will change to accommodate to your current location, plus it's made of a very durable material. The real catch is how the map signals various places nearby you that either hold old treasures, useful artifacts or are holding something interesting.

Technology For Dummies (400cp)

Comes from my favorite bookstore. This is the first volume, explaining all the basics and then some. Even a high schooler from earth will be able to create machines in par with Fineritian inventions after reading this. The explanations are really easy to understand, so rest assured that you will be able to absorb the knowledge here. Hope you enjoy it.

Great Library of The Heavens (600cp)

A perfect copy of the library in Laputa, and the key to understanding their astonishing technology. It holds the same knowledge as the original, from flying ships, secret martial techniques to a record of all species in the planet and technology that won't be developed until thousands of years in the future. It's the same knowledge that made the people in Laputa grow lazy and conformist, so be careful.

Hero's Sword (600cp)

Legends hype this as the only weapon necessary for a hero searching to destroy the demon lord. This shinny magnum opus is notorious for its never dull edge and because the blade has the unique power to dispel, seal, absorb, reflect and more, any magic it comes contact with, making it a perfect counter against magic beasts and demons, that usually thrive from magic. By nature, is the perfect weapon against magic, but it can still be broken by brute force. Feel free to import another weapon to this role.

Secondary Character

Sealing Crystal (100cp)

This small orb, of 5cm radius, is a magical artifact designated to... well to seal beings inside of it. You will need to know some kind of spell to seal others, but this will take care of the where seal them. It's extremely durable and powerful, so don't worry about whoever you put in there escaping, not without external influence.

Credit Card (100cp)

Exactly what it says. This is a credit card that works in all space, not only on earth. It can even work on worlds from other dimensions as long as they have a coin instead of a trade system for their economy. You still need to pay, eventually, so don't try anything funny with it.

Coated Spaceship (100cp)

Big enough for a crew of about 15, more or less the same amount of people needed to make it work smoothly. You can upgrade it, but it will start as a regular, small, spaceship; nothing worth noticing by the Galactic Federation. What it makes it special, however, is the special coating that it possesses, letting this vehicle pass unperceived by any detection system around the galaxy.

'Holy' Weaponry (200cp)

As it turns out, a marketing scheme. Rather than there being one ubiquitous, all-powerful "holy" attribute, exorcists on earth have to brew potions and craft weapons that are specifically effective against each threat they face: vampires, werewolves, demons, etc. This is an assortment of those, enough to kill one of each species, as well as instructions on how to make more.

The Mask of Greed (200cp)

Looks a bit goofy, but the power within this mask is the real deal. Being a 'cursed' item that buffs you up depending on your greediness. This one is a modified copy, so it won't try to amplify your greed as a feedback of using it, nor it will make a demon after use either. Regardless, is a great artifact to gain extra power for those with hearts full of greed.

The Battlestation (200cp)

One of the standard battlestation that are used during wars in the galaxy. Comes with an A.I. (identifies itself as a girl) installed to do most of the working, as well as the latest technology for war. From plasma cannons to energy shields, everything is in order. However, you still need to get the fuel for it yourself.

Philosopher's Stone (400cp)

One of alchemy's greatest secrets and goals. Can be used as a core to create homunculi, make special alchemical compounds or even cure for any and all diseases. The philosopher's stone is one and yet all. All and yet one. A single philosopher's stone can serve any function, but it cannot be separated from its purpose, so you can't separate it or use it for multiple things at once.

Magic For Dummies (400cp)

I see that you are interested in the next one of these. In particular, this series is quite stressful, I can either give you one that covers the basics of most magic systems or you can choose something more specialized. The more focused, the better results you will get. Don't worry about affinities either, there are some notes inside of how to work around that.

Eternal Death Before Defeat (400cp)

A miracle given form, making this artifact worthy of its name and more. You see, taking the form of a giant wooden box emblazoned with the relieve of a dragon, this is a perpetual motion machine. In the right hands it becomes a perfect source of energy, and in the wrong could potentially be used as a ridiculously powerful bomb. Caution is recommended with tinkering with it.

