

Seven Mortal Sins/Seven Heavenly Virtues

Jumpchain Compliant

By: DOOM-Knight009

Jumper, I have a very important question for you. Do you believe in God?
In Angels and Demons?

That's a rhetorical question, by the way. Believing in them or not does not change the simple fact that where you're going, they are all very real. The world itself isn't all that dissimilar to the modern world you left behind. Mankind rules the Earth, with man running to and fro from their jobs to their homes day in and day out, unaware of the struggle above and below.

Without your involvement, and perhaps in spite of it, the chief angel of God, Lucifer, will rebel against His authority out of sheer Pride. Condemned to Hell, she crashes to Earth in front of a young girl, siezing the chance to bestow a fleeting measure of her angelic blood upon them. Lucifer will then fall further, be soundly trounced by the united Sins, and sent back to Earth to suffer in obscurity.

Naturally, through a series of events as nonsensical as they are pointlessly erotic, Lucifer claims the throne as chief among the Sins, as Pride. And takes the reigns for the campaign for the souls of Man.

On the flip side, we have the Angels. The Seven Virtues. Whom battle the Sins by proxy via altruistic instruction whilst they search for mankind's next "messiah."

I'm sure this all sounds quite dire, and it would be. The issue for both sides is that their respective champions, the Sins and the Virtues, are laughably, unimaginably incompetant at making any headway with their respective jobs. The Sins languish in their own indulgences, while the Virtues more often than not ruin their prospective "messiah" candidates by holding them to what mankind would see as impossible standards.

Do you take a side? I daresay someone with a shred of common sense like a Jumper could go very, very far here. I suppose the question then, is...



Heaven?



Or Hell?

Take these +1000 CP and let us begin.

Origins

-Mortal: (Free)

Ergo, the Drop-In option. Pop out of the ether anywhere in the mortal world you like. Miami Beach, Paris, Rome, etc. It matters not. The reach of Heaven and Hell is quite long if you get their attention. But, then again, there are only seven enthroned Sins and Virtues. So it is by far not impossible to escape notice. You live among countless trillions after all. But even if you should draw their gaze, be it through great sin or virtue, perhaps that wouldn't be so bad? Both sides champions are plenty bumbling in their own right...

-Angel: (-200 CP)

Walk always in His light, Jumper. You are one of the holiest of beings, one of God's greatest servants. Fundamentally immortal, and obviously capable of flight, your charge is to foster the highest ideals of mankind and chastigate the sinners. And doing well at your job, fostering virtue, will make you stronger, to better spread God's light, of course. Upon selecting this Origin choose one of the seven Virtues: Faith, Kindness, Diligence, Chastity, Charity, Temperance, or Patience. You may decide if you are an "understudy" to the current corresponding Virtue, or if you are the lead and they simply the supporting cheerleader. Naturally, as an Angel you start in Heaven, of the typical fluffy cloud variety.

-Demon: (-200 CP)

Embrace depravity, Jumper, depravity and corruption. As a Demon you exist to tempt mortal souls to give in to their baser impulses, so much so that they voluntarily give up their soul to you in exchange for more of your vice. In your functionally immortal life, the more souls you corrupt to your domain the more powerful you become. Choose one of the nine Sins present in this world: Melancholy, Vanity, Wrath, Greed, Sloth, Gluttony, Pride, Envy, or Lust. As with Angel, you may decide if you are an understudy of the existing Sin, or have usurped their post for your own. Usurping Pride inserts you into Lucifer's place,

making you fundamentally the protagonist of the story, though without any of Lucifer's miles-thick plot-armor. Naturally you start in one of the layers of Hell, most likely the layer ruled by the sin you chose to represent.

Perks

Discounts are 50% off. 100 CP Perks are Free to respective Origins.

