

Bastard!! Jumpchain v1.2

BY: Lord Statera

In a post - apocalyptic world of heavy metal fantasy the only thing able to save humans from orcs, lizard men, and other monsters is something even MORE evil. Sealed within a 14-year-old boy, the chaotic wizard Dark Schneider is unleashed to fight four mighty generals and their plot to resurrect the evil god Anslasax!

In Bastard!!, the Kingdom of Meta-Ricana is attacked by the Four Lords of Havoc. This prompts the high priest to ask his daughter to awaken Dark Schneider, a wizard and former leader of the Riders, from within the body of 14-year-old Luche Renren. Bastard!!'s history is about sorcery, revenge, and other power struggles in a Dungeons & Dragons-like world. It is a dystopian world where people need magic to survive against wild beasts, and evil monsters. There are four kingdoms, each one the protector of one of the four seals that keep the God of Destruction in stasis.

What most people do not know is that the God of Destruction did not destroy the old world, the apocalypse was an invasion of angels who came down to eradicate humanity for the blasphemy of learning how to channel spirit energy from a living being's soul. The angels used the body of the God of Destruction to materialize on the earthy plain at full power. Be aware that if the God of Destruction Anthrasax awakens the angels will begin their invasion anew.

The magic of this world is the creation of the Ten Wise Men of Europa, who turned a multitude of Humans into Elves and breathed life into the myths of the Old World.

The Ten Wise Men created the Dragon Knight Lucifer a potent Techno-Magic enormous suit of armor capable of turning back the original Heavenly Invasion and sealing the God of Destruction Anthrasax.

You have been given **1000 Choice Points** to hopefully survive the crazy world of Bastard!!

You arrive when Tia Noto Yoko awakens Dark Schneider for the first time. Due to this, the jump will be shorter than the standard 10 year jump. This jump will be broken up into 3 different portions.

Portion 1. The first 3 years:

You will stay in this jump for only the first 3 years, departing at the time when Anthrasax would canonically be awakened.

Taking a Break: After portion 1 of this jump you can leave if you so choose, and can return at a later date to complete Portion 2 or Portion 2&3 together. You can leave after Portion 2 as well, but in doing so forfeit the End Jump Scenario.

Portion 2. The next 4 years:

You will continue in this jump through the time skip and slightly beyond, leaving as soon as the cataclysmic battle between Dark Schneider and the Seraph Uriel is over.

Portion 3: The End:

This portion is considered to be an End Jump Scenario if you complete it you are awarded your OldSpark and you stop jumping. You have 10'000 years to complete this portion.

You may choose your gender at no extra cost (Note: God in this universe is an equal opportunity employer, both Angels and Demons are split roughly 50/50 between men and women, especially at higher ranks).

Your age is dependent on the race/background you choose.

Races

(You can pay 50 CP to choose your age)

Human : Bog standard human with an average affinity to magic. Humans are special because they have Divine Sparks of both Holy and Demonic nature allowing them to rapidly change opinions and desires. Your age is 15+2D8 You live the standard age for humans, between and 80-100 years.

Hobbit/Halfling : Smaller than Dwarves, Halflings stand at the height of a 10 year old child. Halflings have a great affinity for both Holy and Black magic. Halflings are very agile and live in a Theocratic Society. Living roughly twice as long as Humans the

average Hobbit has an inborn magic affinity greater than the average Elf. Hobbits are some of the naturally happiest races on planet Earth. Hobbits have some magic technology, but it is not on the same level as that of the elves. You show your palms as a sign of welcome and your belly as a sign of Confidence. Age 30 + 3D8 years.

Dwarf : Standing at 4' tall the dwarves are broad and strong. Though all dwarves share a desire for gold and an instinctive skill in mining and smithing. Dwarves naturally have a lower magic aptitude than even humans, but are naturally tougher than most races here and are masters of Enchanting. Dwarves live for about 4-5 centuries. Age 120+4D8 years.

Elf (or Dark Elf) : Elves have some of the highest natural magic affinities of any race with amazing magic technology. The remnants of the old world, elves tend to be more isolationistic than other races. Elves naturally live around 1200 years, although the oldest elves are only 400 years old in this day and age. Age 300 + 5D8 years.

Half-Elf (or Half- Dark Elf) : You are the product of the union of an Elf and a Human, separate from society you will most likely not fit in with either race. If you are Half-Dark Elf you have the largest magic affinity of any mortal race, barring outliers. You will live for around 400 years. Age 60+3D8 years.

Origins

Wizard : You are a wizard capable of using many magic of both offensive and defensive nature you are truly destructive. You can attune yourself to any of the 4 classical elements, Earth, Air, Fire, Water. You are also able to expand into sub-elements like Lightning from Air. This background comes with the largest magical reserves of all origins, enough to cast high level spells for about two hours straight a day.

Sorcerer Shogun : A combination of Knight and Wizard, you are a truly powerful and exceptional individual. You tend to have slightly lesser skill than a wizard in magic but make up for it with your martial capacity. This background comes with large magical reserves, enough to cast high level spells a few times a day.

Priest : You channel the divine might of the Ancient Gods of this world. You could be a Light Priest that uses their powers to Heal and Enhance their allies or a Dark Priest that uses their powers to Damage and Curse their foes. This background comes with very large magical reserves, enough to cast high level spells for an hour a day.

Drop-In : You simply appear in this world, you have no past and no previous experience here. This background comes with moderate magical reserves enough to cast medium level spells a few times a day.

Perks

Discounts are 50% off, 100 CP perks are free to the origin.

Portion 1: The first 3 years. You will stay in this jump for only the first 3 years, departing at the time when Anthrasax would canonically be awakened.

Wilderness Survival (Free/ 100 CP): You are able to survive in the wilderness due to your Medieval Lifestyle. You can survive adequately for extended periods in the wild, and have a moderate skill at hunting. This includes some basic knowledge for edible or minor medicinal plants and minor medical skills (decent bandaging or splinting). (Note: This is your basic how a modern person can survive in the Medieval Ages package)(Free for all origins except Drop-In's who must pay 100 CP).

