# つき！

Tsuki Tsuki!

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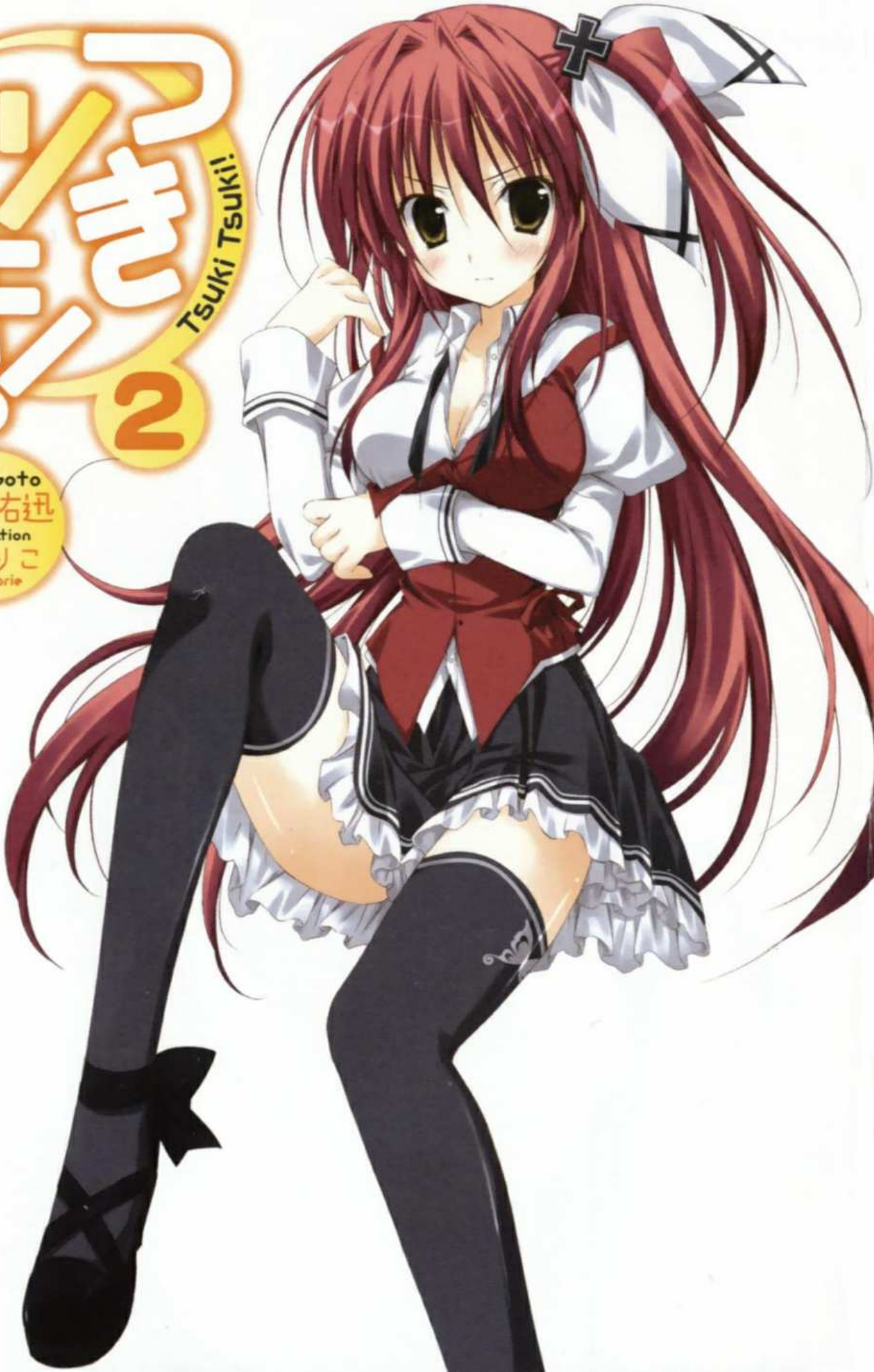
Yujin Goto
後藤祐迅
Illustration
梱枝りこ
Riko Korie



# Tsuki Tsuki!

Welcome, jumper! This is the world of “Tsuki Tsuki!” very similar to the earth you might know, in the early 2000’s. At least, that’s how it looks in the surface. However, beyond this façade of normalcy, lie unseen powers, devils from the underworld exist, as does magic and exorcists that fight them from the shadows.