Relic Of The Future (600cp)

The lost technology that allowed Atlantis to maintain itself for as long as it did. This are the notes and blueprints revealing the secret of the 'space-time stitching' technology. Once everything is properly set, it can send back the user in time, much like the 'save' function in a game. It can't go before the machine itself was activated, nor it stops the user from getting older as they experience those futures.

God's Spear (600cp)

The spear that God used to injure Bahamut before sealing him. While a powerful artifact of legendary might on its own. The true power of this spear lies in the ability to penetrate even the most powerful of defenses, and make that every wound created by this weapon impossible to heal by natural or magical means. If you want so, you can import another weapon into this role.

Heroine

Nozomiya (100cp)

A small building of two floors, with a cozy restaurant in the first and living accommodations in the second. Serves as a source of income and resting quarters, but more importantly, is a comfy place to spent time with your friends and family.

Our House (100cp)

A place to live comfortably is never a bad thing. This is your home now, looks a little better than most, and is in the suburbs of your starting location. The catch is that the house will magically appear a new room when you want to invite someone to live there, and that the basic amenities are always paid, without you having to use money on it.

Red Thread (100cp)

A magic item the power to connect people. Consists of a small bracelet and a little thread almost imperceptibly connected to it. It works by putting the bracelet in you and have someone else wrapping the thread around their pinky finger, if make a strong wish then it can be used to transport to the location of the other, even across planets or dimensions.

Ryugu Castle (200cp)

Perfect copy of the Ryugu Palace, both the home to the royal family of merfolk and one of the most luxurious inns in the galaxy. Standing hundreds of meters tall, filled with the most expensive and tasteful decorations. Hundreds of rooms for visitors and residents, as well various kitchens and variety of entertainments. Can appear in future jumps or become a warehouse attachment.

Galactic Netvision Network (200cp)

The collective of independently-run channels that broadcast throughout the galaxy. Think of it as space cable where viewers only pay for the channels they want to watch, making viewership numbers especially important for the success of a channel. I paid full for it, so you can watch whatever you want for free.

Isolated Paradise (200cp)

This is your own island, by default is on earth, near the equator. But you can choose where you want it. Has a great scenery as well as abundance of natural resources, but the good part is increasing your closeness with whoever you come here with. Are things getting hot here or is just me?

Multiplier Coffin (400cp)

Just like the coffin granted by the Gods to the underground Jizu Village. That one worked by placing mundane items or food inside the coffin, praying to it and the coffin would multiply the objects depending of the amount of time praying and the amount of people doing it. One person praying for a minute can double the number of items in there.

Sakuya's Jar (400cp)

A small jar with an old Japanese seal on it, you can use it to seal ghosts and other similar beings inside. They won't be able to escape unless someone undoes the seal from outside. Great way to get rid of pesky ghosts you don't want to exorcise but also don't want to deal with. I will give you another jar every week.

Grandpa's Shed (400cp)

An old storehouse that belonged to your late grandfather, he was a cool guy and you recently found he left it to you. The storehouse itself is nothing out of the ordinary, but it seems that your grandpa had some adventures when young, since its filled with strange artifacts and interesting trinkets. Some may hold powers, others may bring trouble, and a couple can be sold for very high prices.

Copy-Cat Stone (600cp)

Perhaps the most useful artifact to have in a world like this. The mineral here is one of the rarest in the galaxy and holds the ability to copy any power after it comes in contact with it, and subsequently let the holder use that power. The downside is that it can only hold one power inside, no matter how strong or weak, and if it comes in contact with a new power, then it will rewrite the previous one on it.

Merfolk's Blue Jewel (600cp)

A small jewel of the color of the ocean. Very pretty, and probably expensive at first glance. This little orb is, in fact, one of the most powerful treasures of the Merfolk, given to them in ancient times. Valuable as it may be for its history or beauty, this orb is far more powerful than one may think at first, probably because it gives the user the power to alter, at will, the weather of the planet it's in. Be summon hurricanes, storms, earthquakes or clouds so dense it completely blocks any light from the sun.

Villain

Berserker Cell's Injection (100cp)

Ten syringes of a secret drug created in Eshtation. It grants the user a great boost in power, speed and reflexes; as well as a minor degree of shapeshifting, that can be used to create weapons from the user's body or even wings that let the user fly. It lasts for around 30 minutes. This serum is a prototype, meaning that you won't experience the normal amount of pain from the regular injections.