Fight Fire with Fire (200 CP, undiscounted): You gain the ability to overpower natural resistances and immunities to attacks with overwhelming amounts of the attack in question. You could be fighting the King of the Elemental Plane of Fire, who is completely immune to fire, and you could overpower this immunity with large amounts of intense flame. This perk does not give you the capacity for these large scale attacks, but allows you to pierce through the resistances that are there.

Plot armor of a Handsome Shonen Protagonist (400 CP, undiscounted): You have plot armor out the wazoo, especially plot armor as it fits to the theme of a Handsome Shonen Protagonist, you will never be brought low by poison or trickery. You always seem to pull some last second maneuver to pull you ass out of the fire, and as you know you will never lose to the ugly musclebound guy. While this perk is powerful remember you can still be killed in thematically appropriate ways, like by a spurned ex-lover.

Drop-In

Ninja skills (100 CP): You have the skills of a ninja, sword mastery, great skill in poison and trap making. Your stealth abilities are legendary and you are so fast you could use after images to confuse enemy combatants.

Weapons Skills (200 CP): Pick two weapons, you are now a true master of them. Able to implement them in powerful attacks or combine them with magical abilities. These can be any weapons possible from the common knife to exotic weapons like monofilament wires.

Charisma of a Shonen Protagonist (300 CP): You have immense charisma, charisma to the point where you could have a turnaround from arch enemies that wish to eradicate you to friends or even lovers within a day or two in your presence. This is especially effective on the gender that you are attracted to. Additionally you become stunningly attractive with a mastery of seduction and giving pleasure. You have a knowledge of the 108 Erotic Spiritual Pressure Points, and with them you could make somebody scream in ecstasy from nibbling their ear.

Magic Redirection (300 CP): You are able to catch and redirect any magic or supernatural attack (as long as it would not obliterate you outright on contact), this takes less magic energy to do than shields but requires far more skill. Be careful some spells will be too powerful for you to redirect based on your own level of power.

On the Third Day (400 CP): Once per jump, and post jumping every ten years, you are able to resurrect yourself after you have been killed. As 3 days after you have died you will come back to life fully healed, rested and restored. You are ready to take on the world again Jumper.

Surge of the Combatant (600 CP): You can grow inhumanly quickly in power (physical strength & speed, magic, etc) by fighting opponents that are equal to or stronger in power than you. You could go from barely defeating a single cell of a God of Destruction to destroying the same cells in one hit after the victory. After defeating a few dozen of the cells you should even be capable of defeating (barely) the God of Destruction itself.

Sorcerer Shogun

Knight skills (100 CP): You have the skills of a knight, can wear heavy plate without discomfort or difficulty, are a master of the sword and tactics. You have a code of honor that you will not break and that empowers you to greater heights of heroism when you defend it. The code can be anything from, obeying a specific lord to following classic codes of chivalry.

Inner Magic (200 CP): You are able to use magic that is not Elemental, White, or Black in nature. You can use this magic for things like attacks of pure force, shadow manipulation or bardic abilities. This magic is more esoteric than the standards, a list is in the notes below. (First purchase discounted, subsequent purchases at full price)(300 CP if you buy the Inner Magic: Insect Man, with added regeneration and Immortality.)

Will of a Samurai (300 CP): You have the will of a Samurai capable of staring death in the face with an unflinching resolve. Your will is so strong that you could have all 4 limbs chopped off leaving bloody stumps, and while bleeding out hike tens of kilometers up and across a mountain range through the wilderness to warn your allies of an impending attack. Your will is strong enough to throw off mind control of a God of Destruction or to laugh in the face of the knowledge that the Armies of Heaven are invading to destroy all life.

Combat Instincts (300 CP): You have immense skill in combat, you are so skilled that it has transcended skill and become almost magical. Not only does this instinct serve you well in second to second fighting but it also guides you to weak points in an enemy, chinks in their armor, weaknesses to be considered.

Luck of the Gods (400 CP, undiscounted): You have truly inhuman luck, fate smiles upon you, Whether it is accidentally falling out of the way of an attack at the last second or miraculously choosing the right path to get to where you are going you tend to do the right thing. With luck this strong you can expect to win lotteries and to have Lightning strike your enemies during a Thunderstorm.

Inhuman (600 CP): You are truly inhumane in every respect. You are strong enough to lift a stone golem weighing 100'000 lbs, you could dodge attacks that break the sound barrier and you have regeneration strong enough to regrow limbs in an instant. Be

careful however as you are still vulnerable to excess amounts of damage to the brain or heart (if more than 60% is destroyed than you are unable to regenerate). You are also ageless and immune to disease, staying in the prime of your life for eternity unless killed.

Priest

White/Holy Magic (100 CP): You can heal and protect, buff and resurrect, but you cannot attack. You are a master of these arts and could potentially seal an extremely powerful and deadly Dark Wizard, like Dark Schneider into a baby.

Black Magic (200 CP): You can curse and destroy, debuff and raise undead. You are a master of these art and could potentially control legions of undead, create Liches or even summon the ravenous souls of hell to attack your foes.

Ancient Magic (300 CP): You have made contact with the Ancient Gods of the Old World, and through this pact have gained magic with special attributes. Like an unbreakable petrification spell, far better than those that come from the Earth Element. Remember however that this ability comes from your Divine Patron and if somebody higher up the hierarchy puts some pressure on them they may remove you power. If you get power from a Valkyrie you better hope your opponent isn't friends with Thor or Odin. This perk carries over into future jumps as an ability to manipulate divine pantheons as long as you have influence with somebody higher up in the pantheon. This perk also allows you to communicate with divine beings and gain a modicum of respect from them, enough to guarantee that you will not be obliterated on the outset for the blasphemy of talking to the gods themselves.

Magic Sense (300 CP): You are able to sense magic, this sense can be filtered through one of your normal senses or just be an amorphous sixth sense. With this sense you not only get the general gist of what effect spells have but are able to read enchantments and see through magical illusions.