A few years ago, Shinobu Nanjou found a black magic book and used it to summon a devil – with the intention of help his sister that had a car accident. That devil, Luna, granted his wish without taking his soul and Shinobu made a promise with her. Ever since, he trained to become someone that could protect those dear to him.

Now, you start a week before Shinobu, now a teenager, meets with El Niño and receives a protective ring to grant him a familiar from her. Except, of course, the next morning he will wake up next to a naked Luna.

Have this and have fun:

**+1000cp**

# Race

### Human
The standard, vanilla flavor. You know the drill, big in numbers, not really that powerful individually, they have control over earth and little in terms of magic unless they get training.

### Devil
Usually dwelling in the demonic realm, devils usually don't come to the world of humans unless they're to get some souls or cause mayhem. Stronger, faster, capable of flight, regeneration and of powerful magic, they're superior in every way… except, of course, for their glaring weakness to holy symbols, elements and magic with that alignment. Furthermore, they are weakened when outside the demonic realm. They live very long lives, unless killed.

### Hybrid
Unholy union between a devil and a human, hybrids by nature are far less powerful than devils, but they lack their usual weaknesses. It's a mostly positive trade off, although they can become stronger with training, their longevity is more human than devil and their other talents vary from individual to individual.

# 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 possible for your race.

# Background

## Drop In
New to this world and the business around. You could change the balance of the world or just stand aside while minding your own things. Regardless, you get a room paid for the week in a nearby hotel and the necessary papers proving your identity.

## Exorcist
Protecting the people from the shadows! Exorcists are a loose organization of clans and families that fight against devils that appear on the human world. You're one of them, not the strongest but better than the average. Right now, you're assigned to this town and have the necessary training to help protect it from devils and the likes.

## Foreigner
Not necessarily from another country, although it would be preferred, you're just passing by here. Perhaps you're a devil that will go away after getting his stuff back, or a lonely goddess in an eternal journey. Whatever the case, you're little more than a tourist passing by.

## Neighbor
You are a friendly and known face around town. You have lived all your life here, made all kinds of friends and became well-known in some circles. You're just a normal person in this normal town with normal relationships. Well, at least until now.

# Advantages

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

## Drop In

**Blurry Eyes (100cp)**
You might realize that a lot of people here are attractive, to varying degrees, sure, but it's not rare to find middle-aged moms that look like young college students, or guys pretty enough to pass for women with only a wig. Let yourself join the ranks of the beautiful and attractive. Be cute, rugged, manly or feminine. Even people that don't like you will be forced to concede that you're objectively attractive.

**Take Me Out (200cp)**
People fear what's different and mysterious, that's the truth. Most humans would react to beings like devils and ghosts by rejecting them, even the kinder ones could have doubts. But not you. You have the talent to wholeheartly accept others for who they are, as well as being accepted by others despite your differences in power, race or origins. As long as one party is being truly sincere in their intentions, then acceptance will happen. Never shy away of hugging a lonely person, jumper.

**It's Such A Good Night (400cp)**
Despite devils, ghosts and other supernatural entities' existence, most people go around their lives without ever knowing any of that. That may be peaceful, but also boring, and boring is not something you are. This blessing ensures that you are constantly run into interesting people or exiting situations. You could go buy a hotdog and meet a God, or encounter an exorcist while shopping. This doesn't ensure much, just that they will be positive first encounters. However, the rest is up to you. Try to make the most of it, but there won't be a lack of opportunity.

