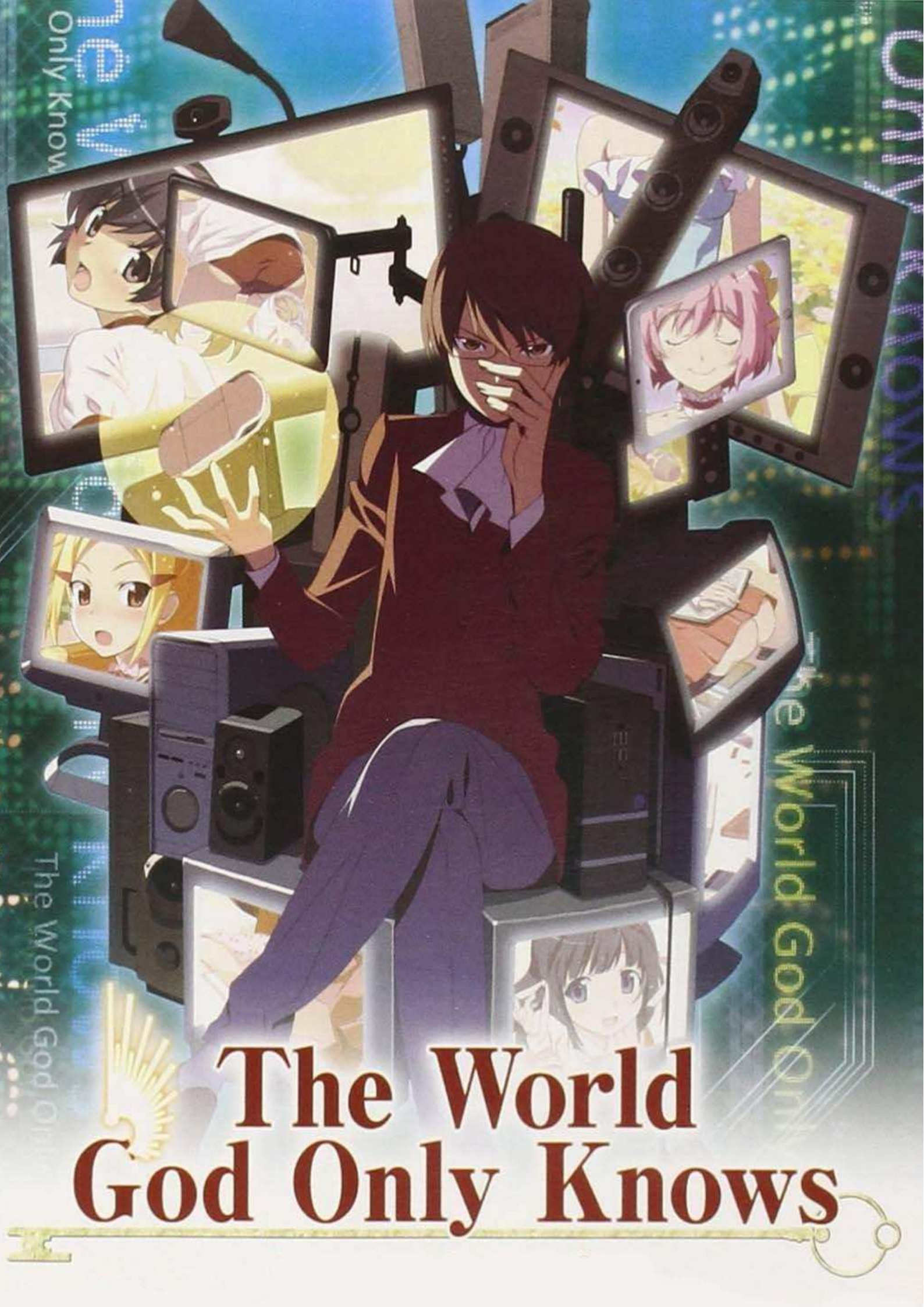




Only Know

Only Knows

The World God Only

The World God Only

The World God Only Knows

Heaven and Hell, two concepts that remained as a mystery for humanity, them being hypothetical places only the dead could ever know. Here, they are very real as well as inhabited and with their own societies and energy systems. Sharing a balance with the human world, the souls of deceased humans go to hell to be purified and then send to heaven to be reincarnated in the human world, this process gives energy to both realms. However, not so long ago, devils started becoming too greedy and went out of hell to tempt humans into sin, feeding their souls to gain more energy after their death. With the balance broken, a civil war spawned in hell, ending with the win of the 'new devils' with the aid of seven goddesses from heaven. However, the goddesses had to fuse themselves in a seal to keep the souls of the 'old devils' from coming to life again and the 'new hell' ended up as a devastated wasteland with energy shortages.

Several years later, and the seal has been broken by a terrorist group in new hell, letting 60,000 of the souls from the 'old devils' free. But, weakened as they are, they can only seek refuge in the metaphorical 'holes in the hearts' of young women, using negative feelings to slowly regain their power and be reincarnated as the women's offspring. They won't have it easy though, since the Goddesses were also liberated in a similar state and the new devils immediately created the Runaway Spirit Squad to capture those souls, forming pairs of a human and a new devil to ensure the return of those souls.

In one week's time since your arrival, the clumsy devil Elucia de Lute Irma (Elsie) will be assigned to the RSS, paired with the legendary 'God of Conquest' who was tricked into making a contract. There's only one problem, the legendary 'God of Conquest' who is famous all over the internet for the number of women he has seduced, his great insight and being allegedly capable of win the heart of any maiden... well, he's actually a wimpy high schooler, an infamous otaku and hater of the real, whose conquests are actually limited to dating sims and 2D girls. Even so, their contract is a mortal one and they will have to take care of those runaway souls in the only way he can: by making the girls fall in love!