Alchemy and Enchanting (400 CP): You are knowledgeable in Alchemy, Potion Craft, and Enchanting. Able to create potent potions, elixirs and enchantments far beyond the

capacity of most magicians today. This knowledge and skill is enough to create potions of resurrection, elixirs of healing potent enough to regrow limbs, powerful poisons, or potentially a True Philosophers Stone with enough time and study.

The 11th Wise Man (600 CP): You are a master of all Old World science, on par with the 10 wise men of Europa. These individuals were single handedly responsible for the transformation of humans into Elves and the ushering in of the modern magical age. They are masters of Magi-Technology far beyond what the average Elf is today, capable of feats of engineering that could halt a Heavenly Invasion in its tracks. Your intelligence has been increased to the level of a true genius with a specialization, and enormous base knowledge, in magitech.

Wizard

Elemental Magic (100 CP): You can attune to one of the 4 elemental Planes, Earth, Air, Fire, Water, and even can use sub elements from within that plane. You are a very powerful force of destruction capable of summoning lightning and blasting out meteors of fire. (Each purchase gives 1 element, can be purchased 4 times, each purchase after first is at full price). A list of magic capabilities will be given in the notes section of the document.

Secret Art - Talisman/Symbol Magic (200 CP): You are able to push your magic into symbols on a piece of paper in order to achieve magical effects. These effects are only limited by your knowledge of these ancient symbols and the magical power put in. Get ready to make traps and summon monsters. This perk boosts your understanding and application of all magical written languages.

Summoning Magic (300 CP): You are capable of summoning powerful creatures with your magic, the summoning is always appropriate to your magic specialization. If you use elemental magic you can summon elementals, a white mage could summon unicorns, a black mage could summon undead or demons, if you have the blood of Dragons you could summon Dragons. Truly your only limitation is magical power and knowledge of magic.

Magical Genius (300 CP): You are a magical genius, not only is your raw intelligence increased but you have an unerring instinct of how to manipulate magic in your desired

fashion, you are able to make spells that do anything you want provided you can supply the energy. As well as this you are able to learn any magical system provided you put in the time. If you had the capacity you could learn Harry Potter wand magic far faster than any natural wizard in that universe. However the more prerequisites a magic has the longer it takes to learn. No magic is beyond your reach given time and practice. (This perk allows you to mimic other forms of magic with the magic native to the Bastard!! setting, it also generalizes to any other magic that you are capable of doing.)

Blood of the Dragons (400 CP): The blood of dragons flows in your veins multiplying you natural physicality and magic reserves by two. You are also able to attack for a split second with one hundred times the power an attack would normally have while gaining access to Dragon Lore.(See Dragon Lore in the notes for details)

Monstrous Reserves (600 CP): You have monstrous reserves of magic, they are so large and your magic so naturally potent that with relatively little practice you could overpower a hundred Wizards that would be considered to be masters of their craft. On top of this you regenerate your magic exceedingly quickly filling from empty to full in half the time it would take a normal wizard.

Taking a Break: After portion 1 of this jump you can leave if you so choose, and can return at a later date to complete Portion 2 or Portion 2&3 together. You can leave after Portion 2 as well, but in doing so forfeit the Endjump Scenario.

Portion 2: The next 4 years, you will continue in this jump through the time skip and slightly beyond, leaving as soon as the cataclysmic battle between Dark Schneider and the Seraph Uriel is over. This battle features combatants moving thousands of times faster than light and is finished with attacks on the level of the Big Bang. Preceding the battle are multiple skirmishes between other Seraph's and Devil King's at this level of power. Consider yourself warned if you decide to proceed further.

NOTE: For Demons and Angels, Satan was an angel named Satanel and Lucifer is completely different angel. Both are also separate from the Fallen Angel and Devil King Beelzebub. Rankings can be found in the notes section of the jump.

All Jumpers gain an extra 500 CP to spend in this area alone. Any extra CP from Portion 1 carries over to this section. The following perks can only be accessed if the Jumper chooses to finish Portion 2.

Backgrounds: These backgrounds are an add on to your original background. Only Humans can choose Adam of Balance. Angel and Demon power rankings are in the Notes section of the document.

Angel (Free): You are a creation of God, a holy and divine being, you are born with a greater connection to magical energies than anything here barring Demons. A holy being you follow (usually fanatically) God's laws in your everyday life, you will smite those beings of darkness, and should you reject God you will fall from grace and turn into a devil of hell. You have a natural sense of justice and a desire to do great things. You are older than humanity itself, with an infinitely long life barring violent death. Age 200'000 + 10D8 Millenia + 8D8 Centuries + 5D8 Years. You start at the level of a Second Choir Dominion in power.

Demon (Free): You were a creation of God and fell or you are a creation of the Divine Demon God. You are an infernal and demonic being, you are born with a greater connection to magical energies than anything here barring angels. As a demonic being you follow (usually fanatically) the rules that Satan lays out or the desires of the Divine Demon God (though he doesn't do much). You will tear down those cocky angels from heaven and remake the universe in your image. You are older than humanity itself, with an infinitely long life barring violent death, though you may have only fallen in the last few thousand years. Age 200'000 + 10D8 Millenia + 8D8 Centuries + 5D8 Years. You start at the level of a Demon Lord in power.

Seraph (200 CP, Requires Angel): You are a creation of God, a holy and divine being, you are born with a greater connection to magical energies than anything here barring demons. A holy being you follow (usually fanatically) God's laws in your everyday life, you will smite those beings of darkness, and should you reject God you will fall from grace and turn into a devil of hell. You have a natural sense of justice and a desire to do great things. You are older than humanity itself, with an infinitely long life barring violent death. You naturally are strong enough in your base form to obliterate a star or a planet, and are able to move and react at approximately 7000x FTL. Take Pure Ether for free. If you desire you are able to enter an Executioner Mode that multiplies your power (magical and physical) two to three fold.
Age 600'000 + 10D8 Millenia + 8D8 Centuries + 5D8 Years

Devil King (200 CP, Requires Demon): You were a creation of God and fell or you are a creation of the Divine Demon God. You are an Infernal and demonic being, you are born with a greater connection to magical energies than anything here barring angels. As a demonic being you follow (usually fanatically) the rules that Satan lays out or the desires of the Divine Demon God (though he doesn't do much). You will tear down those cocky angels from heaven and remake the universe in your image. You are older than humanity itself, with an infinitely long life barring violent death. You fell with the creation of Humanity alongside Lucifer and Satanel. You naturally are strong enough in your base form to obliterate a star or a planet, and are able to move and react at approximately 7000x FTL. Take Pure Ether for free. If you desire you are able to enter an Executioner Mode that multiplies your power (magical and physical) two to three fold. Age 200'000 + 10D8 Millenia + 8D8 Centuries + 5D8 Years.