**More Than A Feeling (600cp)**
There's something about you, jumper. Something others can't put their finger on easily. Something that makes your life filled with attractive people of the opposite sex. Maybe your endearing personality, good jokes, inner strength or perhaps how you always know what to say during the important times. It's unknown, but it's a powerful attraction factor on your favor. To the point that you could walk into a fight between an exorcist and a devil, and end the night with both of them head-over-heels for you, plus her sisters as well. Don't be surprised if you wake up every day with a new naked beauty in your bed.

## Exorcist

**Disco Inferno (100cp)**
The basic of the basics, physical acclimatation, history, sword fighting, general seals, barriers, talisman basics, invocations, evocations, and such. You have mastered the basics from your exorcist group, including their signature fighting style. By default, this is for the Gogyo family, which excels at using fire to defeat devils. Feel free to use another group.

**I Fought The Law (200cp)**
Yeah, fighting devils, exorcising ghosts and the likes are all important. But you know what's more important yet? Cleaning, sewing, cooking, pluming, etc. That's where you shine. As part of your training you were made to work for the family of some high-ups and came out with first-class skills at chores. You could be a first-class butler or maid if you wanted. For some reason, this included espionage, subterfuge and defense against sieges. Odd.

**Float On (400cp)**
It was somewhat ironic when you had your first mission and ended up discovering that, perhaps, you choose the wrong profession after all. For, you see, you're weirdly popular among the supernatural. Even those with destructive goals or chaotic nature become a lot calmer and nicer when interacting with you. The effect is, of course, greater in supernatural beings with a less bloodthirsty disposition. It's not an exaggeration that you can easily strike deals and friendships with then, perhaps even more. Are you sure you shouldn't be a negotiator rather than an exorcist?

**Know Your Enemy (600cp)**
All Japanese exorcists can trace back their teaching to Kamo, a prodigal monk, and one of his disciplines excelled at using fire to exorcise evil. That was Gogyo, the founder of the Gogyo clan. Of course, he wasn't the only student of Kamo, nor the only exorcist strong enough to create his own clan. Your spiritual power, knowledge and talent now rival the likes of them. While you are far from invincible, you're still strong enough to defeat most high ranked devils, capable of passing down your skills to the next generations and discover new knowledge to aid your goals.

## Foreigner

**Let It Happen (100cp)**
There are people that have to fight tooth and nail every step of the way, they shed tears, blood, and sweat for the smallest of improvements. You're not like those losers. You're a natural, at basically everything you try, you find yourself having an easy time learning about it. Truthfully, it's not like you're a genius at it, but you're certainly talented. Be at cooking, martial arts, or artistic pursuits.

**Omnicorn (200cp)**
There are many artifacts around the world, some are common and used by exorcists, like enchanted weaponry, talismans and protective charms. Others are a bit scarcer, like amulets to summon familiars or books in devil summoning. You possess the knowledge and talent to create those, as well as other, more intricate, artifacts. While you start capable of doing most of them right off the bat, soon enough you will become proficient enough to make decent amulets from discarded soda cans.

**Weird At My School (400cp)**
As long as you don't lose sight of your goals and yourself, you will never falter in your path. It's because people forget about what they truly wanted and who they really are, that problems arise and they become unable to keep fighting on. That fate can't be shared with you. No. You're always in control of yourself, always capable of looked at yourself objectively, and constantly aware of who you are and what you want. As a side effect you are also immune to all mental manipulation and induced amnesia. Sounds like little, but it's more important you might think.

**Spoiler Alert (600cp)**
Gods. Diving beings. The makers of miracles and givers of life. You aren't quite the great gods of mythology, but you do hold a spark of true divinity. Indeed, you are a God, albeit a really weak one. This does grant you some advantages, namely, you possess a unageing-type of immortality, you are naturally attuned with magic letting you grasp its intricacies with ease, as well as a healing factor, and the ability to pass large amounts of time without substance (although you still get hungry). Beyond that, you also have the hallmark of a God, the ability to create all kinds of miracles, although their strength depends on the number of followers you have. Even without any follower, however, you still maintain your basic powers.

