

Devil Survivor Jump

Welcome to Tokyo, Jumper! The capital of Japan is going through some interesting times. New technologies, a booming economy, the large gathering of the Shomonkai cult, mysterious murders, and people being eaten alive. Oh, and a city-wide lockdown due to a demonic invasion. That's right, Jumper, shortly after you arrive the city of Tokyo will be put on lockdown by the JSDF, backed and even controlled by Angels, due to an invasion by demons and their lords, the Bels.

The Bels are fragments of an ancient demon king that once ruled the earth before he was overthrown and shattered by God. The fragments of his being became the Bels, who now wage war on each other in an attempt to regain their former power so that they can overthrow God and take over the world. The strongest contestant is Belberith, a horrific monster worshipped by the Shomonkai, who in exchange for his help in vanquishing God, will help him become King of Bel. If he succeeds, Mankind is doomed. The Angels believe that Mankind is no longer worthy of God's mercy, but He has given man one last chance, sending the Angel of Mercy Remiel to guide the people within the lockdown. Even stranger, mysterious game devices called COMPs are being passed out, with the power to summon demons, as well as allowing ordinary humans to fight them through a process called Harmonization.

There are four ways to lose this jump: If 7 days pass without a resolution, the JSDF will activate a superweapon that will kill everyone in the lockdown. If the barrier around the city is forcibly broken, all hell will literally break loose and the world will end. If Belberith becomes King of Bel and is not stopped immediately, he will grow too strong to be stopped. And if God decides He has no other options, He can unleash God's Thunder, which will vaporize the planet to save the universe.

For this Jump, you will be granted **1000cp** like usual. Peaceful days have died. Let's survive.

LOCATIONS

While you'll be starting in Tokyo, WHERE exactly in the city is decided by d8 roll. You may keep your previous gender, or pick both for 100cp

1. Shibuya: Known as one of the fashion centers of Japan, as well as a major nightlife area, Shibuya will also be one of the safest areas during the lockdown. In fact, the local park might be the safest place in the whole city, as it will never be attacked, and it will be perfectly possible to sleep safely there. Just remember you can't stay there.
2. Aoyama: Once home to various shrines and temples, Aoyama has become one of the most popular entertainment and shopping districts for the younger generation. It's also the home of famed computer genius Naoya Minegishi, the inventor of the Demon Summoning Program. Coincidentally, the day you arrive, one of your neighbors is killed and eaten by a 'wild animal'...
3. Roppongi: Once a more humble location. Roppongi is now the base of operations for the Shomonkai, a powerful cult that serves the fierce Belberith. The Founder is a gifted though misguided man who predicted that another one of God's ordeals was on the way. Their maiden, and his daughter, Amane, however is beginning to question their motives and goals...
4. Ikebukuro: One of the largest commercial and entertainment districts within the city, more importantly it is the home of the temple of Nyorin Kannon, where the Deva Bishamonten is taking refuge after the death of his friend and comrade Jikokuten at the hands of Jezebel. With one of the Four Heavenly Kings dead, the barrier between worlds has been weakened...
5. Omotesando: Yet another shopping mall district, it is also home to the bar of one Eiji 'Gin' Kamiya. Once your everyday punk, Gin changed his ways after meeting and

falling in love with famous musician Aya. However, she recently disappeared, supposedly on a trip to study music, and he has taken to mentoring her young protege Haru. Rumors are spreading, however, that the Shomonkai had something to do with her disappearance..

6. Nagata-Cho: Home of the Diet Building, it will become the site of a demonic contamination zone. As the lockdown goes on, it will become more hellish and corrupted, complete with pools of lava and skulls on pikes. This is only a hint at what will happen to the world if the Bels are victorious...
7. Ueno: A north-eastern sector of Tokyo, it is one of the few places where escape from the lockdown is possible. The only problem is, aside from being guarded by Angels and the JSDF, an escape from here would cause humanity to fail the trial given to them, causing Tokyo to be destroyed and mankind stripped of their free will, thus counting as a failure. Luckily, no one WILL escape here without outside intervention.
8. Free Choice: Pick any of the previous locations mentioned that you want.

BACKGROUNDS

The identity you will be assigned in this jump. Your starting age will be determined by the result 16 plus a 1d8 roll, or you may pay **50cp** to pick yourself.

Drop-in: As usual, you will be dropped in with no new memories or history, which means no conflicting memories but no information, and no enemies but no allies either. Interestingly enough, you seem to have taken to this world like a fish to water. In particular, you seem almost BUILT to survive the lockdown...Could it have something to do with the Bels and their invasion weakening the barrier

between worlds? And you just so happened to stumble upon this COMP...

Civilian: How could this happen? One minute, you were just enjoying a nice day in Tokyo with your friends, when these horrible monsters showed up! All that blood, all those people...It was terrible! And you would have joined them, if not for your COMP. You had been given it as a birthday gift by your best friend. Your LATE best friend. Now, you're stuck in this lockdown, with demons, criminals, and worse rampaging around the city. But you have power now. You'll make those monsters pay. You'll make them ALL pay!

Programmer: You did this. Or at least, you helped do this. You worked with Naoya on the Demon Summoning Program, helped him to complete it for the Shomonkai. You didn't have a major role in it, you're not a genius like him, but you still helped cause this. Well, now you're going to fix it. With a COMP, given to you by Naoya himself, in hand, you head out to set right what went wrong. You're still incredibly intelligent, and you know much more about what's going on compared to everyone else. And you WILL redeem yourself. Or you'll die trying.