Adam of Balance (300 CP, Human Only): You are an Adam, a human being that has been gifted with a fragment of God or the Demon Devil God's seemingly endless might. Your power comes from both and neither, you are truly balanced not restricted to the Darkness or the Light, you can go your own way and forge your own path. You are naturally weaker than a Seraph in the beginning, starting at the level of a Third Choir Throne Angel. However you are able to climb in power far quicker with the ability to reach into the lower level of God's power. You are considered to be one of the only beings with a chance at killing God or the Divine Demon God. Take Pure Ether free. As an Adam of Balance you are not naturally directed towards a certain orientation like the Adam of Darkness Dark Schneider empowered by the Divine Demon God or the unnamed Adam of Light empowered by God. You are as old as your original background. Famous Adam's of Light in the past include: Adam, Abraham, Moses, and Jesus Christ.

Perks

Breaker of Fate (100 CP): You are not constrained by the edicts of fate, God himself could make a decree of absolute certainty and you could shrug it off and go your own way. You will not be beholden to any destiny you do not choose yourself jumper. In fact any precognitive or fate manipulation abilities function as if you do not even exist, unless you want them to affect you.

Memories of an Angel (100cp): You have a mind that will stand the test of time, your memory is truly infinite. In addition to an unlimited memory you gain instant recall and the mental fortitude to live and move past the loss of loved ones in your life.

Pure Ether (100 CP): You are a master of magic like the Angels and Demons, you are able to manipulate Pure Ether. Which is to say that you are more in tune with magic itself. This augments your ability to sense magic effects but you are also able to manipulate magic with your mind alone. This allows you to cast any spell that you know, from any magic system, without verbal, somatic, or material components. This is not a shortcut for rituals, some things need a certain amount of time and effort to accomplish, but it removes casting requirements except for the basic amount of magical energy needed to cast a spell.

Void Howling and Anti –Void Howling (100 CP): You are a master of negating others powers and avoiding having your own power negated. Given a few months to a year to work you can create technology or magic that could bring Seraph down to the level of the weakest of the Third Choir Angel. You are able to do this for any creature you encounter given some time to study their biology and powers. On the other hand you could remove the effects of this sort of negation given the appropriate time to work and study the creature allowing beings to break free of the taboo's or chains that bind their powers.

Abraham's Judgement (150 CP, Adam of Balance only): You have the core of a power equal to Dark Schneider's, but where Dark Schneider was empowered by the pain Judas felt when he betrayed Christ, you are empowered by the Judgement that Abraham has demonstrated at Sodom and Gamorrah and many other times through his long life.

This passively multiplies your physical might to be equivalent to a Seraph in physical might and superior in speed, to the point that you are able to speedblitz them faster than they can keep track of. When active, this multiplies your magic exponentially until you are slightly superior to a Seraph in Executioner Mode, while also multiplying your physical abilities two to three fold.

C-C-C-COMBOOOO!!! (200 CP): You have the ability to combine any innate talents, powers, skills, etc... that you possess, like the Handsome Heroic Shonen Protagonist Dark Schneider himself. You want to defeat enemy gods and absorb their powers into you to increase your own and then use their heads to cast multiple spells at once, you

can. Want to combine multiple martial arts (magic/supernatural and normal) into one, go ahead you get all of strengths and none of the weaknesses. Do you want to combine you spiritual, ki, and magical energies into one single source greater than the sum of its parts go ahead. Do you want to combine the effects of multiple perks that into one perk that encompasses them all and is as powerful as their combined effects you can do that. With some practice you may be able to combine things that are not innate to your being such as magic and technology, two weapons, or two types of clark-tech together into a stronger whole.

Unlimited Growth (200 CP): Your growth is truly unlimited, anything that you know can grow to the highest of highs. Like the current Seraphs you could grow from a normal Angel (Third Choir) to a Seraph (First Choir) provided you train for a few hundred thousand years. While you can grow to any heights, I hope you have training perks as it will take you millions of years to equal Lucifer or Satanel, or trillions to even come close to God.

Satan's Stasis (200 CP): Your body seem to be in a beneficial stasis with nothing regressing or getting worse not matter what you put it through. Skills never get rusty, you never gain weight past your optimum body type, your magic never weakens with time and disuse. Nothing about you ever diminishes with lack of use or practice it simply stays ready to grow again when you devote time to it. While this perk keeps you in your prime forever (including appearance) it does not forestall ageing.

Eternal Atoms (300 CP, Discount: Adam of Balance, Seraph, Devil King): Your body is made entirely out of Eternal Atoms. Eternal Atoms are mimicked on three levels, the physical (ody), the astral (mind), and the spiritual (soul). By having these Eternal Atoms the only way to truly kill you is to destroy you on all the levels upon which you exist, necessitating the destruction of every atom that makes up your astral, physical and spiritual self, all of which are linked and share your resistance to damage.

In addition to having the three levels that must be destroyed your body now regenerates nigh-instantaneously from damage on a level beyond space/time allowing you to seemingly regrow your entire body on all three levels from a single atom on the physical, astral, or spiritual level. Eternal Atoms make their possessor ageless, as well as removing the need for food, air, water, or sleep to survive, although they do not remove the pleasure from doing these things.