## Neighbor

**Stand Proud (100cp)**
Self-defense is something important. That's why you started taking some classes in the Nanjou Dojo a few years back. Nowadays you aren't the strongest around, but you're certainly no weakling. The Nanjou martial arts are mixed type that even incorporates moves from exorcists, and under the right mindset you could deflect magic attacks. So, while you're far from helpless, you won't be fighting strong devils anytime soon.

**Me And The Devil (200cp)**
Man, aren't people here a bit too moody at times? Surely, some of the situations at hand can get a bit depressing when you thing about them for too long. Luckily, they have you around to lighten the mood. You're a master at cracking jokes, trolling enemies and lifting everyone's spirits with some good puns. Morale is important, after all, and some laughs can't hurt. Good for making friends, too.

**Rocket Ship (400cp)**
Woah! Turns out you weren't some random martial artist, after all. Rather, you are an expert. Your level of skill is at the same tier of Nanjou Shinobu, and you're more than capable of matching his exploits, fighting several devils and apparitions with only his fists. Furthermore, you're capable of improving your martial arts by stealing and modifying moves from other schools and adopting their advantages alone. With time, effort and experience with different styles, you will be able to create a martial art that perfectly suits your necessities, as well as teach it to others.

**For The Girl (600cp)**
There's an undeniable gap between those with talent and those without. With the same amount of effort, time and training, the former will always be ahead from the latter. Even if the talentless were to pour years and years into getting better, it would be relatively easy for a more talented person to leave them in the dust. This serves to balance out that injustice. It allows you to break that wall between talent and talentless by using effort. The more you pour into something, the more talented you will become at it. It's something that encourages constant practice and effort. However, the effects can keep staking endlessly.

# Artifacts

One 100cp perk for free, one of each price at 50% discount.

**The Ring of Fate (100cp)**
This ring is said to link people's destinies. By that it actually just means that it links the user with an ancestor or animal to act as a guardian spirit. There are many factors that affect what kind of guardian you get. Although usually someone who is willful or strong would get a mighty or particularly useful one. However, depending on your past, you could end up with a devil or something.

**Basic Backpack (100cp)**
An assortment of seals, barrier talismans, protective charms, proper clothing, small enchanted weaponry, and such. The basic stuff for an exorcist. You also get some emergency and military rations as well; in case you can't get food during your work. They are tastier than you would think. As an extra help, the consumables will be replaced as soon as you exhaust them. Not a whole lot, but they are considered the basic equipment for a reason. You can work with it.

**Elemental Katana (200cp)**
Not necessarily a katana, it can be another type of sword of even another type of weapon entirely. This weapon is attuned to you and to your preferred element, making it easier to cast spells with it and automatically patents its effects. It's somewhat more durable than a normal weapon and has the effect of being always sharp. Feel free to import another weapon you have into this role.

**Devilish Little Book (200cp)**
One single notebook, filled to the brim with notes, instructions and records of devil summoning as well as their intricacies. The devils summoned with these instructions are guaranteed to be helpful and friendly, likely inclined to accept something else than your soul or even do stuff for free. Still a bit heretical, so try to keep this secret from the local exorcists.

**A Place Called 'Home' (400cp)**
Your place, a two-story house, located in a nice, suburban area. It got a slick, modern design with practicality and sturdiness combined with elegance. Well, the actual reason to purchase this is because the house always has running water, electricity, internet, and such other necessities. The fridge is always stocked with both local and exotic ingredients, be from the current world or from past ones. Furthermore, the house expands and gains more rooms to accommodate all your

companions, lovers, family member, friends and such. Post-jump it can become a warehouse attachment or appear near your initial locations in future worlds you visit.