Thug: You're not a nice person. Actually, you're a criminal, and for you, the lockdown is less of a disaster, and more of an opportunity. An opportunity for power. You first realized this when you were given a COMP, allowing you to summon demons and fight them on their own level. Now, the entire city is at your mercy, or at least, it WILL be. Violent, angry at the world, and tougher than nails, you bulldoze anyone who gets in your way. And who knows? Maybe the world will discover that it shouldn't have pissed you off...

PERKS

With the city under demonic siege, you'll need all the power you can get to survive. Perks are discounted, and all **100cp** perks are free, for their background.

Drop-In

Peaceful Days are over(100cp): As of now, this city is a living hell. And you'll just have to accept that. That doesn't mean you should give up, of course. In fact, that just gives you more reason to keep pushing forward. With this perk, you'll overcome shock and panic much quicker, and furthermore, you'll be able to better analyze the situation in order to find a way to make it out alive. Peaceful days may have died, but you sure as hell won't, if you have anything to say about it.

Conquer your demon(200cp): If there's one thing demons respect, it's power. They absolutely adore it, which is why the Almighty Darkness, Lucifer, is their leader, even above the Bels. Well, you're certainly no Lucifer, but you have a similar aura around you. Demons are more likely to, if not serve you, than at least help you the more powerful you are. Demons who you surpass in power will become entranced by your strength, and thus highly obedient. In other words, this makes commanding and dealing with demons easier. Only works if you're stronger or equal to them in power.

Break your barricade(400cp): Invincible? Nothing is invincible. There has to be a weakness! And now, you can find one. This perk makes it much easier to find and locate weak points within an enemy's defenses, if they truly have any. Whether it be a weak point in the shield, a chink in the armor, or a specific weakness, like say Devil's Fuge, you can now locate it that much easier. Time to crack that shell wide open!

Let's Survive(600cp): Wow, you're absurd. No seriously, even your FRIENDS will be gaping at you, wondering how you're still alive.

You're just...really tough. It's incredibly hard to kill you, as you just seem to charge right through all the things thrown at you, whether it's being hit by a powerful fire blast, or just getting beat up, you go down hard. You've also become incredibly charismatic, whether it's calming down a rampaging friend, breaking a suicidal girl out of a months-long funk, or convincing a bitter, stubborn immortal to make a change. You're going to change the world, Jumper.

Civilian

I won't run!(100cp): The demons killed your friends. They've killed so many people. What can you do, against that kind of power? Enough. You won't let these monsters trample over your home anymore. You're not afraid of them anymore. Despite facing monsters that would send grown men into hysterical fits, you stare them right in the eyes, and then stab those eyes out. You'll make sure to send them back to hell.

Scary Face, Kind Heart(200cp): Much like a certain bartender, you have the face of a thug, but a heart of gold. You know just how to look and act both intimidating, and caring. You could go from gently comforting a traumatized teen to threatening to rip a man's eyeballs out minutes later. The point is, you may be the nicest people in the city, a warm, parental/mentor figure to all who come to see you. But God help anyone who truly manages to piss you off...

Silk hiding Steel(400cp): Wow, Jumper, you're taking this all really well. I'd have thought you'd be more upset-Oh good God, did that demon really deserve THAT?! Ugh. Well, you've now learned how to completely control your emotions and reactions. You could hear about the death of your family with the deadest of expressions, ignoring your opponents' threats and taunts. You could also threaten to brutally murder someone, all the while wearing the biggest of grins, in the happiest tone of voice. Yeesh.

For the wicked: The pain of death!(600cp): Uh-Oh. You've now gained a lesser version of the power of Yama, the judge of Hell. You can now detect those who are guilty of crimes, any crimes, from simple robbery or perjury to brutal murder, and have gained the power to judge them. By judging them, not only are your attacks more effective against them, they can be sent straight to Hell after you've killed them, and I do mean STRAIGHT to Hell. No breaks, no repentance, do not pass go, go directly to Hell. This power has two weaknesses however: It cannot tell WHAT they're guilty of, or why they did it. Just be careful you don't send a man who stole to feed his family to Hell, will you?

Programmer

Tech Wizard(100cp): You're really good with machines. You just sort of understand how they work, better than most. But not just regular machinery, no. You've learned how magitech works too, to a certain extent. COMPs are incredibly powerful tools, allowing users to summon demons, learn magic, go beyond normal human limits, and fight on the same level as demons. You can't build one yet, but you've figured out how they work, and even how to modify the coding to a certain extent. Won't the Shomonkai be surprised to find out they're no longer safe from their own toys?

Infernal Engine(200cp): Say what you will, but demons are powerful. The energy they put out is incredible, even the weaker demons are capable of taking on an armored squad of soldiers and winning. In fact, the only reason the lockdown hasn't been broken yet is because of the Angels, as well as the War of Bels taking up most of the demon's time and attention. What if you could harness that power? Well, now you can. By harnessing the raw power of demons, you can power a variety of machinery. Be careful they don't escape, they'll be awful angry if they do...