Eternal Atoms also inexorably link their bearer across all three levels of existence causing all of the levels to grow together, this functions in such a way that the weakest aspects are brought up to the level of the strongest, and that each time any aspect grows in power or potency the other immediately grows to match. If you were a physically weak mage prior to taking this perk you will find that upon taking it your physical, and astral might instantaneously grows to match your mystical, and that from now on any aspect of your body will grow to match any other. Watch and laugh as others are shocked by your spells getting stronger from bicep curls.

The only way to truly kill someone with Eternal Atoms is to eradicate every single atom of the individual's body across all three levels of existence at faster than the speed of light, to prevent the regeneration from having time to kick in. Individuals with immense willpower or rage driving them have been shown to be able to boost the rate of healing of their eternal atoms as well as to resist disintegration of their Eternal Atoms for up to two minutes in order to make a final action.

Dispel Bound (300 CP, Discount: Adam of Balance, Seraph, Devil King):

You gain the ability to cast Dispel Bound, probably one of the most complete magical defenses ever. Dispel Bound is made out of thousands of magical shields that overlap around the caster (or anything else they desire), these shields regenerate at a faster than light rate. The shields protect against almost everything including but not limited to shields directed towards: anti-magic, anti-time/space manipulation, anti-reality manipulation, anti-instant death, anti- telepathy, anti-curse, etc.

Once learned and cast these shields are relatively self-maintaining allowing the caster to defend themselves with almost no continuous energy drain. The only way to break Dispel Bound is to break through the shields one at a time with massively faster than light attacks, or a single major attack that would put the Big Bang to shame. Such an attack would have shockwaves that would shatter a prison 28000 light years away, a prison that could only be breached from the outside by Big Bang/Universe Destroyer level attacks.

Dragon Knight Jumper (400 CP, Adam of Balance only, Discount with Blood of Dragons):

You are able to summon the Dragon Knight Lucifer, a technomagical marvel that multiplies all your abilities such as the physical , magical, etc... one hundred and thirty times over, enough to bring a powerful Seraph level attack to the same level of power as The Big Bang. This is a large technomagical suit in the vague form of a humanoid

dragon with three heads that stand at about five hundred metres tall. Should this suit get destroyed, it will be remade, and summonable again within three days. It resides in a personal pocket dimension that is inaccessible to anyone except for you and can only store this suit inside of it.

Augoeides (400 CP, All except Adam of Balance, Discount with Seraph or Devil King): You are able to summon your personal spiritual projection, an organic magical form that multiplies all abilities (physical, magical, etc...) one hundred and thirty times over, enough to bring a powerful Seraph level attack to the same level of power as The Big Bang. This form stands at five hundred metres tall and can look however you want it to. Should this form be destroyed, it will be remade, and summonable again within three days. Unlike angels and demons in this world you can never have your Augoeides sealed away from you and it can be summoned anywhere, as it is the manifestation of you spirit/soul.

Companions

You are able to import as many companions as you want into this jump, with the following CP costs, per singular companion imported.

For 100 CP a companion is around for Portion 1, gets a Race and an Origin as well as 400 CP.

For 200 CP the companion can stay for Portion 1 and 2, as well as getting a two Races (1 from Portion 1, 1 from Portion 2) and an Origin, and 900 CP.

Portion 2 ONLY :

For 600 CP one out of the following can become a companion:

The 4 Seraph's: Uriel(♂)(Earth), Michael(♀)(Fire), Raphael(♂)(Air), Gabriel(♀)(Water)

The 7 Devil Kings: Belial(♂), Paimon(♀), Astaroth(♀), Asmodeus(♂), Baal(♂), Bilt(♀), Beelzebub(♂)

Each of these companions is a Seraph level combatant, who posses the following: Eternal Atoms, Dispel Bound, Satan's Stasis, Unlimited Growth, Pure Ether, Memories

of an Angel, White/Holy Magic (Seraph's & Devil King's), Black Magic (Devil King's), and a single form of Elemental Magic (Seraph's).

Items

Drop-In and Sorcerer Shogun get 300 CP extra to spend on this section alone. Elves and Dwarves get 100 CP extra to spend on this section alone. All Items appear in Portion 1 and are carried through Portion 2 & 3.

If destroyed/lost/killed the items in this section return in a week. If sold, the items disappear permanently.

Animals: Animals bought here are considered to be trained to the level of a police dog and loyal to the jumper.

Cockatrice (100 CP): About fifteen feet tall, this being with the body of a snake and the head, wings and feet of a rooster, has both super strength and durability as well as the ability to turn those in its line of sight to stone when it desires to.

Hydra (300 CP) : About one hundred feet long and fifty tall, this hydra has super strength and durability, as well as an innate magic resistance. The Hydra has powerful regeneration with the ability to regrow each one of its nine heads twice before it dies, as well as breath out a breath attack of corrosive poison.

Three Headed Golden Dragon (400 CP) : About one hundred and fifty feet long and seventy five tall, this dragon has super strength, durability and potent magic resistance. It can breathe out powerful jets of fire, hot enough to melt stone.

Stone Golem (400 CP): A giant stone golem, the most powerful form of golem, one hundred feet tall. It has immense strength, durability and magic resistance. Weighing in at one hundred thousand pounds this golem is enough to destroy a castle single handedly.

Weapons and Armor

All Weapons and Armor appear in Portion 1 and carry through Portions 2&3

Basic Set of Weapons and Armor (Free All): A set of basic steel chainmail and steel sword. Comes with a pack, ten days of rations and water, as well as fifty feet of rope.

Magic Sword (50 cp): A basic magical sword. The weapon is supernaturally strong, sharp, and self repairing; on the same level as the Elemental Weapon below. The weapon increases in strength with their wielder, and has no effect on the wielders use of magic or other supernatural abilities.

Murasame Blade (100 CP) : A powerful magic katana, capable of deflecting magic attacks. It is supernaturally sharp and seemingly indestructible. This blade has two attacks, the first is when it channels magic into a long distance shockwave. The second is when it absorbs the life force of the wielder to boost the first attack, should the wielder survive the life force used will be returned two fold.