**Healthy Body, Healthy Soul (400cp)**
This local dojo is a bit more than one would first believe. While you do posses ownership over it, you don't have to run or teach in there. It will automatically recruit teachers and students to function properly. What's actually important is that the dojo will investigate, create, refine and teach martial arts that can affect the supernatural beings of the world. Much like the Nanjou Dojo's teachings can affect devils here. This will get improved in each new world you visit, as the teachings adapt to the new problems. It can become a warehouse add-on or appear somewhere you want in each world you go.

**Hole In The Wall (600cp)**
A gate that goes between dimensions, taking the form of a portable eastern shrine. It can be modified to be larger or smaller, but have in mind that stuff and people won't be able to cross the boundary between worlds if they can't get pass the door. You can use this to enter and exit the demonic realm, no one aside from you and those you grant a key for this can use the door. The gate itself connects to the demonic realm, but it will be able to connect to different places of existence in another worlds, should they have such places.

**Clan Of Souls (600cp)**
Your own family of exorcists. While nowhere near the levels of Gogyou or the other big names, they are still decently trained with good numbers – capable enough to take care of most low and intermediate threats. This group will follow you to other worlds post-jump and quickly train themselves to maintain their numbers and efficiency up to par with the new place. Although, if you want them to be stronger or more numerous, you will have to put the work yourself.

# Companions

**Import/Create (100cp/400cp)**
Feeling lonely already? Well, you can use this option to create or import a single companion for 100cp or the full roast of 8 for 400cp. They gain 600cp to spent on origins, perks and items, they can also take some drawbacks for more.

**Canon (100cp)**
Of course, if you took a liking for a character of the series you can always try and convince them to come along with you on your travels. I'll give you plenty of chances to get in their good graces.

**Chocolate Cannoli (Free)**
Your confidant, aide, partner-in-crime, teacher, student, friend, rival, peer, and personal maid ever since…well, ever since you can remember. She was born a hybrid and thus despised by the exorcists at large, being only allowed to be around under the condition to help the group, more specifically, as your assistant and maid. While her situation is less than ideal, she has taken it into stride, she has become a funny goofball that prefers to take things the easy way. Although when chips are down, or you need her help, she reveals herself to be highly capable and strong.

**Apple Fritter (Free)**
This is a young-looking girl who proclaims to be God. Despite what her usual demeanor is, it seems that her claims have some ground in reality. Weirdly perceptive, knowledgeable about very niche topics, strangely talented in her pursuits, and mildly experienced in many things. She is enamored with the prospect of travelling around worlds. While she is a beautiful, her attitude with you is something between 'total bro' and 'dependable older sister'. She does have the wisdom of someone that has lived through a lot and is perfectly fine with using that experience you help you out. Great as a wingman, gaming partner, or if you just want someone to laugh at your dumb jokes.

**Pan Dulce (Free)**
Helping out some random highschool girl was but a whim, meeting her later as she exorcised some devils was certainly a surprise, finding out that was stalking you was bit more troubling. A sweet girl, a bit too shy for her own good, tried to learn more about you before approaching. It ended up with some weird stalking fetish. She's a talented exorcist in her own right, but because of it she has been ostracized for a long time, being with you has become a source of light in her life. You can interact with her normally, but don't be surprised if she stammers every three words.

# Drawbacks

**Everybody Knows You Cried Last Night (+0cp)**
You wake up one day with no recollection of what the hell happened last night, and a naked blond girl with huge boobs on your bed, your little sister is sure to enter the room in a couple minutes and make the situation worse when your mother hears of it. Yeah. You're now Nanjou Shinobu. You don't get any of his advantages but the connections that he has formed until now and his position. Have fun?

**Peel That Off (+100cp)**
Oh, where are you other powers, lil' jumper? What's this? It seems that you lost access to all your previous powers, abilities, items, and even access to your warehouse. That sucks (lol). For the next ten years you will have to do with what you purchase here. Of course, in case you don't have any previous powers and such, you will just have a major downgrade in the powers you buy from this doc, starting at a tenth of their supposed effectiveness and having to train them until they reach their original potential.