The Chessmaster(400cp): You're up against some of the most powerful beings the world has seen. The Bels, the Shomonkai, the various cults, and the rest of the legions of hell, plus God knows how many rogue Demon Tamers, abusing their newfound power. Any ordinary man wouldn't stand a chance. Luckily, you're no ordinary man. Strategy, manipulation, and prediction comes naturally to you. You're really good at coming up with plans that require that people/demons act a certain way, and great at manipulating them into actually doing it. It's not perfect, but it may just give you the edge you need.

Jumper is a genius!(600cp): You really are. You've done what no one else has managed to do and figure out the COMPs Naoya created. The ability to mass produce the devices that summon demons and allows mankind to fight on their level is a most valuable one indeed. You've even learned the biology of demons, how their bodies function, and what weaknesses they have. Finally, you've discovered a way to access Babel, the Demon Summoning Server...And the last Bel. Needless to say, actually replicating the eldritch horror is impossible, no man could do that, and even if you could, you're nowhere near Naoya's level of programming skill. But maybe, if you could gain direct access to it...Maybe you could reprogram it! This helps with similar eldritch machinery in the future.

Thug

The Dreaded(100cp): When most people look at you, they look away real fast. The idea of you noticing them is just that terrifying. You're not their friend, you're their boss, and they better learn that real quick. Those weaker than you will find themselves trembling in fear at your gaze, and shuddering in your presence. With this fear, however, comes respect. You may be this scary figure, but for those who serve under you, they know that's going to keep them alive.

Pups shouldn't bark at wolves(200cp): And if they think otherwise? You'll prove em' wrong. DEAD wrong. Because you're not some bully who will run away when the little kids stand up to you. You're the wolf who tears their throats out. When large numbers of weak enemies attack you, you don't get worn down, you get STRONGER. Basically, playing the numbers game with you is suicide. So they can stand up to you with all the people they want. An army of ants is still just ants.

Power...I need more POWER!(400cp): Because in the end, that's all that really matters to you, isn't it? Perhaps it's the power to protect the few people you DO care about, perhaps it's for vengeance, or maybe you're just a power hungry psychopath. Doesn't matter. You've become much better at acquiring power, at any cost. Gaining strength, improving skills is easy, but it'll cost you. It'll cost you your morality. The more vile an act is, the stronger it will make you, though there is a cap, and they have to be strong enough to pose a threat to you. Torturing a cat won't make you super strong, but turning on your allies and killing them will definitely make you stronger.

The Heart's Desire(600cp): You want it. You need it. And you need more of it. Perhaps it's money, perhaps it's power, perhaps it's love, but you WANT it. You call for it. And your call is answered. By demons. LOTS of demons. Yeah, turns out, this stuff is sort of like crack to them. By forcing yourself into an extreme state of desire, you can attract a small horde of demons, or one powerful one. You're also much better at figuring what you want and how to get it. Uh, bit of advice, these demons aren't exactly...obedient. The horde will mostly listen to you, but the one's just there for a bit of fun, and depending on their strength, it may be a bad idea to bore or anger them...

General

Magical Punishment!(200cp): Well you're, erm, certainly very enthusiastic! Oh who am I kidding, you're a goofball! You're talking about friendship and heroism in this place, there's no way you'll-Did you just befriend that demon?! Uh, okay! Much like Midori Komaki, your sheer belief in the powers of justice and love allows you to invoke the 'Defeat means friendship' on certain demons. And much like Midori's lesson helped Jack Frost become Black Frost, you can help, for example, Pixie become High Pixie, and more! They'll be a little...weird though, and the more blackhearted demons will happily ignore this. Translates into redeeming and strengthening others in future Jumps, as long as they're willing, and have the potential.

Demon Channeling(400cp): Woah, you sure about this? Alright. This perk allows you to channel a demon's power through your own body, sort of like a low-key possession. Mari was able to channel the vampire hunter Kresnik in order to defeat his rival and the demon that murdered her boyfriend and countless others, the vampire Kudlak. It's dangerous though: If they spend too long in your body, it WILL begin to break down, and you could even die. Be careful.

Primal Common Tongue(600cp): Strap yourself in, Jumper, you're about to receive a history lesson! Back in ancient times, when the original Bel ruled the earth, both demons and humans spoke the same language. This allowed humans to more easily command demons, which caused quite the bit of trouble. Then God overthrew Bel, and that all changed. A certain king tried to build a tower, Babel, to challenge God, but He put an end to that. After that, He replaced the Primal Common Tongue with many different languages, which threw everyone into confusion. Flash forward a couple thousand years, and an idol named Aya rediscovered this ancient language, and rewrote it in the form of a song. This earned her the attention of Naoya and the Shomonkai, who needed it to complete the Demon Summoning Program. Once this was done, she just so happened to be

trapped in the demon realm...But the original song was never finished.

Since then, the only other person capable of finishing the song, Haru, Aya's protege, has been in a depression, that will soon escalate into suicidal tendencies. She has, like Aya, earned the attention of the infernal powers. And now, you can speak this common tongue, too. Though the song is still incomplete, you are capable of singing a limited version of it, capable of summoning and banishing demons equal to you or weaker than you. Be wary: You have caught the Bels attention, and they will not give up easy. Not only that, if you are not careful, you may accidentally pull yourself to the Demon realm like Aya. And like her, you will never be seen again. Perhaps, with Haru's help, you can complete the song and make it much safer...