Take this and go for it, jumper!

+1000cp

Background

Drop in

Your everyday jumper, with no new memories to hinder or help. You just appear one day in your chosen initial location with a flash of light, some onlookers may find it weird or curious. You have the documents to prove who you are, a room rented for the month and lots of potential fun here.

Runaway Spirit Squad

The team in charge of capturing the furtive spirits that were freed into earth. Either a devil of the new hell, freshly appointed to the job, or their trusted human contractor, who will be doing most of the direct job when dealing with the Spirit' Hosts.

Normal Citizen

The mostly average Joe that one could find anywhere. With common abilities, skills and normal worries. You may be a student on Majima High if you age allows it, or a more mature adult. Regardless of it, you have a couple of abilities that put you ahead of your peers, nothing really supernatural, but enough to don't pass unnoticed.

Vintage

New Hell is nothing but a joke. Constant power outages, the original land is an inhabitable dumpster and their pride as a race has been crushed to dust. No, you can't accept this outcome. Either by pride or pure necessity you became a member of Vintage, a terrorist organization that seeks to use the Weiss to restore Hell to its former glory.

Race

Human

Ah, the ever-present humans. A baseline race, with nothing noteworthy except their power in numbers and some individuals with extraordinary abilities. Regardless, they are perhaps the most important part of the energy system of this world.

New Devil (100cp)

These are the Devils that were born after the civil war in hell. For some reason all of them are females (except maybe you) and while they aren't as powerful or magically inclined as the old devils, their use of modern technology lets them be a powerful force still. You are able to cast magic as well having slightly better specs than a normal human.

Old Devil (300cp)

Perhaps an old remain of the forces that fought in the civil war or a lucky runaway spirit that managed to reincarnate completely. Your power is astonishing, your magic incomparable with new devils and you possess two forms to take, one being mostly human while the second is something comparable to a giant kaiju. Still, in a fair fight a God would best you, but since when devils fight fair?

'God' (400cp)

You're a denizen of Heaven, not only that, but you have also been bestowed with the title of 'God' or 'Goddess'. There's a domain you take energy from (a goddess of love would be fed and empowered from feelings of love nearby, for example) and you have a particular skillset in which you excel, like a focused branch of magic or great mastery over a particular weapon. By nature, your mind is sharper than any human and your magic is stronger than most devils. Just remember that you can still be defeated if the situation is unfavorable.

Gender & Age:

Your gender is the same as it's right now. Choose any age between 15 and 18 to start, in case of devils this is just your apparent age. Feel free to pay 50cp to change any of these.

Starting Location

Majima Private School:

This is a renowned school with decades of history in this city, while it was originally an all-girls school it has been some time since it became mixed. The famous “God of Conquest” attends this institute as a sophomore and is mockingly known as “Otamega” by his peers.

Misaki Beach:

A rather boring beach in Majima. This place, however, holds some secrets for both the normal and supernatural population, being the central point where the souls of old devils got freed and infiltrated in earth.

Gramp’s Coffee Shop:

One small restaurant known by its coffee. Owned and ran by Katsuragi Mari with the occasional help of her son, Katsuragi Keima. Even though the food and coffee are pretty good, this place tend to be deserted most of the time, making it a good place for meetings.

Inazumart:

Also known as the Majima Centre, is both a major shopping center in the city and a great source of entertainment. There’s a lot of variety in shops, from jewelry and supermarkets to cosplay and games shops, the last ones are constantly visited by certain teenager.

Hell:

You start in one of the domes created after the civil war. Here is where the new devils reside and work (with the exception of the Runaway Spirit Squad and such). Their magic has been combined with modern technology to make up for the loss in energy after the war and the decrease in magic affinity on new devils compared with the old ones.

Perks

General Perks

Pretty Face (100cp)

A refined aura, roguish handsomeness, girly attractive or even odd charm. There's something desirable about your looks, something it can't be denied, even from those who don't see you as their type. Regardless, you're a solid 9/10 in the eyes of the onlookers. However, beauty alone is not enough to win the hearts of everyone, so I hope you have something more going for you after it.

Gaming Master (100cp)

One doesn't gain mastery over something from a day to another, hours of practice, raw talent and the correct methods are necessary to archive the top. That applies for everything, even something like 'gaming'. Yeah, you're an indisputable master at one genre of games of your choosing, be shooters, puzzles, RPGs or even dating sims. Your mastery over it is such that it bleeds over to other genres, as long as they are at least tangentially related to your specialization.

Survival Of The Kindest (200cp)

Sometimes, what people need isn't love or luxuries, just a caring hand and true friendship to help them get up and face the world. That's your call, not helping others with their problems by being a direct variable in the equation, but rather by cheering them from the sidelines, letting them face their trials by themselves, but with the certainty that they have your trust and friendship. They will be more likely to actually get over their troubles when you do this.

I Won't Bother With The 'Real' (200cp)

Words are overrated, most of what people try to convey ends up being said by their body movements instead of their words. You know that, enough to be able to perfectly read others by their body language. The secrets they hold are in plain view to you. Even the intentions of a girl that barely talks are just like an open book to you.

The 13th Hour (300cp)

Timing, is all about timing. A normal gesture of encouragement can be nothing or change everything if said at the right time. You're a master at this, always sensing when is best to say or do something to further your goals with someone. It could be used to gain some love points with a girl or push someone to the brink of despair. Be careful with this.