Jumper, The Legend (100cp)

Your own show in the Netvision Network, showing all your past and present adventures, for all the galaxy to see. Surprisingly popular too. It will generate a good amount of money for you and you can choose what you want to have in there, so nothing embarrassing comes to light.

Sorcery Capsules (100cp)

The impossible marriage between science and magic allowed the creation of these small capsules, which purpose is to storage intricate spells for their later use. Think of magical grenades with multiple types. You gain a whole dozen of these small artifacts, as well as the instructions of how to make more and fill them with all kind of spells.

Space Cooking, Brah (200cp)

Here's a supply of all kinds of tasty, albeit strange, creatures from space. All of them used as ingredients for the galaxy's refined chefs. Including things like crossworm, polypole, purple morrowmorrow and swillsalmon. The horn meat of the purple morrowmorrow in particular is especially good, and considered a delicacy far and wide. You get a new shipment of these every week.

Mana Storage Units (200cp)

An assortment of fancy trinkets and jewelry, actually they are also a bunch of mana storing devices to store mana. Each one of them can hold up to then times your maximum capacity and are enchanted to hold it no matter how much time passes. You will gain 10 of these and another one every month.

Fateful Earring (200cp)

Despite the name, this earring is anything but. This little piece of jewelry has the ability to copy and store one power at the time, no matter how powerful or mundane is. Right now, it has a copy of the Margaret's family magic, which is a very powerful AOE fire magic. You can store other power in there to let someone else use it. Remember it can only hold one power at the time, and whichever was recorded before will be lost.

Demon's Pot (400cp)

An intricate and needlessly ornate pot. This pot isn't really that especial by itself, but rather what is inside, and that's a small demon. Just like a genie from fairy tales, this demon will grant a wish when summoned, however there are two restrictions for it, the first is the limitation of the wish, the demon can't grant things outside her power and will only grant a wish per person; the second is the payment, something largely depending on her mood, sometimes will ask the wisher's soul and other times will be content just by seeing the problems one had to get the pot.

Lair Of The Overlord (400cp)

What's an evil leader without his own lair to reign in? Not a good one. This is a castle of your own design, self-repairing and always clean. It's almost impenetrable and your wounds heal faster inside of it (all kinds of wounds). Living here will make others residents around to see you in a more regal light, like an aristocrat of sorts, and act accordingly. It also can summon an army of mindless soldiers to aid you in defending it when attacked. The soldiers will become more intelligent and powerful the more battle they experience.

Whisper Whisper (400cp)

A small pendant with a rather simple but useful power. It lets the user read the mind and thoughts of others. It starts with simple, surface level thoughts, but with enough concentration it can dive and read further in their psyche. It can only be used in one person at the time, but that's usually more than enough.

Isekai Game Collection (600cp)

These games are all cursed, old and cursed. They will suck the players into the game, which is as repetitive and strange as you would expect from old-school RPGs. However, getting in and out is simple enough and there's enough variety within the titles to spend some afternoon with friends. You normally can't take much in or out the games, but from time to time, you may find yourself getting a random of your in-game items into the real world.

Infinite Reviver (600cp)

A Fate Ratio is, in its simplest form, the weight of a person's fate. Someone whose life contains very few ups and downs will have a small Fate Ratio, whereas someone who leads a life of adventure will have a great one. Infinite Reviver is closely tied to it, being a power armor that converts the user's Fate Ratio into power to augment the user. In the right hands, it could destroy powerful demons or face immortal monsters.

Companions

Import Companion (100cp/400cp)

Even the greatest of parties are hollow when you don't have anyone to share the moment. Fear not, for there is a way for your old companions to appear here. For 100cp you can import a single companion with 600cp for their use, or fill the whole roaster of 8 for 400cp, again all of them gain 600cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same cp as the other options. Don't let the party end.

Create Companion (100cp)

Well, if there isn't anyone from your past to keep you company and you aren't interested in any of the characters around then I guess it's time for you to meet new people. For 100cp make your own companion, you also get to decide your previous relationship if there was one at all. They gain 800cp for purchases here.