Bels and Whistles(800cp): Are you absolutely sure about this Jumper?! Do you have any idea what powers you are messing with?! ...Very well. You will now take the place of young Kazuya Minegishi, Naoya's cousin, AKA Abel. Yes, THAT Abel. You will be thrust into the War for the Throne of Bel, with victory granting one the title of Overlord of Bel, king of demons. Even before that, you are faster, stronger, tougher, overall BETTER compared to humans. Demons are more likely to obey you, and should you win the war, you will become one of the most powerful beings on the planet, a rival to God himself. You won't be omnipotent, you could still be punched out, but you're far beyond the average human. And that's BEFORE you awaken...Summoning demons without a COMP will be a cinch, and the demons of your court will be more than happy to answer your call. You won't control all demons, but Bel is a respected title. All that magic power doesn't hurt. You MUST take Bel on Earth as a drawback, for no points. Hope you know what you're doing...

ITEMS

Your tools and gadgets for the Jump. Items are discounted for their respective backgrounds, with the **100cp** item being free. All of them are helpful in their own way, but one is most important:

COMP(Free for all backgrounds): This is what will keep you alive in this Jump. Allow me to give you a walkthrough: Formerly innocent game devices, Naoya has transformed them into machines that channel the power of the Demon Summoning Program, directly from Babel itself. The COMP comes with a number of features: Demon summoning and control; skill cracking, which allows you to steal powers and abilities from enemies you defeat, though some cannot be cracked; An email service, which can't operate during the day(For service space) but CAN send the Laplace Mail, which lists out all the important events of the day -Including people's deaths. There is also the Devil Auction, where you can purchase demons, the Cathedral of Shadows, in order to fuse demons, and the demon compendium, in order to re-summon demons you have bought or fused in the past, for a fee. All transactions are made in Macca, the currency of Hell, which can be earned by fighting demons. The final and most important feature is the Harmonizer: Without this, humans would be powerless against demons. Essentially, it weakens the powers of demons, while empowering the defenses and attacks of humans. So it's pretty essential.

General

Battery Charger(50cp): You'd be shocked how helpful this is. No, seriously, as amazing as COMPs are, the things still need power to operate. Normally it'd be a simple matter of plugging it into a wall charger, but with the blackout, that is no longer possible. The charger is hand operated, so I hope you don't get tired easy!

Macca(50cp): Money makes Hell go round, too. You'd be surprised how many demons would sell themselves for the stuff. It's a little strange, actually. Why do they even want the stuff? They usually

get fused off or killed off, so what gives? Anyway, this item is a free 50.000 macca to spend on the Demon Auction or the Demon Compendium. Can be purchased multiple times.

Drop-In

Headphones(100cp): ...What? Don't look at me like that, they're really useful! Look, let me explain: These headphones are capable of playing a special music that reinvigorates the wearer. Essentially, by listening to the music, the wearer can continue a physical effort that would normally exhaust them. Like, saying climbing a certain tower, straight into the Shomonkai's chapel room...

Custom COMP: Strength(200cp): Well well well, what have we here? This COMP has been upgraded to start off with a higher initial strength stat! Basically, you'd start off more physically powerful; than you would with a normal COMP, allowing you to get stronger faster. Those yakuza thugs don't look so tough now, do they?

Devil's Fuge(300cp): Do you have any idea what this is? This is no weapon, no special technique, but a plant. A plant that just so happens to be the immoral Beldr's one weakness. You see, every other thing in existence SWORE to never harm him. Only Mistletoe, or Devil's Fuge, refused. It's how Loki tricked his brother into killing Beldr the first time. This item is very important, as it, and any other mistletoe, is the ONLY thing that can harm and kill Beldr: Nothing else, not even almighty spells can harm him. There is another within the city, a plastic phone strap, but it's not NEARLY as strong. In future Jumps, this allows you to harm beings you otherwise couldn't, like the Noise without a Symphogear.

Civilian

Protective Jacket(100cp): When dealing with the legions of Hell, a little extra protection never hurt anyone. While it doesn't offer a

true defense against the claws and magic of demons, it doesn't have too: All it needs is to buy you that extra time, allow you to take that one last hit, that will turn the tide of the battle. Basically, it will save your life at least once per fight.

Custom COMP: Speed(200cp): Zoom! This COMP was specially made to make you faster, allowing you to HIT more, and causing your enemies to MISS more. It allows you to get to all those civilians who are nearly constantly under threat. Seriously, people, what are you even doing?

Assault Rifle(300cp): BANG! Before, the demons had you outnumbered and outgunned. They still do, but now the gap has closed just a bit. Why? Because now you have a weapon that brings down their numbers, and with the COMP's help, the rifle will make sure you're nowhere near as outgunned as before, allowing you to hit harder with range. Thanks to the power of magic, not only do you have infinite bullets, they hit harder as a result. Have fun!

Programmer

Shomonkai Disguise(100cp): Before you left on your little crusade, you decided to steal the iconic orange cloak of the Bel worshipping cult. I'd imagine the Founder would be VERY angry if he discovered this, considering his attitude towards both betrayal and mockery of his precious organization. Well, screw him. This will allow you to infiltrate most Shomonkai controlled areas, though good luck breaching Roppongi itself if this is all you got. In future Jumps, this will allow you to disguise yourself and enter areas that aren't TOO heavily defended/classified/important.