Drop In

Eager Times (100cp)

In relationships, the first impression can become the most important, it's the seed that will shape the way others will think of you for the next encounter and can even become the cornerstone of your relationship. It lets your image to be in their minds for longer and make your presence heavier in the next encounter. You now have a way to make your first meetings always leave a strong impression in others, even if sometimes they aren't the most positive ones.

Service With A Smile (100cp)

The sad truth is that we can't ignore reality, for better or worse, the need for food and money is necessary for our continuous existence. I not giving you a free pass out of that, rather what this do is granting you the necessary skills to manage and run a shop or restaurant, as long is a small one. Hope this can help you to gather the funds necessary for your purposes.

These Are The Answers (100cp)

Tests are the bane of all students, from elementary to university, there's no denying how much your grades can affect you in the middle term. To help you with that, this gives you a small boost when you're studying any kind of material. Letting you absorb the knowledge of months in a week or less if you apply yourself to it.

Silhouette Romance (200cp)

There's something charming about you. This is not the normal sort of charm people possess, rather a type of charm that makes people more forgiving of your flaws, favoring the virtues you show. New acquaintances will ignore your bad reputation in favor of what they see, while closer friends or lovers will overlook your most undesirable traits, unless they are directly harmful to them or to yourself. Good if you aren't that mindful of details or if you are prone to silly mistakes.

I'm Not Who You Think I Am (200cp)

Let's face it, sometimes you just aren't the type that your objective desirers. Maybe they want someone more 'normal' or are looking for the kind of person that you aren't. Time and circumstances can bypass that in a normal situation, but you aren't normal at all. You are able to put to shame most actors when it comes down to make people believe you are different that you actually are. More specifically, you can trick anyone into thinking that you are their ideal partner. Good for short things, don't try it if you want a serious or long relationship.

All's Fair In The Endgame (200cp)

It's difficult, I know. Work, relationships, meetings and the occasional change in routine. Stressful feelings can appear and take the better of you, in some cases, leading you to take suboptimal decisions. While this won't take them away, it will let you ignore those negative emotions until you have finished your more immediate goals. Don't underestimate the value of having a cool head when it comes to taking decisions.

One Night Gigolo (400cp)

Romantic developments can get long and annoying. Some people need time before being ready to open their hearts for others. This let you come closer to the heart of others faster. It's more of a passive aura you give off, making people feel more comfortable around you, enough that they reveal their secret weakness and true feelings with a little interaction on your part. Still, have in mind that things won't really change unless you take appropriate action.

For A Few More Lovers (400cp)

The rumored 'golden ending' in any dating sim. Because when you have a group of people pinning after your affections, most are fated to end being sided in favor of another. That's no longer the case for you, though. For you possess the rare ability to manage multiple relationships at the same time, managing your time to give them all love equally and prevent fights between them as a true harem owner does. They'll gradually come to enjoy each other's company or accept their role in your life and try to make you happy together.

I Can See The Ending (400cp)

Insightful or intelligent doesn't even start to cover your ability at analyzing information and predicting outcomes. In a way that borders clairvoyance and puts to shame most fortune telling, you can gather information at rapid rates and predict all possible outcomes with the information at hand, having a 100% success rate with it. Just have in mind that this doesn't cover things that you didn't know about and even the smallest of details or blandest person can derail things by a lot.

Capturing God (600cp)

Before you, the boundaries between the real and the ideal becomes thinner. You're less of a nameless one in the sea of people and more of a main character in a game. What kind of game, you ask? A dating sim, of course! You know what to say, to do and how to act to ensure that the romantic plot goes as you want it to. Setting the 'flags' to enter a girl's 'route' and triggering the 'events' to make her fall for you comes as easy as breathing. After all, the heroines of the story are destined to fall in love with the protagonist.

8-bit Eyes (600cp)

Things from games and dating sims don't apply to real life? Whoever said so clearly didn't know you. For you are able to take most knowledge of games and similar fiction and use it perfectly in the real world. Mastering racing simulators will have you drive like a pro even if you have never used an actual car before, and enough hours in digital combat training will let you absorb the moves as if you have been practicing them for years. There are some rules to this, however, like you need some level of mastery over it to let it bleed into reality and it has to be based on something possible, so don't expect to play Dragon Quest for an hour and then being able to shoot fireballs from your hands.

Runaway Spirit Squad

Devilish Sweetness (100cp)

Who's cute? You are! Excessively so, even. One would think that a demon from the pits of hell would be a little intimidating at least, but you are in the other side of the spectrum. A childish innocence radiates from you, letting you make friends more easily than normal, and giving you some extra attention from those who like that find it appealing.

Evil Angel (100cp)

The capturing squad was created for the imminent threat of the old devils' revival. As such, they hold certain rights and advantages in the field to ensure that the objective is properly dealt with. You know how to properly make personal profit from said position, exploiting it to the maximum while ensuring not going overboard and losing it.

Cooking Blues (100cp)

People need to eat, no matter how strong or magically inclined they are, all mortals need their nourishment. This is where you come in, being a master-in-the-making for the culinary arts. While certainly no Gordon Ramsday, you are very talented and knowledgeable about different dishes from both new hell and the human world.

Wicked Genius (200cp)

You didn't make to where you are just by having a rich or royal bloodline. No, you graduated first of your class by the sheer genius of your brain. And it shows, you're naturally more intelligent than any of your peers, not only academically, in which you excel, but also in more practical affairs, from winning at tabletop games to combining spells.