The Elemental Weapons (200 CP each):

The most powerful elemental weapons in the world, each of these is the alternate form of the lords of their particular elemental plane. These weapons are near indestructible, self-healing, supernaturally sharp, element generating and manipulating weapons. Wielders of these weapons will find that their respective elemental magic is substantially enhanced in both power and ease of use. These weapons increase in strength with their wielder. This description applies to the 4 elemental weapons below.

The weapons that can be chosen are:

The Sword of Flames (Fire)

Sword of Lightning (Wind/Lightning)

Ice Falchion (Water/Ice)

Axe of Earth (Earth)

Magic Weapons (200 CP each):

All weapons in this section enhance their respective magics to the same level as the elemental swords above do for their respective elements. These weapons are supernaturally strong, sharp, and self repairing. The weapons in this category increase in strength with their wielder.

Solar Maul (White/Holy Magic): Lowers the magic cost of all spells and increases damage dealt.

Umbral Maul (Black Magic): Lowers the magic cost of all spells and increases damage dealt.

Bronze Pocket Compass (Inner Magic: Teleportation): Aids in focusing teleportation, and lowers magic cost for every teleport.

Monofilament Rings (Inner Magic: Monofilament Wire Mastery): Lowers the cost for producing wires and strengthens the wires themselves.

Hariken Sword (Inner Magic: Ancient Hariken Sword Style): A sword of the quality of the elemental swords, decreases magical cost of sword style, increase damage caused by style.

Kageryuu Bracelet (Inner Magic: Kageryuu Sword Style): A bracelet that when worn and activated projects a passive Notice-Me-Not field around the wielder, lowers the cost of all stealth spells.

Flickering Shadow Blade (Inner Magic: Shadow Magic): What appears to be a pitch black hand-and-a-half sword, in reality this blade is a projection of shadow from the hilt itself, allowing the wielder of the blade/handle to manipulate the shadow that forms the weapon however they want, up to the limits of their mastery of Shadow magic itself. The blade maintains its supernatural toughness and sharpness regardless of form and of the skill of the wielder.

Shapeshifting Instrument (Inner Magic: Bardic Magic): You have a musical instrument that can shapeshift itself into any musical instrument that you are a master of, this instrument lowers the cost of all Bardic spells, while increasing their potency and duration of their effects. The instrument weighs as much as whatever it is mimicking at that instant, so when it is a Grand Piano it would weigh about 1200 lbs, but when it is a Violin it would weigh about 1 lb.

Poison Glands (Inner Magic: Insect Man): This weapon when used by an Insect Man is absorbed into the body of the user. In addition to lessening the cost of all magical insect man abilities these glands are able to generate the venom of any insect that is in the user's body. This venom is produced by selecting the venom and channeling magic to the glands. The magical venom produced through this method can be used in any way

that the user desires, including squirting it at enemies. The potency of the venom increases linearly, so if you use enough magic to simply generate the necrotic venom of a Brown Recluse you simply generate that type of venom in large quantities. If you channel twice that amount of magic, the venom produced will be twice as potent, etc... The glands start at a cumulative 0.5 litres in volume, in 5 separate glands, the volume & number of glands is increased through practice and use. If the volume is increased enough the venom is stored in a pocket dimension that can not be accessed except by the wielder and that does not interact with any other pocket dimension that it enters. You can store as many different poisons as you have glands.

The Three Demonic Weapons (200 CP, per piece):

Demonic Armour : This set of armour is perfectly indestructible and invulnerable (in the pre-timeskip portion of the story at least) to both physical and magical harm. It increases in strength with an increase in the surrounding 'evil'/dark energy.

Devilish Hammer: A massive hammer that can not only manipulate the earth and cause earthquakes on a large scale , but can also drain magic from the surrounding area and surrounding ley lines to increase its power, as its wielder desires.

The Satan Ring : A powerful ring that contains a black hole spell inside it that it can cast for the wielder, the black hole draws in surrounding material with its immense gravity, but leaves the user unaffected. This black hole also draws in the life force of others to bolster the wielder.

Note: Three Weapon Combo: If all three Demonic Weapons are used at the same time by a single wielder , they combine into a giant technomagical armor that engulfs the wielder and standing twenty feet tall. The only weak point remaining is the users head, and the abilities of all three tools are at hand and empowered beyond the description above. Unlike the tools in the manga, these tools will not mind control you to aid Anthrax, and are not corrupting.

Garian Sword (300 CP): A powerful and nigh-indestructible magical longsword. It can be extended into a whip, becoming a whip sword. Beyond being supernaturally sharp, this sword also carries an immensely powerful anti-magic effect allowing it to cut through any magic that it faces. This weapon increases in strength with its wielder.

Gravity Saber Sword (300 CP): An extremely powerful sword, this weapon is an excellent channel for any magic, increasing the finesse of the caster and is completely indestructible. This sword is supernaturally sharp and as a special ability is able to change its form into armor that covers the entire arm and shoulder of the wielder, with the blade emerging from the end of the gauntlet. This weapon increases in strength with its wielder.

Portion 3: This portion is considered to be an End Jump Scenario if you complete it you are awarded your Spark.

Any jumper that takes this scenario, must take Portion 2 of this jump. Any jumper choosing this scenario get Eternal Atoms and Dispel Bound for free at the beginning of Portion 2.

The End Jump Scenario:

The End Jump has 3 Sub-scenarios:

Sub-scenario 1: Destroy Hell, you must kill all 7 Devil Kings, Demon Lords Satan, and the Divine Demon God. If you take Scenario 1 you are unable to take any Devil Kings as companions. For this you are rewarded with your spark.

Sub-scenario 2: Destroy Heaven, you must kill all 4 Seraphs, God, and all Cherubim & Throne class angels. If you take Scenario 2 you are unable to Take any Seraphs as companions. For this you are rewarded with you spark.

Sub-scenario 3: You must destroy both Heaven and Hell Jumper. This requires you to kill all 4 Seraphs, 7 Devil Kings, Satan, God, the Divine Demon God, and all of the Demon Lords, Cherubim, and Throne class angels.

If you take Scenario 3 you are unable to Take any Seraphs or Devil Kings as companions. If you complete this challenge in addition to your Spark, you will gain the collected knowledge of Heaven, Hell, and Humanity, with the skill to use all of them to their peak potential.