Custom COMP: Vitality(200cp): You're tougher than you look, literally! This COMP is designed to make you start out tougher, you would know, Naoya himself told you! Not only does this allow you to take more hits, it makes it easier to gain resistance skills, which

you'll need to survive in this city gone mad! Especially against those literally God forsaken Curse moves. ARGH!

Naoya's Notes(300cp): You must have been really close with Naoya, Jumper. What you hold in your hands is a collection of all of the scheming programmer's notes about the Demon Summoning Program project. With this, you are getting an insight on the design even members of the project never got to see, the truth behind the program: A primal common tongue from a long dead empire is the key to the whole program, and it all connects back to two young women, Aya and Haru. The former is missing, presumed dead, but the latter still lives. Perhaps in her, the key to ending this crisis may be closer than you thought...Combined with the **Programmer** capstone, perhaps it's possible to create a smaller, simpler version of the Demon Summoning Program...

Thug

Brutal Bat(100cp): Ah, Baseball. You always loved the sport. Whether it was pitching, running, hitting a homerun, or break some punk's legs you - wait, what?! Yes, this Bat has been modified in order to cause more damage to anything it hits. You used it a lot, even before the lockdown, to teach the punks on your street who the boss was. Turns out, the COMP makes it pretty handy for fighting demons, too...

Custom COMP: Magic(200cp): Now you must be wondering: "What must this item, clearly labeled as to insinuate it enhances magic, do?" Well, I have the answer for you: It does, in fact, enhance magic Oh, but not just magic damage, but magic DEFENSE. That's right. See, the higher your magic stat is, the more resistant to magic attacks you are! Pretty handy...Until you run out of mana.

Cell Phone(300cp): What? A cell phone? Why is THAT worth so much? Because Anon, you now have access to the only working cell phone in the entire lockdown. Yep. That means not only can you call

people on the outside to pull in some favors in exchange for some help(That you don't HAVE to deliver when all is said and done...), but it means you can now blackmail people in the lockdown for favours in exchange for using it. I know a certain father who would sell his soul if he could communicate with the outside world in order to save his son...If you were truly so cold hearted. Post-Jump, it will call powerful people who can help you in exchange for a favor.

COMPANIONS

Companion Import(50-400cp): You know the drill: This option allows you to import companions from other Jumps, for the 50cp each, to a total of 8 eight companions for 400cp. It can be hard surviving in a hell hole like this without having someone around that you can trust, I get it. Each companion will have 400cp to spend on perks.

Canon Companions(200cp): Now I know what you must be thinking: 200cp? That's a little low for a canon companion, isn't it? Well, there's a catch. The only companions you can take from this section are characters who did NOT have their own route. So, the young vigilante Keisuke would be allowed, but not the maiden Amane. Likewise, you may take Honda, the man who would kill for his son, but not Naoya, the programmer responsible for all this. Most of them take the non-capstone **Civilian** perks, except for Honda, who takes the non-capstone **Thug** perks. Yuzu is the exception to this due to being...well, not as impressive.

Route Companions(300cp): Ah, NOW we're getting into it. These companions are listed here because of how important they are to the story, and how they exist on a whole different level compared to the other canon companions. I suppose I should explain why: Amane is the Shomonkai's maiden, a powerful girl who channel both Angels and Demons, who plays host to both the demon lady Jezebel, and the Archangel Remiel. Atsuro is the young protege of Naoya, and has an

intellect that could one day use the power of demons to start a new technological revolution and put Japan at the top of the world. Haru and Gin are, respectively, the only person left who knows the Primal Common Tongue, who may even be able to COMPLETE it if she survives, and the man considered to be the toughest human in the lockdown, by *far*. Naoya and Kaido, are, respectively, the genius responsible for the Demon Summoning Program, as well as truly being the world's first murderer, Cain reincarnated, and the leader of pretty much the entire criminal world in the lockdown by the end of it. That's why they're so much more expensive, because they're much, MUCH stronger, smarter, and important.

Kazuya Minegishi(600cp, discounted if **Bel on Earth** is taken without **Bels and Whistles**): Jumper, meet Kazuya. Normal highschool boy, fairly calm and passive in terms of personality but also has a broad way of thinking, fairly standard all in all. Oh, and he's also the reincarnation of Abel and one of the candidates for the Throne of Bel, who will determine the fate of the world itself. Yeah, that's a thing. At the start of the Lockdown, Kazuya and his friends Yuzu and Atsuro will be given COMPs by Naoya Minegishi, his cousin. He'll end up becoming a pivotal figure within Tokyo as the War of Bel tears the city apart, saving countless lives and slaying countless demons in the process. And on the seventh day, his decision will change everything, forever. Well, it seems you and the young would-be Overlord have now become friends, or at least allies. Abel will go to great lengths to help his friends and family, and he will have your back if you need it. He comes with the entire **Drop-In** perk tree, as well as its' items with the exception of the mistletoe. Along with this, he also holds within him the power of Bel, in the form of **Bels and Whistles**. The idea of a human sitting on the Throne of Bel seems preposterous, but who knows? Perhaps with your help, he can become the Overlord of Bel after all. Just know that things are going to get interesting from here on out.

DRAWBACKS

Some extra difficulties that you can take on for more cp with a maximum amount of 600cp or 800cp if you take the **Morning Star** drawback.