Cleaning Duty (200cp)

Not all jobs are as glamorous as being a top researcher or a front fighter in conflicts, but is a job because is needed. You are a master in the arts of housekeeping, from cleaning, cooking, sewing and general maintenance of things, be in a small scale like a little house or even keeping on line a whole factory. Doesn't sound like much, until there's no one that takes care of it.

Miss Robot (200cp)

Covert and replacement missions will end up being frequent in your line of work. While you haven't really mastered the art of impersonation, you're at least talented in the field, enough to fool the general population of a famous artist after around a week of observing your target. You aren't tricking their closest ones, but it's still a good advantage.

War By Proxy (400cp)

There's no shame in admitting that one can't do everything alone. After all, most tasks in your line of work need cooperation, to say the least. If you can't do much for those 'flaws' that hinder your objectives then just find people that are strong where you're weak, you do have a talent for finding such individuals after all. Be aware that finding and convincing them to help you are different matters altogether.

Greatest Talent Of The Generation (400cp)

Every once a while someone like you is born, someone whose specs and talents far surpass any of their peers. Magic, physical fitness, dexterity, intelligence and everything you can think of. You have some degree of natural inclination for it, enough to leave your competitors in salty jealousy. Well, while you excel at pretty much everything at first, you will be left in dust if you don't actually nurture your talents.

In The Backstage (400cp)

Ah, the show must continue, of course, but you can't rely on the main actors of the play to get everything done. Most of the magic show in the stage is product of the men in the shadow, after all. That's where you are, boasting talent and experience in the field of arranging events to happen, having meetings created, manipulating innocents and pushing alliances to be forged. All of your work, without the characters involved to know a thing. Go wild and orchestrate a play to your rhyme, jumper.

No Waste In Hell (600cp)

After the civil war left the lands of Hell in a disastrous state and lacking the energy necessary to run things, Devils had to adapt to survive. Their most prominent answer was the fusion of technology and magic, to a terrifying degree. While the devils of old relied on raw power and energy to rival the heavens, the new devils can boast being at the same level by the versatility of their creations. The makings of the new hell are yours to play with, having the knowledge to create and augment even the most prominent or powerful of devices of the new underworld.

Management Issues (600cp)

After the civil war in hell, people needed someone to lead and control them into peace again. Luckily, your talent lies just there. You possess great charisma to lead others, as well as organization and delegation skills to make a bunch of murder-happy maniacs or naïve schoolgirls into an organized force that always operates at their maximum capacity. In the same vein, you also have a great eye for people.

Normal Citizen

Cheap Trick (100cp)

Sure, videogames are fun and all that, but where's the beauty of simplicity, of tactics in a board, of looking at your enemy's eyes? That's where true fun lies. Or at least you seem to think so, as an avid player of things like chess and shogi, in which you became rather good, not enough to go 'pro' but more than enough to participate in local tournaments.

Runner Up (100cp)

Athleticism is in what you excel, short dashes, obstacle race, marathons and more. Your body is the ideal type for sports after all. No matter what sport, you will find that you have a good start at practicing it, and that there's always some room for you to grow more. While you're impressive overall, your speed is particularly remarkable.

Rich Girl (100cp)

To say that you're of refined taste would be an understatement. Groomed since birth, you have been taught all that there's to know about high-grade etiquette and manners. You exhale grace with each step and there's no one who could ever mistake you for a commoner, even in these days. Now, is a different issue if you have the money to back up this.

Settled With A Fist (200cp)

Really disappointing, the new generations have forgotten about martial arts in favor of more mundane pursuits. Don't they know that a strong mind resides in a strong body? Thankfully you aren't one of them. Training since a young age, you're a master at your preferred martial art and a decent shot in a couple more, not enough to face an Old Devil, but you can easily take care of mundane thugs and common enemies. Feel free to decide what martial arts.

Learning, Learning (200cp)

Sometimes there's a limit to how much you can improve by yourself and you need to get a teacher to surpass that wall. In your case, however, that teacher doesn't really need to know they are teaching you, because you can learn and absorb knowledge just by watching, almost as if they were taking that time to teach you themselves. It doesn't really need to be face to face either, just watching it in television should be enough. Just be mindful that the time is the same, so watching an hour of someone fighting won't give you anything more than an hour of them teaching you, and watching repetitions diminishes the effect.

Text Adventure (200cp)

Isn't a library like a jungle? So many books, so many stories to be read and explored. Yet, so little time to read them all, to truly enjoy them at their fullest. It would be sad, for anyone to be deprived of such entertainment, but not to you. Not when your memory and reading ability are so high that you can literally read and perfectly memorize a thousand books in less than a week. Just try to go outside every once in a while.

Shining Star (400cp)

Charisma, good looks, talent at singing and dancing as well as the endurance needed to survive the killing work hours in this industry. You have it all, and it couldn't be of any other way. You have the talent and making of an idol in full bloom, to the point that you could easily rival Nakagawa Kanon in the stage. You are also capable of attracting a fan-club with ease and have them to your beck and call, although some may not like if you suddenly enter in a romantic relationship with someone.

Loveary (400cp)

The most powerful emotion, the feeling people talk about since the immemorial, the source of happiness and sadness. Yeah, I'm talking about LOVE. It gives so many things to people... you included. Exactly, this enables you to gain a boost in all your activities as long there's love in your heart, be you the one in love or the one receiving it. Thought reciprocating love works much better.

Extra-Ordinary (400cp)

When you are in a place with so many strange things going on, you act as a beacon of normalcy. Others find tranquility and a semblance of stability on your presence, even if you are far from ordinary yourself. It's enough to make them think that things will work out and lessen the stress of their troubles. As a side effect, perhaps, enemies tend to overlook you, thinking to themselves that you aren't worth the trouble or simply forgetting of your existence.