Drawbacks

(No Drawback Limit; Drawbacks Start in the Portion Indicated and continue through all subsequent portions of the Jump, unless indicated otherwise. CP from drawbacks can be spent on anything in the jump unless indicated otherwise.):

Portion 1:

Blocked at every turn (100 CP) : Every time that you attempt to have any sort of sexual relations beyond a chaste kiss on the lips, the universe intervenes, preventing the action from occurring through the intrusion of a new event. Everything from being interrupted and losing the mood to an avalanche spontaneously appearing to break the two of you up. These actions will never result in physical harm of you or your partner, simply inconvenience and prevention.

Really Weird (100 CP): Like Satan himself you are really weird, maybe you break out into interpretive dance instead of talking, maybe you wear all black leather fetish wear wherever you go. Really anything, as long as people's first reaction to you is a recoil as you seemingly unknowingly break all of the cultures rule of presentation.

Sealed in an Innocent (200 CP): For some reason you have been sealed in an innocent, the only way to unseal you temporarily is the kiss of a virgin. If you have been unsealed repeatedly you may be able to force your way out through the seal permanently.

Innocent (300 CP): You are a true innocent, unable to even comprehend the idea of evil, violence, and betrayal. Hopefully your friends will be able to protect you from the evils of the world.

Raring to Go (300 CP) : Jumper you have an extraordinarily high libido, to put it lightly. You constantly crave sexual experiences, if you are not having sex you are trying to,

and you come on really strong. Basically you try to rape people, forcefully try. Let's hope you have good looks or charisma, otherwise there will be issues in your future. Let's face it you can't act like that toward the beautiful princess/priestess/nobles daughter without facing the consequences. Also if you take this drawback you become physically incapable of, 'taking the matters in hand' and must have a sexual partner to achieve sexual satisfaction. The craving for sexual experience this drawback delivers drives you to distraction, severely impacting your capacity for combat if not fed. This level of craving plateau's at the severe level but grows back to that level by 24 hours past your last sexual experience. Gives 600 CP total if taken with Blocked at every Turn.

Reincarnated as a Baby Dragon (400 CP): Poor jumper, when you arrived on this world you were killed. Don't worry though it was due to circumstances beyond your control, so instead you have been reincarnated as a baby dragon. As a baby dragon you are tougher than an ordinary human and have the ability to fly, aside from that however all of your powers are sealed away until you can find someone to cast a spell to turn you back into a human. Good luck finding a way to communicate with other people, and good luck finding a magic user powerful enough to cast the spell that you can trust.

Hunted (Variable): You are being hunted by an individual or group from one of the varying factions in Portion 1 of this jump. This drawback starts and finishes in Portion 1 of this jump, it can be completed by killing the individuals that are hunting you. This individual is made aware of who you are, what your purpose is in this jump and works from the beginning of Portion 1 to bring you down by any means necessary, without bringing added forces in. This drawback may be purchased, once per level 1-3 and twice for level 4 . CP gained from this drawback can not be spent on Portion 2 Perks.

Level 1 100 CP: A squad of 10 Knights, A group of 10 Orcs, A band of 10 Samurai

Level 2 200 CP: A master Wizard/Priest/Dark Priest for this setting(They have their appropriate Origin and the first perks in their respective perk trees)

Level 3 400 CP: A Sorcerer Shogun is coming for your blood, the general peak of human martial and magical prowess they are able to kill Third Choir Angels(type of angel) with some effort. They have the first five perks from the Sorcerer Shogun perk tree.

Level 4 600 CP: Kal-Su himself or the Dark Priest Abigail are trying to kill you personally. Kal-Su has the entire Wizard perk tree with a mastery of Ice and uses the Ice Falchion. Dark Priest Abigail has the entire Priest perk tree, and uses the Satan

Ring, however given time he will gather the other two Demonic Weapons and combine them in order to destroy you jumper.

Plot bound (600 CP): You are plot bound Jumper, from the second you wake up in Portion 1 until the second that you come to the end of Portion 2. You will be along side Dark Schneider from the second he wakes up the first time, up until his final blow to Uriel. No matter how you change things the plot is guaranteed to happen as it did in the Manga. I hope you are strong enough to survive fighting Anthrax at the end of Portion 1. Who knows Jumper with this constant access to the Dark Schneider, the Adam of Darkness, you may be able to enlist his help in Portion 3 of this jump.

Portion 2(the CP from these Drawbacks are not usable on Portion 1 Perks):

Stupid Plans (600 CP): You make plans of the most idiotic nature that affect everything you do from combat to politics to what to buy at the market. The level of idiocy of these plans would make an individual think that rudely rejecting an offer from Satan himself, while in Hell surrounded by demons, and only at the power level of a Dominion class angel, seem like the height of tactical planning.

Hunted (Variable): You are being hunted by an individual from one of the varying factions in the jump. This individual is made aware of who you are, what your purpose is in this jump and will work from the beginning of Portion 2 to bring you down by any means necessary. This includes working together (even if they are bitter enemies like Devil kings and Seraphs, or simply Angels and Demons) and amassing armies of its peers or lessors dedicated to bringing you down jumper. You can take this drawback once per levels 1-3, and up to 4 times for Level 4, it is completed by killing the individual that is hunting you. Any Seraph or Devil King used in this drawback is unable to be taken as a companion.

Level 1 100 CP: It is a powerful mortal, demon or Third Choir angel

Level 2 300 CP: It is a Demon Lord or Second Choir Angel

Level 3 400 CP: It is a Cherubim or Throne Class angel

Level 4 600 CP: It is a Seraph or Devil King

Ending Options

STAY HERE: You like this world, enjoy unlimited Heavy Metal Fantasy.

GO HOME: This world can be tiring, head on home and finish your adventures.

CONTINUE: You still have a thirst for adventure. Have fun Jumper.