And on the eighth day...(0cp): Well, you've done it! The lockdown is over, the demons are dealt with, the Bels are gone...But your path isn't over yet. With this drawback, your time is extended one more day, offering you another adventure before you leave. Depending on the route that was taken, a few things could have happened: Perhaps the Earth is now God's Kingdom? Perhaps there is a new Overlord of Bel running around? Or perhaps you found another way to deal with the demons. However you did it, a new threat is on the rise, and if you want to stop it, you'd better get ready! Aside from gaining more powerful demons, this drawback also buffs your COMP to having a limitless battery.

Time in Purgatory(0cp): The week is over. Somehow, you have survived seven days of literal Hell, and stopped the Apocalypse. It's time to leave - wait, what? You want to stay for longer? Oh, sure, that's fine. I'm sure you have plenty of things you still want to do here. Perhaps you want to help the world recover from its' near end, or help the new ruling power direct the world. Perhaps there's still some foe you wish to defeat, or some being whose heart you still wish to claim. Or maybe you just want to chill out and have fun in the world you helped save. Whatever the case is, you will now spend the standard ten years in this world. See you in a decade, Jumper!

She's a witch!(100cp): Oh boy...Looks like the angry mobs after you. For some reason, you summoning few demons has caused them to think you summoned ALL the demons. Even though you're fighting them. And saving the people's lives. Yes, they ARE a bunch stupid pricks who are probably going to get themselves killed if they keep doing this, but they're just scared. The city IS a living Hell, so it's no

wonder they're crazy. Still, not really an excuse to try to kill teenagers, which they WILL try to do. Please try not to kill them when dealing with them? And if you could, help some your fellow Tamers out. They may really need it.

Hee-Ho-No!(100cp): Pfft, ahahaha! Oh, I'm sorry Jumper, I shouldn't laugh at you, but this is just too funny! Allow me to explain, much like Black Frost, you have a tendency to enter hee's and ho's into your sentences. It just comes out naturally for you. And you're not going to be able to STOP doing this, for the rest of the Jump. What can I say, some words get-hee hodified heecause they can't stop ho. OH NO, NOW I'M DOING IT.

Shomonkai Assault(200cp): Oh dear. It seems you've attracted the attention of the Shomonkai, the cult that worships Belberith and hopes to overthrow God. They've got a lot on their side, Jumper: Experience, numbers, stronger demons, the backing of not one, not two, but THREE Bels, and an excellent reputation amongst the people. The only reason why this gives the amount of **cp** it gives is that Jezebel is still recovering from a battle with a certain deity, Belzaboul really doesn't give a crap, he's not even loyal to Belberith, and the Raging God himself is usually too arrogant to consider you a threat. That won't last long, though. Perhaps Amane could help you. She's been starting to splinter from the group after all...

Bloodless Killer(200cp): Something went wrong, you don't know how, but the vampire Kudlak somehow attacked you and your companions, and now...Now one of your companions is dead. And they'll stay dead for the rest of the Jump. You know that. Which is why you're going to KILL that monster. The only problem is, unless he's killed a certain way, he'll just come back stronger. Kresnik, Kudlak's archenemy, has offered his help in killing him. Together, you two must use a special white powder to render him vulnerable, so that you can kill him for good. It would be easier if you could channel your new ally, but you don't HAVE too. Should you succeed,

you will gain Kresnik, the shapeshifting vampire hunter, as a new companion.

Cain's Wrath(300cp): Oh no. Somehow, you've managed to truly threaten the plans of the eternally reincarnating Cain, and he's not happy about it. Actually, not happy about it is an understatement: he's absolutely LIVID. And he's determined to see you dead. Aside from preventing you from taking him as a companion, this also pits you against a powerful sorcerer and a brilliant scientist, who has had thousands of years, and countless lives, to become one of the greatest schemers the world has ever seen. Worse, he has data on you, allowing him to predict most of your moves and counter them. You'll have to surpass your theoretical limits if you want to win!

Song of Hope(300cp, requires either P.C.T. or Naoya's Notes, unavailable to Bels): Aya is gone. The last hope humanity had of banishing the demons is gone, and worse, her music helped cause this crisis in the first place. Only Haru is left to continue on her work...But she was lost BEFORE Aya died. She was a mentor, a big sister, a friend, and with her dead. Haru will soon try to end her own life, blaming herself not only for Aya's death, but the demon apocalypse now tearing the city apart. She can't do it alone, and neither can you. But perhaps, if you work together, you can succeed. If you can convince her she still deserves to live, that it's not her fault, maybe you two can save the city. Two things are required: A completed version of Aya's song, that will banish the demons, and access to Babel, to broadcast the song all over the lockdown. Those with the P.C.T. can help finish the song, while those with Naoya's Notes can figure out a way to access Babel, or at least enlist the services of a certain young genius, Atsuro to help. You'll also need the help of young Abel, the only one who can defeat the Bels and summon Babel, to get to the Server in the first place. But if you can...The crisis WILL end, I promise you.

Bel on Earth(600cp, required for Bels and Whistles): Ever get the feeling that someone REALLY powerful must hate you? Well, now there IS someone! Five someones, to be exact. And they're all Bels. And they all really, REALLY hate you. Whether it's because you're a Bel and they want your power, or some other reason, the Bels want you dead. In order to succeed in this drawback, you're going to need to kill ALL of the Bels, from the immortal Beldr, to the Wicked Flame Belial, to the Evil Rose Jezebel(Who s currently lurking in Amane's body, Remiel could help with reaching her before she eat's the Maiden's soul.) to the Lord of the Flies Belzaboul, to the Raging God Belberith himself. You'll also have to fight their cults, especially the Shomonkai. You only have to fight Babel itself if you're a Bel, in which case you need to defeat it in order to claim the Throne of Bel. After that...Who knows what will happen?