I Am Myself (600cp)

In a place where is so easy to become the host of a runaway spirit, your self-awareness truly comes as a blessing. You're not only able to see yourself objectively, but also able to resist any attempt of external forces to manipulate your mind or take over your body. If a runaway spirit were to get in your heart, you could easily expel it by willpower alone, or even retain it, gaining some of their power while not letting it feed of you. Truly a remarkable power to have.

Perfect Heroine (600)

Something inside your heart has sparkled, and made the road to love so much easier, it's basically a cheat. Don't be surprised if people confuse you with the main love interest or the heroine of the story. Any story. After all, you go around easily sparking romantic love in people without trying while boasting an incredible luck that lets your romantic outings go perfectly. Go to the arcade with someone you're interested in and win a couple of tickets for a private resort! Suffering from a breakup? Some new students just transferred, someone who is both attractive and somehow interested in you.

Vintage

In The Pits Of Hell (100cp)

Hell may be in a dire situation, but they still take the time to instruct their young one in the basics of self-defense and you have mastered this style. As expected, their self-defense comes as killing or incapacitating the enemy before they can attack or harm you. Go for the throat, attack the weak parts of the body, gouge eyes and more. Not a very pretty style, but really practical and useful in any situation.

Open The Door (100cp)

When it comes down to it, you're not someone to avoid any resources or routes simply because of morals. Buffing, hurting others or toying with their feelings is something that you know and can do perfectly well for the sake of your goals, removing all that 'morals' nonsense until you accomplish your objective and beyond. Don't let small things like 'mercy' come in the way between you and your goals.

Don't Get Upset (100cp)

Sure, you are a terrorist set in freeing ancient devils that could cause a great war, but that doesn't mean you are a bad person yourself! This makes people judge you for who you are as a person rather than for who you work for or things like that, giving you an opportunity to establish friendship with people that would be enemies with you otherwise. Good if you are considering to switch sides or just want to stab those bastards in the back later.

For A Good Cause (200cp)

Vintage as an organization was able to convince very powerful and prominent figures of New Hell to help with their plans. The reason is simple, they appealed to logic, they knew how much people wanted a change for the better and appealed to that. You have talent in the same vein, easily convincing others to join you and work with your methods, as long they believe you all have the same goal or that your actions may bring them benefits in the long run.

Let's Go With That (200cp)

In this line of work improvising solutions to unexpected situation is a given. You are good at this, thinking on your feet, making decisions in seconds time that are as good as if you spent all week thinking about them. Works better when you are in peril or in a bad situation. It will certainly come handy, knowing how many enemies your employers have right now.

Divide & Conquer (200cp)

A terrorist organization isn't much different from normal companies. You have to do all the administrative paperwork, if anything, it's even worse to make it all secret. May be a curse more than a blessing that you're so adept at making it work, being able to manage great parts of the organization, more specifically the ones in charge of resource distribution, always getting to make resources cover a little more than they should. Not a very fancy job, even less in a terrorist organization, but one important enough, and with a rather nice salary.

From Beyond (400cp)

Well, aren't you a sneaky little thing? Not for yourself, but for the whole organization. You have true skill at making disguises and alibis to maintain the group in the shadows. Cover ups are as easy as eating pie, and to cloak whole hideouts as legal corporations. Naturally this works better the more power you have in the organization itself, as a low-level grunt you could trick most but the most intelligent and insightful. While as one of the leaders you could potentially put the forefront of Vintage in the same lines or groups of those who oppose to it, with them completely unaware of what's happening.

The Wildcard (400cp)

The fact that you're aligned with terrorists now means nothing, you could easily turn your head and fight them without problem. No amount of information or future visions can predict how you will act in the present or future. This acts as some sort of fate immunity, forbidding all attempts at watching your future or trying to control you by manipulation. You're free to do as you please and no one can predict what will you do next.

I, Me, Mine (400cp)

In all honestly you aren't that loyal to the cause. Just going to whichever side seems to be winning at the time. And for someone like you, developing a way to cover your actions is the most rational outcome, from erasing your traces in a battle to making seem like you were actually a counter spy for the other group, if not directly delete all proves that you were with them in first place. There's nothing honorable here, but the fine art of surviving by aligning with the strongest and live to tell the tale.

A Dagger In The Back (600cp)

Infiltration is the name of the game, to gather information in the nose of your enemies and go back home with all the gains and none of the troubles. You're a master at this, a real professional at disguising yourself, penetrating the minds of your targets and gain their trust to reveal their secrets. Getting people to trust you with easy, despite them having reasons to be wary of you, just to have them spill the beans. Even

if the group you're infiltrating is aware of a traitor within the ranks, no one will suspect of you They won't see it coming.

Last Resort (600cp)

Satyr and Vintage are sure of their win even if Heaven manages to interfere once more, the reason being an ancient Devil, more akin to a monster, of incredible power that is hidden and they want to use as an ultimate weapon. While you aren't quite in the same league, you are as close as it gets. Your physical might be peerless, your magic power can easily surpass Gods and your true form is resistant to all kinds of attacks. Your strength is such that only a combined army of devils and gods could ever match you. Beware, that for all this power, you are still vulnerable to sealing and such, and even the other ancient devil has been brought down before.

Items

100cp ones free to origin, while the rest are 50% discounted.

General Items

God's Collection (50cp)

Probably the greatest assortment of games one could boast, while all of them are only from your favorite genre, the vast quantity could fill a whole house and more with little problem. It updates with every world you visit to add more titles to your collection.