Canon Companion (100cp)

This place is more than full of interesting people with a variety of personalities. It's not strange that you took a shine for one or two of them. Be as you wish, for 100cp you can take a canon character as a companion in your adventures. They will need to be alive at the end of the jump and agree to the job. But don't worry much, I will make sure that there are plenty of opportunities for you to grow close enough.

"J" (100cp /Free Outsider)

Calling herself "J", a little kiklim, claiming that she was sent from the future in which your ways ended causing a lot of trouble. Sarcastic, intelligent and knowing of your ways, yet somewhat naïve and innocent. She will give you some good advice during your moments of peace, but will take a neutral stand during your fights, neither hindering or helping you in any way. No one but yourself is able to see or sense her, something that apparently helps her mission. She will join you in your travels, if you are capable to avert the problem she was sent to prevent. However, she will simply disappear if you aren't able to avert the future.

Evil From The Past (100cp /Free Outsider)

This one here used to be a Demon Lord in her world until she got defeated and sealed for thousands of years until you somehow managed to free her by accident. Despite the title, she's unbelievably sweet and caring while also very devoted to you. Because she was betrayed, she now has a hard time trusting everyone but you and will hate doing things without your company. Remember that she still got her title in the old ways and can (will) destroy anyone who does as much as glaring at you.

Prodigy Apprentice (100cp /Free Outsider)

It was a bit surprising that someone got to discover your powers so quickly, even more so when she turned out to be a normal human. Certain diligent girl got curious about you from the very first moment she saw you and ended up discovering your secrets after some weird incidents. Curious and naive, she starting nagging you to take her as a student, now knowing about the truths behind a seemingly normal world. It didn't take long before you discovered this girl had both talent and resourcefulness and wouldn't drag you down in the field. Perky, optimistic and very girly, she started copying a lot of your personal philosophy and style in hopes of getting closer to you, whom she considers a paragon of coolness. For some reason, she dislikes all the other girls that get close to you, but treats them very politely when you are around.

Homunculi Maid (100cp/Free Secondary Character)

With no name, no history and no particular skills outside home caring and combat. This little one is a sealed and seemingly incomplete homunculus left from a distant ancestor of your family. While designed as some sort of guardian, this little one seems still incomplete at first glance, but it won't take even a minute for you to free and activate her. Regarding you as her owner, it will take the role of your bodyguard and maid. Loyal and unwavering, she is yet to develop emotions and free thinking, maybe, with your help, she can become truly "complete". But no matter what, she will still insist in guarding you in your travels.

Forgotten Hero (100cp/Free Secondary Character)

Hailing from lands beyond, this girl once fought for justice and fairness, but got betrayed once and once again by those she tried to defend, rejected by those with similar strength and hated by those weaker. Disappointed and sour, she wandered alone for a long time before meeting you. After sharing some stories over a drink, she felt some connection with you, and decided to sell her bodyguarding services for very short, having just a faint hope of being accepted. You did, curious about her and not losing much in getting a pair of hands to help you out. While she's now a bundle of snark and cynicism, she will still honor all her promises with you and shall defend you to her last breath. She's also a good drinking buddy and will give you sound advise should you ever want it. If you ever make cliché romantic advances towards her, she will become a blushing and panicked puddle, although she will hit anyone else that tries to do so.

Stray Lamb (100cp/Free Secondary Character)

An... Angel apparently. Her personality is perhaps the opposite of what people would think in an angel, being selfish, brash, overconfident, and way too clingy with you. Claiming that she couldn't find enough spirit energy until she found you and has been stalking you since then. She doesn't have an ounce of faith in her god and superiors, preferring to follow you instead. Still, she manages to screw up everything she tries with almost divine inspiration unless it means helping you. However, her powers are the real deal and will be a great asset, if you can ever manage her.

Mage Assistant (100cp /Free Heroine)

A childhood friend of sorts, reliable and kind in their own way, but also prone to make some bad decisions when in the heat of the moment. Talented in many mundane skills as well as having an incomplete training in magical arts, though also hopeless with high grade technology and easily distracted. This little one is determinate to become your hero shall the need arise or your pillar of support if you are ever feeling down. While they will have their own share of problems, they will try to put your needs first. They will follow you around if you do anything dangerous and seek to assist you in any way he can, even if it's something way above their level.