...The Lord let loose his wrath(600cp, requires eighth day): Oh no! Whatever the eighth day would have been, it's now so much worse! Normally, those on the Law path would have to face Okuninushi, the god that created Japan, while those on the Chaos path would face Metatron, the Voice of God. Now instead, you will face Izanagi-No-Okami, the supreme Japanese deity on the path of Law, and Satan, God's Judge on Chaos path. Neutral routers will face off with Nyarlathotep, who is causing havoc once more. The good news is, if you win, not only do you unlock those demons for fusion, your COMP will now be able to access many more demons, though they're not quite as powerful. Still, good luck: These guys are the type that even an Overlord of Bel would have trouble with.

Morning Star(800cp): Please don't take this. You have no idea what you're getting yourself into. Please. Please....Very well. For this drawback, you must confront Lucifer, the Almighty Darkness, at Nagata-Cho on the last day, at 12:00. Don't worry, due to time shenanigans, you won't have to worry about the JSDF's Final Option. Which is good, because Lucifer will be occupying ALL your attention. The Lord of Hell is in the mood for a good fight, and when he heard

about you...Well, he's here now. And he is STRONG. Lucifer is one of the strongest beings in the multiverse, and the supreme master and creator of Chaos. An absolute combat monster, Lucifer not only hits harder than anything you've ever faced before, he seems to be shrugging off your attacks like nothing. In fact, as the battle goes on, he doesn't get weaker, he gets STRONGER, as he gets more and more excited. Oh, and he brought friends too: Powerful demons who rival the Bels, who are STILL nothing compared to him. Eventually, you'll put up a good enough fight that he will deem you worthy of Megidoladyne. This magic spell will hit EVERYONE on your side. Yes, everyone. Your demons, your companions, and you. Resist it? HA! Don't you wish! And this spell hits hard. It can kill some instantly! By the end of the fight, he'll spam this non-stop, and physical attacks will no longer work against him, at all.

If, IF, you somehow manage to beat him, the highly entertained fallen angel will grant you a few rewards: If you're a Bel, you will have your authority boosted, not to his level(He wasn't going all out, apparently. Arrogant bastard...) but still pretty damn high. Not only that, but you will be given an aspect of Lucifer as a companion. He's not AS powerful as the original, but he's still the strongest demon there is.

ENDING

Yes, Jumper, it's finally over. The long, hard struggle is at an end. You now have before you several options, on how to proceed.

Go Home?: I understand. This place was pretty horrific. You deserve to go home, after that. You will be returned to your original homeworld, with all your companions, items, and perks. Try not to make it a Hell on Earth, will ya?

Stay Here?: Why leave? You've worked so hard to put to put this place back together, or maybe rip it further apart, you deserve to enjoy the fruits of your labours! On your homeworld, you will be registered as a missing person, and after a period of mourning, your family will move on.

Move On?: But neither of those options interest you, do they? You're not anywhere near done with your adventures yet. I'm glad to hear it. See you in the next Jump!

Notes

Bels can, with even a strong dimensional barrier, summon four demons. Weakening this barrier allows them to summon more, to the point where a world with weak barriers could be outright invaded, though the demons would need a specific entry point in Babel. If Babel is destroyed, the demons will be sent back.

Almighty attacks pierce nearly all defenses. Even Lucifer can only resist them, though that DOES mean they do a quarter of the damage they would normally do. Only Beldr can completely shrug them off. The Overlord of Bel's court follows them around post-jump, allowing them to summon demons, or fuse them, even without a COMP. For others, their COMP just serves as a link to their demon's courts.

It IS possible to create a new server for the Demon Summoning Program, just not another Babel. The new server WILL be weaker though.

With the exception of Lucifer and Black Frost, demons are NOT companions. Each companion from this world can only summon two demons. Well, Lucifer COULD summon more, but where's the fun in that?

For '...The Lord let loose his wrath', you can only summon/fuse the demon you defeated.

For the same drawback, the Nyarlathotep is more like his Persona version than the in-game version.

Yes, you can join God as the Overlord of Bel, you just have to agree to serve him as the Messiah, much like Abel did in Amane's path.

Naoya, while brilliant, is also HIGHLY arrogant. This tends to backfire on him. A lot.

Canon Ending Summaries:

Yuzu's Ending: Pretty much the worst ending, and before Overclocked a full on Bad End. Yuzu convinces Abel to run away, abandoning the War. With help from Honda, they burst through the blockade of angels and soldiers, all the while being called out by everyone, including Loki. They break the barrier as they escape...and the world ends. All Hell literally breaks loose, and the world is consumed by demons. Honda goes insane, and Abel and Yuzu can only stare in horror as this all happens. Overclocked expanded on this, allowing you to potentially fix this. The military holds their families hostage, and force them to return. Belberith has won the war, and become the Overlord of Bel. God attempts to strike him down, but he absorbs the bolt. The forces of Law pull back and abandon the Earth to prepare to fight Belberith. Abel eventually

defeats Belberith, but even, there are two endings: one where the barrier is restored, and things go back to relatively normal, or one where it isn't, and things still suck.