The "M" Funds (50cp)

Money, it makes the world go 'round. The equivalent of 2,500 american dollars as a monthly income, you can change the currency if you prefer yens, gold coins, wons of something like that. Can be purchased multiple times to double the total amount each time.

Oratorio Of Jumper (50cp)

What would be of us without music? Nothing good, I bet. This is a collection of songs tailored for you, they will play when the situation calls for it. You can choose to be the only one to listen or let the others enjoy it too, they won't find it strange.

Hell's Broom (100cp)

A broom made to clean the nastiest parts of New Hell. Being enchanted with lots of cleaning spells, this broom it's guaranteed to perfectly clean your home if you learn how to operate it, which is as difficult as learning how to use a vacuum cleaner, but you can always ask certain clumsy devil for help if you need it.

The World God Only Knows – The Complete Collection (100cp)

A copy of the manga, the anime, novels and other merchandise from the series. Useful if you are lacking some knowledge of the place and you don't want to ask around for details. Comes with a DVD player that doesn't run out of battery to watch the anime too. Remember that changing to much will make the events here almost useless.

Save Orb (400cp)

Well... this shouldn't exist yet, but I'll make an exception this time. This orb is a copy of the one who will be made by the Jupiter Sisters to aid Katsuragi Keima in a possible future, it basically works by making a "save point" at the start of the jump, should you die this will revive you once per jump without counting as a failure in your chain. Sending you back right to the start.

Drop In

PFP (100cp)

The greatest portable console ever created (according to certain nerd), capable of running any game you possess automatically accommodating into the port and never running out of battery to play. If lost or stolen, it will appear in one of your pockets or in your warehouse in the next 10 minutes. Don't let anything get between gaming and you.

Gaming Gear (200cp)

Woah... This setup can be summarized as one of the most comfortable armchairs in existence, surrounded by every console ever released until now. Certainly, useful for those with lots of free time and little connection with the real world. It will add new consoles as they start appearing, even in other worlds.

Conquest Manual (300cp)

Not a simple walkthrough, but THE Walkthrough. Made by the god of conquest himself, this manual will come handy when trying to seduce girls in games, or better said, you cannot possibly fail if you follow the instructions. For some reason the contents seem to also work in real girls that fit the archetypes...

Coffee Shop (400cp)

Well, the money for all your games and adventures have to come from somewhere. Here's a small coffee shop that will follow in your travels between worlds. It can automatically recruit the staff or you can choose to run it yourself, you know, if you aren't too busy in front of the screen. It generates a decent income every month and you can use the second floor to live in or as an operation's base.

Runaway Spirit Squad

Soul Detector (100cp)

The bread and butter of any devil from the RSS, a sensor in the form of a cute skull, don't ask me how they managed to make skulls cute. It alerts when there's an old devil's soul in the vicinity. In later jumps can be used to detect other kind of souls or spiritual beings, the range is about a mile radius.

Hagrodomo (200cp)

The standard raiment for the capturing squad and the technomagic equivalent of a swiss knife. This strange cloth can shapeshift, make the user invisible, change their appearance, create copies of other objects, and be used as a myriad of tools, as well as access the databank of hell for information in certain targets or be used as a weapon or shield in cases of emergency. It comes in your favorite color.

Soul Sealing Bottles (300cp)

Twelve magic bottles designed to capture the souls of the old devils once they're out of their human vessel. Unlike the ones provided by your superiors, these ones will never break open or fail to capture a spirit unless there's external influence at work. They restock once all are used and can be utilized with other type of souls without container.

Testament Scythe (400cp)

The ultimate, irrefutable prove of competence in the New Hell. This scythe is only awarded to the best of their respective years upon graduating school. While the respect it brings is a little boon on its own, the true advantage comes from the passive effects the scythe has, boosting spells the user casts with it, greatly reducing the energy consumption of such and even being able to produce hellish blue flames without any cost to the user. If lost or broken, another one will appear in the warehouse a day later. You can import another weapon into this role.

Normal Citizen

Magic Closet (100cp)

Well, we can't have you going around in rags, right? A colorful selection of outfits for whatever you could possibly imagine, from the latest fashion jeans, to nurse outfits, tuxedos and more. You gain even more clothes every jump and becomes a warehouse add-on.

Mobile Stage (200cp)

As expected of an Idol of your caliber. This is a small, portable stage for you to make a show anywhere, whenever you want. Collapsible and easily carried around, it will transform in a decently sized stage for any impromptu performance you want to give. It still weighs the same, so have someone from the staff help you carry it.

Blessed Dojo (300cp)

As the name would imply, this is a small dojo located near the mountains. For you to teach any martial arts you know to the younger generation, who learn at a faster pace here and gain a minimum of talent in whatever you are teaching, at least enough to be used effectively. It will generate some income, but don't expect to become rich from the students, the principal goal of this place is to teach, after all.

Castle Of Knowledge (400cp)

Books. Lots of books. They're the greatest source of information, memoirs and feelings of the writers conveyed through pages to the readers. A special bond is formed. You seem to understand that; this library is a proof of it. Filled with thousands of books, you can find almost any subject in here. From firetrucks to quantum physics and even some magic ones. It becomes a warehouse add-on after this jump and adds more books with every world you visit, with both mundane and special knowledge between the pages.

Vintage

Goddess Sensor (100cp)

Originally a Spirit Sensor, this one was modified to alert the user of divine essence, making it the de facto equipment for members of Vintage that are in the hunt for the Jupiter Sisters. It will alert of any active goddess in half a mile radius. After the jump ends, it will also react to any kind of 'divine' beings.