Notes

- Standard Magics (Elemental, White, Black): Can be used to make any spells that would be thematically appropriate. Truly however the sky's the limit. Wind spells have shown a high level spell that is lightning base that generate a black hole like sphere that passively negates all magic in a 1km radius. White magic has shown a high level spell that generates a shield that can cancel any spell that hits it, as well as high level white magic being able to revive the recently dead. Medium level spells include blasts of lightning or acid that can disintegrate a humanoid entirely, even slightly magic resistant one. Low level spell would be fireballs that can result in mortal wounds but do no outright kill the individual hit by it.
- Some other high level spells include the Spell Bound, an automatically regenerating personal shield of magical energy that is on passively around its user. It protects the user from both physical and magical damage. It is basically the pre-time-skip version of Dispel Bound, except not even remotely in the same league in terms of defensive capacity or in terms of what exotic effects it protects against.
- Dragon Lore (Blood of Dragons): You are a master of dragon lore, the ancient magic of the dragons. Not much is known about this hidden magic except for its power, enough to kill Third Choir Angels when used by a relatively new practitioner. This is a magic beyond even ancient magic.
- Yes Adam is OP in the Manga, Adam's are the only things considered to have a shot at killing God when they come into their power fully.

On that note a fully trained Adam is like a weaker version of God (but way stronger than Lucifer/Satanel) able to do things like create from nothingness or bring creation to nothingness.

Post Spark, Adam's would be greater than the God of this reality, being a major multiversal disruptor, able to alter, create, and destroy reality, time, space, matter, energy etc... at will on a multiversal scale as well as being able to exist in true nothingness.

Post Spark Seraph's would be the equal of the God of this reality, being a major universal disruptor, able to alter, create, and destroy reality, time, space, matter, energy etc... at will on a universal scale as well as being able to exist in true nothingness.

Magical Genius Perk: it increases your capabilities with all magic you wield, allowing you to mimic other powers with it, like using Bastard!! Magic to mimic Mokuton from Naruto. On the other hand it generalizes to other supernatural energies/magic so that if you get Chakra from Naruto you would be able to with time and practice develop jutsu for Mokuton or any other multi-elemental bloodline, through sheer mastery of chakra and combining two elements. Another example would be this perk would allow an Individual with Harry Potter magic and no other special talents to develop Legilimency on par with that of Queenie Goldstein. Basically it unlocks a magical system for you so you can learn everything within it.

Pure Ether Perk: Removes all somatic, verbal, and material needs of all spells. This includes rituals, however some rituals need certain amount of time or glyphs/runes drawn in order to use them. So with this perk a ritual instead of needing, the blood of a dragon, and for the runes to be painted out with the spinal fluid of a snake, along with 10 minutes of chanting and a ritualistic dance. Now only needs the runes written out in chalk, and a few minutes of focus to mold the magic properly, in order to achieve the same feat.

List of Inner Magics:

- Teleportation: You can teleport! Fast and short or longer and slower you can teleport anywhere provided only a vague knowledge of where you want to arrive and enough magical power. With enough magic power you could teleport from one side of

the planet to another multiple times within a second. You can also telefrag, and bring others with you as you teleport limited only by the strength of your magic. Be careful though some magical wards can stop people from teleporting through them.

- **Monofilament Wire Mastery:** You are able to generate nigh-unbreakable magically enhanced super sharp monofilament wires from your magic. You can generate wires up to multiple kilometers in length. These wires can be used to set traps, capture and kill humans and even weaker angels or demons with enough strength.

- **Ancient Hariken 'Slashing Implosion' Sword Style:** You are a master of this ancient sword style, which allows you to make implosions with every slash of your sword. This is especially damaging against organic targets.

- You are skilled enough to cut concrete and steel with an average quality sword.
- **Kageryuu Sword Style :** You are a master of this ancient sword style that enables you to use a sword from stealth and make the sword itself invisible at will. You become an expert in fighting with and against invisible enemies and weapons. With more experience you become a master of stealth capable of making yourself invisible, soundless, and scentless. You will become skilled enough to cut through concrete and steel with an average sword.

- **Shadow Magic :** You are a master of Shadow magic, you can teleport through Shadow, use your shadow as a physical object to attack or trap people, pin others shadows to the ground to paralyze them. You can enlarge your shadow or enhance your weapons with a damaging layer of shadow. You are even able to summon a shadow demon to attack for you and which is controlled by your mind. This is a powerful magical construct of shadow not a real demon, it only looks like one.

- **Bardic Magic :** You are a bard able to play magically enhanced music that can be used to buff allies and debuff foes. You are master of your craft and possess a perfect voice capable of singing in all ranges. You have also mastered three instruments of your choice. You should probably master something that is easily man portable.

- **Insect Man :** You are magically able to control and create insects for offensive and defensive purposes. For 100 CP extra your body is made out of insect, and recycler leeches make you unageing with powerful regenerative capabilities. Should you be seemingly mortally wounded, you may reappear as a large slug with a human face. This slug form lasts until you regain the energy to reform your entire body.

Rankings:

There are 9 Ranks of Angels, broken down into 3 choirs:

First Choir

- Seraphim Uriel, Michael, Raphael and Gabriel are all of this level. Lucifer and Satanel were also in this level but so high at the peak that they should not be counted. Seraphs have 6 wings, with Lucifer and Satanel having 12. The average seraph has a similar amount of energy as an entire Universe in base form.
- Cherubim Have 4 wings, can combine multiple Cherubim into a very powerful Spaceship with FTL capabilities. • Throne

Second Choir

- Dominion the Angel that took over the God of Destruction, and this level can lead armies from heaven or blow up countries.
- Virtues
- Powers

Third Choir

- Principalities
- Archangels At this level angels are strong enough to be sapient on the material plane.
- Angel All of the current Seraphs started at this level, an average Angel can be defeated by a truly exceptional human.

There are three general ranks of Demons

- Devil Kings: Roughly equivalent to the Seraphim in power, below Satan.
- Demon Lord: Cover the power levels of the Second Choir.
- Demons: Cover the power levels of the Third Choir

Mortals : Vary in power, with exceptional mortals being able to defeat Demons or Third Choir angelic beings. Truly monstrous mortals may surpass this.

Thanks to : Brellin, blackshadow11