Atsuro's ending: A decent ending, and one that wasn't expanded with Overclocked. Atsuro and a reluctant Naoya reprogram Babel so normal humans can control it. With it, a new era begins. Technology booms using demons. Japan becomes a military, economic, and technological superpower. However, the ending isn't perfect: Naoya is still free to plot and scheme, Amane's soul is devoured, and Jezebel escapes. Abel does not become the Overlord, meaning that in the (unlikely) case another Overlord turns their eyes towards Earth, the planet is in deep trouble. Also, the demons are now in the hands of the government, which considering they were willing to murder everyone in Tokyo by boiling them alive, even if it was to prevent the Apocalypse is still bad.

Haru's ending: Originally the best ending, either stayed that way or became the second best ending in Overclocked. Abel becomes the Overlord (sort of), Haru uses the Primal Common Tongue to banish all the demons in Tokyo with help from Atsuro, having completed Aya's song. Haru and Gin finally accept that Aya is gone, and that it's not their fault, and begin to move on. Everyone is happy, and when Amane's father dies sacrificing himself to Belberith and she is grieving, Haru comforts her. Naoya is still free to scheme, but for now all the world is safe. Even Metatron is satisfied, though he does threaten Abel about not abusing his power. This ending was not expanded.

Naoya/Kaido's ending: Originally a decent end, becomes a good end with Overclocked. Abel sides with Naoya/Cain and Kaido, and decides to become the new King of Demons and wage war on God. Most of Abel's allies leave him in horror, though Black Frost can potentially join him. Abel forcibly takes Jezebel from Amane, before crushing the Shomonkai and their Bels. Then, after winning the war,

he becomes the new Overlord. Originally, it was implied that mankind would be trapped between the Overlord and God, and would be forced to join together just to survive. The basic gist of the Overclocked update is that, in light of Abel becoming Overlord and declaring war on God, Metatron threatens to destroy Earth if the humans don't kill Abel. However, he still plans to kill all the people in Tokyo.

From here, there are two options: the Evil and Good paths. Evil involves killing anyone who crosses you, and eventually ends with Abel enslaving the world before marching on Heaven and killing God. Amane is murdered by Abel, and Yuzu and Midori try to fight you though you don't kill them. Good path has him spare everyone, with Amane helping you rally everyone, along with Yuzu and Midori. Tokyo unites behind Abel against Metatron, and fights off the Angelic invasion. In both routes, Metatron tries to summon the Archangels to destroy the planet, but Abel stops him by summoning the Bels. In the Good path, God agrees to leave Earth alone in their war, and Metatron even gives Abel some measure of respect. The ending reveals that the demon world is deadly to normal humans, and afterwards reveals that Abel is winning the war and will soon return.

Amane's ending: Originally a decent ending, it arguably becomes the best ending in Overclocked. It is here that Abel's identity as...well, Abel is revealed, and later on Naoya's identity as Cain is revealed. Abel sides with Amane, helps free her from Jezebel (oh, something similar happens in Haru's ending as well), and defeats the Shomonkai and their Bels, before becoming the Overlord and Messiah. Originally, it follows the usual Law path, where Abel becomes an Old Testament style ruler, with God's approval. However...

Overclocked changes this. Abel, instead, acts like how a Messiah should, actually delivering on the promises of Law. He changes the world and the people for the better, redeeming the criminals who can be redeemed while punishing those who refuse to be redeemed. He even impresses the Angels with his mercy, and convinces them

that they might have been wrong. If he uses demons to save a young woman from a corrupt, pure evil cop, Abel can even get a demon to come out and do a good deed with no prompting. The demon saves a little boy with Abel's permission, and actually says that doing that good deed made him feel good, and he's going to tell the other demons about how good it made him feel, implying that even the demons will be redeemed. Okuninushi is not amused by these new beings claiming his island, and issues a challenge to Abel: he must guide the first murderer to salvation.

That being Naoya/Cain, who has no intention of doing any such thing. Abel and his group find out more about the story of Cain and Abel, and talk with Naoya, who is pissed off. He had fought and even tried to kill Abel before he became the Messiah, angry that Abel would return to God. Cain is angry at God, and blames him for his murder of Abel, but becomes distraught when he realises that the original Abel became a demon of Bel not because he hated God, but because he hated him. Time runs out, and since Abel seemingly failed, Okuninushi decides to fulfil his promise and destroy then remake Japan. Abel's group fights Okuninushi, who is constantly revived stronger and stronger by his mother's love, until Naoya shows up and turns the tide, sealing Okuninushi off from his mother's love.

He calls out Okuninushi for abandoning Japan and then trying to come back and claim it again when someone else shows up, and then when Abel defeats the deity, he laughs, admits that Abel is both a better ruler and that he has fulfilled his promise, and leaves. Cain still hasn't forgiven God, but at least parts on good terms with Abel and his friends. Abel leaves to visit different nations, acting as an ambassador to both their governments and their pantheons, eventually bringing about an age of peace and justice. The world becomes a better place, and this is even seen on the 8th day, both with actual scenes showing people improving and Haru, ever the cynic, actually having hope and saying that Abel is making the world a better place. Naoya still thinks God is playing Abel, but is willing to sit back and watch...for now.