Cursed Dagger (200cp)

Of course, Vintage gave its members a way to finish off the goddess in the event they couldn't capture them. This is the weapon they came with to ensure that the job can be done. It's a small dagger filled with dark magic, a stab with this will weaken the god in question and in the right circumstances it can be used to kill a weakened goddess. You can import another weapon into this role, giving it the properties of this dagger.

Altering Memory Device (300cp)

A copy of the mechanism used by the capturing squad, but smaller and portable. It works by burring old thoughts and events under a fine veil of new ones. This one lacks the great energy cost that normally comes with its usage, making it overall more useful when you need it. Beware that memories can be restored, and some individuals with may be immune to it, so don't get trigger happy with this.

Interrogation Room (400cp)

Such a sad truth, captives rarely speak when you try to get the information from them in nice terms. No, they don't start talking until you're already in the middle of torture. C'mon, have this, your personal interrogation room, equipped with the most efficient tools to get the info out of those rebels. It's self-cleaning and the interrogations you carry on here always give you some results, regardless of your skill as interrogator.

Companions

The Old Gang (50cp/300cp)

Feeling lonely already? Well, don't worry about it, you can import or create a single companion for 50cp or eight of them for 300cp. They gain 600cp to spent in origin, perks or items, and can take drawbacks for more points if they want to.

Canon Companion (100cp)

Took a shine for some of the characters here? I can't blame you. For 100cp gain an opportunity to bring them along, if you can convince them to do so, of course. You are guaranteed to meet them various times during the jump in favorable situations, enough to form a bond with them. Though some may have some demands to make if you are planning to take them out their world.

Keen Insight (100cp/Free Drop In)

This girl is the definition of NEET. The moment she could, she left school and never looked back, now spending her time playing games and helping in her family's shop. Jaded, anti-social and uninterested in the 'real world', she only cares about you and her games, in that order. Contrary to her normal behavior suggests, she has a great understanding of human nature, a mind rational to a fault and a hidden heart of gold that she only shares with you.

An Old Flame (100cp/Free for Normal Citizen)

Your childhood friend of sorts. She has great charisma and everyone seems to praise her every step. Secretly, she is the very definition of manipulator and likes to take control of everything she can and have it all go her way. The only things she won't mess with are those you are directly involved in, although she might try to make things easier for you whenever you are facing trouble. Despite her cold heart for most people and things, she does hold your approval in the highest of stem and would do pretty much anything to make you happy.

Partners 'Till The End (100cp/Free for RSS)

Whenever an old friend imported to the role or a new acquaintance of yours, this is your partner for the job of sealing back the furtive souls of the old devils. They are from a different race than you and they default to either human or new devil. They probably aren't that impressive at first sight and their personality and methods are mostly opposed to yours, but can bring good results if you manage to work together, since both of you cover each other's weakness well enough.

Power Of Friendship (100cp/Free Vintage)

Your rival and frenemy from those years in the academy. She has an energetic and bubbly personality, but is also very studious and hard-working. She joined Vintage as soon as she heard that you had done the same while somehow managing to be placed in the same department as you. Claims that she only did it because you are her rival and can't let you upstage her in any way, but is obvious she's just worried about your well-being.

As God Dictates (200cp)

Or as Goddess dictates, in this case. She's a 'God' from Heaven who came to the human realm as an overseer after they got leaking information of the Runaway Spirits in earth and became interested in you after a brief meeting. She isn't as powerful as the Jupiter Sisters nor as experienced; her title and mission having been given to her because no one else wanted to do it. Tries to appear aloof and composed while doing her mission, but she's a klutz, easily surprised by modern technology, fond of ice-cream and a romantic at heart. Because she wasn't anything special back in heaven nor can do much progress at anything unless you help her, she developed some issues and will become clingy with you, searching for any excuse that lets her spend more time by your side.

Scenarios

The World Only Jumper Knows

“Oh, so you’re ‘Jumper’, huh? Well, you do certainly look the part... Stop making that face, you know it’s true. I suppose it’s my time to explain things, lost lamb. You see, I, *the Conquering God*, made a deal with your... ‘benefactor’, with everyone’s best interests in mind. As you must know, *The Conquering God* can’t lose his time with the ‘real’, not when so many heroines in games have a need for me. So you will be taking my place in the nonsensical plot of this place.”

“You still don’t understand? I hate those thick-headed protagonists, they just make everything harder. Here’s your ordeal, you will team up with my (supposed) designed partner: Elucia De Lute Irma (also known as Elsie) to participate in the capture of the 60,000 devil’s souls in earth, who have taken refuge in the metaphysical ‘gaps’ in girl’s hearts, with the intention of reincarnate as their offspring. You aren’t moving from this place until the whole 60,000 are done for. Do not fret, there’s the rest of the Runaway Spirit Squad around to pick up your slacking.”

“... What are you waiting for, you idiot? I have games to play! ...Oh right, Your reward. I guess there’s no point in clearing a heroine without a satisfying ending. You can take this ditzy devil as a companion, I don’t see why would you, she’s pretty useless and Vintage is searching for her, for some reason. Since making you go throughout this trial in my stead has granted me my own dimension of free gaming by your, our ‘benefactor’, feel free to completely take my place, inheriting my previous position and relationships in the ‘real’ world, with or without the memories (I don’t understand why would you want something like this). It could be useful, though I don’t see how.”

Search For The Goddess

Hello there, jumper.