Lost In Space (100cp /Free Heroine)

This is the rebellious princess of a planet far from earth. When out cruising in the sticks while on another run-away trip from home, the ship's scanners picked up some rather primitive transmissions from an uncharted region. Reaching Earth, she began investigating out of boredom until she came across various sci-fi media where she ended up hooked. Binge watching in a so bad its good fashion she ended up needing to get into a recovery pod to heal her damaged sides. Every bit the regal and cultured royalty she was raised to be, she can drop the persona of a queen to go slumming it on Earth while attending various sci-fi cons and working on her own works for sale. Loving and devoted once she latches onto you, she maintains a mature and composed manner even when others start chasing you by the dozens.

Sound Of Silence (100cp /Free Heroine)

Moving into the apartment next door lead you to hearing noises at any hour you were home, the most discernable of which made you realize why the rent was so cheap. Confronting your neighbor lead to meeting a lethargic genius capable of anything but basic life skills, her talents in the mundane, esoteric, or futuristic pursuits could easily put her in history books if she communicated outside of texting.... or her research hadn't been stolen sending her underground. In exchange for dealing with the noise you agreed to share your meals and help clean up the place,

while she came out of her shell in the process of helping you whichever way she could. Even after the two of you cleared her name, she seems more content just being around you

Aristocrat Of The Night (100cp/Free Villain)

A prime example of the so-called vampires. Haughty, arrogant, and used to getting things her way yet at the same time innocent, romantic, easily flustered, and completely in love with you. She will melt into a puddle everytime you so much as compliment her. Should you return her affections she will try to convince you of becoming a vampire like her through a ritual, and become your wife. Not shy on using her considerable status, every connection or power at her disposal will be mobilized to dote on you while fulfilling your desires. As expected of someone used to getting their way, she will be highly possessive and jealous, never to the point of harming you but enough to harm anyone else in her way.

Devilish Sidekick (100cp/Free Villain)

Your self-proclaimed greatest fan ever. Coming from parts unknown and being from your same race. This little girl has decided that she will become your villainous sidekick and assistant in your future plans... whatever those may be. Clever and always showing a perfect poker face, she is more emotional than one would be led to believe. She doesn't possess any particular skill or power, but is probably the most diligent and motivated student one could ask for. After the jump ends, she will try to tag along with you. If asked the reason, she will simply blush and look away from your eyes.

Familiar Bonds (100cp/Free Villain)

A certain dragon girl that you meet while exploring a cave during a travel, she was badly beaten and only managed to escape death by your timely arrival. After a whole afternoon crying on your shoulder about how everyone just wanted to hit her and steal her things, you decided to help her find her for a bit. Touched by your kindness and lack of asshole tendencies, she decided to become your familiar and aid you in any way she could. It didn't take much time helping her gain power before you realized your mistake and that puberty worked in weird ways for dragons, now bonded with a very forward, very voluptuous and very loyal dragon, one that becomes enraged at anyone that tries to steal her only treasure in this life.

Drawbacks

Take as many as you want

Unlucky (+100cp)

Lady luck don't seem to be smiling at your way, jumper. From small things like losing your keys or breaking your cellphone that happen regularly to more serious troubles like losing important items or facing strong enemies when unprepared that will happen from time to time. Time to rely more in your skills.

Unloved (+100)

This is what you get for messing with the head of people. Now your sense of love is all fucked up. You can still love family and friends as such... but lovers? Not a chance. You're incapable of truly loving someone in a romantic way. Although nothing stops you from lusting or acting if you are so much of an ass.

Normal (+200cp)

Damn, it seems that all those powers you had before this jump aren't working anymore. You're reduced to Body Mod and whatever items you have hidden in your warehouse. In terms of perks, you will have to work with what you gain here alone.

High School Never Ends (+200cp)

You're now stuck in a time-loop of sorts. You will be de-aged to 15 and deemed to re-start high school again, his happening again the moment you graduate. It doesn't rewind time; just makes you look younger and forces you to the hell of school hours.

Jumper vs Godzilla: The Shippening (+200cp)

Look brah. I lost a deal with a producer friend of mine here. So I will give you some points if you agree to become the start of his new program in which you have to defeat giant monsters twice a month. You will still gain some money, but the problem is that he will choose the meanest monsters around, most of them being more powerful than you.