**Where's MY Money? (+100cp)**
Jumper, how do I say this? …huh, you fucking suck at handling money. Yeah, that's about right. You're basically incapable of holding more than a few dollars at the time, being terrible at investing and quickly losing any money you earn. Better go find someone else to take care of your finances, because otherwise you will end up living in the streets, unable to get anything but the cheapest stuff out there.

**Get Off MY Lawn (+200cp)**
Oh, jumper, jumper. You truly ain't popular, are you? It's not like everyone despises you outright, but the people you interact with truly don't seem to like you very much. Yeah, you're disgusting. Until this jump ends, people will be predisposed to think the worst of you and will feel physically ill around you. They will be a lot less inclined to recognize your talents and will quickly find out your failings. They will use any excuse they can find to get away from you. This, of course, won't affect companions. You can also overcome this with others and form new bonds. Although I wouldn't bet on that. I mean, just look at yourself.

**Bluepilled (+200cp)**
Truth? You can't handle the truth! You can't even handle a couple drawbacks! This makes the world a bit more interesting, for me. You see, if you're a human then this will make so the devils and hybrids have overtaken most of earth from the shadows. Exorcists' efforts are a losing

battle, and while it should be possible to turn the tides of the war, it won't be without great sacrifices. If you're a devil or a hybrid, then the humans have become strong enough to enter the demon realm and start taking it over. Same thing applies. Things won't change without a great deal of blood spilled, innocent lives sacrificed, and innumerable loses.

**LOOOOSER (+300cp)**
To put it in terms that even a lil' bitch like you can understand, you suck. That's right, be at academics, at common sense, brainpower, physical activities and more. You are simply underwhelming compared to your peers. You learn way slower, have a harder time using your powers and the conclusions you reach are far lesser than the other's. Not to say that you can't become strong or wise, but it will take far, far, far more effort, time, and resources than it would take to anyone else.

**King Ghidorah (+400cp)**
Good news and bad news, jumper. The bad news? Well, turns out that the gates to the demon realm opened a giant rift so demons can enter the human world without any loss of power, some gates to other weird realms have opened as well and are invading the devils as well. To make things worse, normal civilians have taken badly that exorcists exist and have been keeping stuff secret, while various exorcist organizations have started a war between them. Hybrids have tried to revolt, failed an are being chased to be executed or used as slaves. Things look bleak for, well, everyone to some degree. The good news? You get some extra points! HAHHAHAAHAHAHAHAH.

# Where to From Here?

**I'm tired of this...**
So you want to go to your original world? Well, what else could I have expected from trash like yourself? Take your stuff and be careful the door don't hit you. See ya, never again

**This is where I belong**
...Really? You want to stay in here? Well, it suits you, I guess. A weird place for a weird jumper. Oh, wait, you ain't a jumper anymore. Enjoy settling down, you disappointment.

**Further, I still want more.**
Huh? You wan to keep going? Are you really so starved for power and adventure or are you just trying to run away from something? Truly, it matters me not.

# Notes

>Being a God is kinda shitty. Elni doesn't have any broken powers and even when she talks about her past, her powers weren't that cool even with a whole city/village after her.

>About exorcists. Outside the Gogyou family, we don't see much of them, but we are told they aren't the only ones and that they are well funded.

>About the supernatural here. Besides devils and hybrids, there are ghosts, apparitions, and that kind of stuff. It never quite goes into detail about it except that most, if not all, of them are harmful to humans.

>Novel is indirect about it, but Shinobu's martial arts are some sort of MMA. Lots of moves from various other schools. He can deflect magic and harm devils.

>Devils seem to be into S&M for some reason. I was going to include a collar since they seem to like that, but it would have been a simple collar. I mean, if I enchanted that shit then this would have to go to QQ.

>Made by Ricrod