As you may guess, New Hell is full of problems, and after a talk with your boss, we agreed to give you the option of helping out with one of them. You see, at the end of the civil war in hell the Old Devils were sealed with the help of 6 goddess called the “Jupiter Sisters”, residents from heaven that were tasked with such sacrifice. It was supposed to be a seal that dealt with it until someone found a better, safe way of taking care of it. Or as the final solution if we never came with such a method.

However, when the seal broke ten years ago, these six goddesses were also released from their seal in a weakened state, no different from the souls of the old devils. Like them, too, the goddess entered in the hearts of six young girls to survive and feed on their residual feelings to regain some of their original power. Some years have passed but none of them have recovered enough to make it out or even manifest in any meaningful way. This puts them in danger from the same group that released the seal in first place.

Your assigned mission is simple enough. You are to find the hosts of the goddess and empower them until they powers are what they once were. How, you ask? Such a stupid question. You are to do so with love of course! With this I mean that thou shall fill the hearts of their hosts with love, in order to empower the goddesses inside of them, and the most direct method is to make them love you.

While finding them would be troublesome by itself, the bigger picture paints something a little more complicated, since there are various groups also searching for the goddesses, some in order to use their power for their own ends and others to finish them off for good. This is also a career against time.

As for your reward, if you manage to finish this ordeal, then the goddess and their hosts will agree to follow you in your adventures, taking a single companion slot, if you want. I will also make sure to outfit you with the latest gear we have in New Hell, to aid you in your assignment and in your future travels.

New Hell's Restoration

"Oh, so we finally meet, sir... 'Jumper'. Damn, I swear these names only get dumber and dumber."

"My name is Dokuro Skull, chief manager of the Capturing Squad. Let's go directly to business, shall we? There's no denying that the current state of the New Hell is little more than pathetic. The original land is a toxic wasteland, there are multiple terrorist groups, shortages of energy, we are understaffed, and for some reason only women have been born since the war."

"This hell it's a damned mess."

"Here's the deal your 'Benefactor' proposed: Fix the whole mess and give the devils in New Hell a better direction to the future. Seems a little vague when I say it aloud, but I'm sure you will understand once you see the place. It's not as pretty as it should be"

"For the main problems, you will start by wiping out those terrorist forces with the help of some of my trusted subordinates, as well as any help you may find in the way. Then you can deal with the toxic poison mist in the original land of Hell; help me reorganize our troops so the workload is evenly spread and things get finally done on time. Finally, helping us sort out the lack of energy issue. Not going to lie, this is a big thing that will take quite a while to completely finish unless you have some hidden powers under your sleeve."

"In return for your services, I will make sure that a new Squad is formed to aid you in your future travels. Around 20 new devils will be appointed to act as companions or followers for you. Being able to share one slot (whatever that means) for the whole group, if you take them as companions. Yes, you can choose who goes with you. To sweeten the deal a little, you will also gain the recognition of having helped Hell, a status that will carry over to other world with a similar netherworld and shall give you some leeway there."

Drawbacks

There's no limit, take as much as you want from here.

Hobby Spender (+100cp)

You got a hobby jumper, something you like, actually you like it so much that you end up spending most of your money on it, instead of more basic things, like food. You should take better care of yourself.

No, Don't Do That! (+100cp)

How lucky, jumper. It seems like you caught the attention of certain devil. Except that she won't take a 'no' for an answer, will disregard your wants and opinions while also being a generally bitch to everyone, mostly to you.

"Otamegane" (+100cp)

Maybe is not something as ridiculous, but you are now known only by some nickname, while not exactly harmful to you, expect to be made fun off and your reputation to be in the negatives for the duration of your stay here. Companions aren't affected by this.

3D Is Pd (+200cp)

You have forsaken the 'real' and chosen to enter the realm of the patrician taste, the ideal is superior in every way comparable to the filthy real women. If you don't get it, this makes you an addict to games, galge games and dating simulators in particular, but doesn't give you any actual taste or skill to play they all day... What's that 'waifu' thing you keep talking about?

100% in Exams (+200cp)

Regardless of your origin or age you're now a student in Majima High or an affiliated school for your age. Furthermore, I expect perfect grades from you, should you fail to maintain the standard of 'above average' at least, then the chain is over.

Stop Joking Around! (+200cp)

Annoying, that's how most will see you for the rest of your duration here. Your jokes aren't funny anymore, no matter how much charisma or perks you have. Your failings are more likely to be remembered and your success are underplayed by everyone. It will take time and effort to change the mind of people here, and even then, there will always be people that hates your guts by the sole trait of being yours.

Loving A Bad Character (+300cp)

You're in love jumper, such a thing should be a good experience, but for some reason you fell in love with a godawful game character. You will reject every suitor, companion and romantic partner you had in the name of your newfound love. Even people in the internet will mock you poor taste at choosing girls.

The Jumper That Wasn't (+400cp)

Well, damn. You are reduced to the same state as the Goddesses and Old Devils just after the seal was broken. You need a host to survive and people keep on confusing you with a Runway Spirit, subsequently trying to capture you. All your powers are severely diminished until you somehow manage to get a body of your own again.

Bugged Memory (+400cp)

Somehow your memory seems corrupted, in the same way of a memory file in a game. Expect companions and powers to be forgotten and for blanks to appear when you try to recall something important. It will hinder you at any moment, so be prepared if you take this.

That's Forbidden (+600cp)

How sad, in a place where love means so much, you are prohibited to fall in love with another. This is exclusive of romantic love, you can still love and be loved in a platonic way, but any effort you make towards a romance will be completely ineffective and leave you frustrated. Not even your companions will be spared from this.

Notes

- >Made by Ricrod
- >Fanwank helps