Genre Blind (+300cp)

In a place so full of clichés and overused plots, you don't seem to catch well the situations you find yourself in. You will be surprised when the villain uses the samr weapon, he himself showed you some moments ago, won't be able to get the relation between the princess and the old mercenary (even when is obvious to everyone) and yeah, that girl that confessed her love to you behind the school grounds didn't do so because she lost a bet, you jerk!

Mine and Mine Alone (+300cp)

Jealously is the name of the game and you are both table and prize. For the duration of your time here, people will be a tad... obsessed with you. Enemies proclaim themselves to be your fated rival, the waitress at your favorite restaurant gives you glares when you eat in another place and even the newspaper guy pouts when you look at the news in TV. Expect some off-screen bloody battles with you as prize.

Magical Magnet Harem-kun (+300cp)

All your abilities have been bound to a magical girl theme. This will never not fill you with embarrassment and shame, others will not hesitate to have a laugh at it. Possible upgrade to have a mascot as powerful and malicious as behemoth who seeks to undo your actions, subvert your goals, and kill you if possible.

The Taste is Indescribable (+300)

Regardless of how your biology works, you have a need to eat now and eat big. Unfortunately, everything you consume will taste as if it came from the hands of the local lethal chef whose cooking is best described as a biohazard. Bon appetite.

Banjo's Curse (+400)

Mirroring the Namidare Bloodline in a strange way, the Banjo Curse actually makes the current heir into... well, a replacement heroine. Criminals and dragons see you as perfect kidnap material, mad scientists want you as their exclusive test subject and for some reason the teacher is giving you weird looks. Yes, even if you're a guy. Try to have fun, I know that I will.

Overworked (+400)

Well, you wanted an adventure, didn't you? Here it is. For the duration of your stay in this world, you will be dragged to all sorts of trouble. Maybe you will get attacked by terrorist when shopping groceries, other times you will get in the middle of a space war, for some reason. No matter the circumstances, don't expect more than a day of peace between the madness.

I'm You, But Stronger (+600)

So, I made a couple of deals with the local Goddesses, you see. Well, every year you will confront a 'You' from the most likely future, one that probably beats you in all ways. You must confront that you from the future and get him to admit defeat, he will try to do the same. Both of you shall fight once per year and if you lose half or more times, then your chain is over.

Final Choice

Well, ten years have passed. What you will do now?

Go Back

There's no home like home, they say. Well then, go to your original world with everything you gained until now. Don't forget of what you learned here.

Stay Here

Uh, so you want to stay here? Are you sure? ...Not really surprising, I guess. I hope you find happiness in here, jumper.

Keep Going

Same old, same old. I knew you wouldn't disappoint me. Let's go to the next adventure.

Notes

>Made by Ricrod

>Special thanks to HeavensAnon and ActionReplay for their help. They are cool guys.

>If you take 'Keeper of Crossroads' then you can replace Rekka if you want.

>Satsuki jobs like hell, like, what the fuck is wrong with you, woman?!

>Magic of Omniscience works on the local multiverse.

>The Goddesses made the Namidare Power/Bloodline because they kept stealing ideas from each other and forcefully adding them to their respective worlds caused a lot of mayhem, because the Namidares were actually quite good at putting fate in a good track, they ended up betting with that power... That's why Rekka rescues 30+ heroines in 6months while the normal rule is 5-6 in a generation, he has 9/10 of the other world's Namidare power plus the one he has inherited.

>Rekka loves his heroines in a purely platonic way, so don't hesitate at the moment of getting a canon character.

> Gods in this setting make and control words, that's their reason d' entre and they can die if they don't do it. It's some weird system. They aren't that different if comparing a God with another, but they are night-omnipotent when it comes to interacting with the worlds they have made and their residents.

>'Pineapple Pizza' also works on magic poisons and the likes.

>Copy Cat Stone was able to copy Touko's power (WordPlay) in canon, it also has a different name, but I like this one.

>WordPlay needs you to be able to interact with the world and speak.

>Gramp's Shed has a bunch of magical items, most of them powerful but circumstantial, some of them plain good and a couple that aren't that useful.

>Fanwanking Helps