General Perks

-Supernatural Sight: (Free/-100 CP)

As a mercy, Jumper, this one you get for free. Angels and Demons in this world are completely invisible to Mortals unless they reveal themselves. Since it would be stupid for you to get blitzed without you being able to do anything about it, you can see through such 'passive' invisibility. Apart from Angels and Demons, this Perk would also cover such things as disembodied spirits, leprechans, etc. 100 CP to keep Post-Jump.

Mortal Perks

-Same Shit...: (-100 CP, Free to Mortal)

You know what most people would do if a Demon revealed themselves suddenly, right in front of them? I'm sure I don't need to elaborate that the everyman would scream, piss themselves, and maybe faint. You? You're made of sterner stuff, unflappable no matter the oddity, or eroticism, of the situation. Someone trying to kill you? Different story.

-Ramblin Man: (-200 CP)

It's a big world, Jumper. Whether you're just trying to see the sights, or are out there deliberately trying to hunt down one of the Sins or Virtues, you probably would want something faster or more comfortable than the shoe-leather express. How fortunately you've got a wonderful knack for hitching a ride whenever you need to get somewhere. Need to cross the ocean? This cruise liner just happens to have an emergency position open. Road trip? There'll be forty something cars going your way. First-class flight? Sure you might have to serve a drink or two, but hey, free flight.

-Magnificent Mortal: (-400 CP)

Weird, that Angel having a plain, friendly conversation with you even if you aren't the paragon of virtue they were looking for. That Demon realizes full well you aren't interested in the sin they're peddling, but they'll still spend time with you just for fun. Beings that are "above you" in terms of existence find you fascinating for your simple existence. Given time, and accounting for applicable personalities, this fascination could easily lead to lasting friendships, or romance. You'd undoubtedly be taking this for the romance.

-Pure Human Spirit: (-600 CP)

Angels? Demons? What's so special about them? Nothing, that's what. They've all got these one-track minds and are all wrapped up in their little war, thinking they own the souls of Man. Maybe they've forgotten that it was mankind that would have built the Tower of Babel to Heaven, had God themselves not intervened. And that was in ancient times. God must shudder at the thought of what Man could do now. Internalizing this truth of Humanity, this overpowering spirit, has rendered you utterly incorruptible and possessed of a willpower that would balk even the most hot-headed of Angel or Demon. Asmodeus, Lust personified, could grind on you for days and you wouldn't flinch. Gabriel, Virtue of Chastity, could be berating you for the same stretch of time, and you could laugh in her face. Post-Jump, this Perk will also render you immune to involuntary transformations.

Angel Perks

-Divine Beauty: (-100 CP)

Well, you would hardly fit in with your angelic peers if you weren't at least an 8 out of 10, now would you? Design your angelic body, whether it be that of a sculpted adonis/amazon, or the soft, inviting body of a gentle matron. Whatever you decide, your body is of such quality artists would faint trying to represent it on a canvas. As an ancillary benefit, your attire can be as skimpy as you want and no one will ever criticise you for it, provided the important bits are covered.

-Virtuous Domain: (-200 CP, Free for Angel)

Whatever Virtue you chose, it would be odd if you could not genuinely represent and practice your own Virtue. Hence, this Perk will endow you with what could almost be considered an excessive reserve of whichever of the seven you chose. Express genuine Kindness towards someone even after they've spat on your name for days, Diligently bang out that unpleasant job no matter how much you don't want to... I'm sure you can comprehend the rest, Jumper.

-Holy Emmisary: (-400 CP)

Angels at large consider mankind to be an inherently sinful bunch. And, while they might be right, you aren't going to let that stop you from doing your job. And by God are you good at it. Your mere presence, visible or not, is enough to nudge people towards your chosen Virtue in an area as large as a city block. And if you make it personal, and appear before someone? You could straighten out a long-running sinner in only a few days, at max. Though it would seem counter-intuitive, if you wish for others to be untouched by this aura, you may exempt anyone you wish.

-Redeemer: (-600 CP)

"You can't save everyone." Said many a cynic to many more idealists. Well you think that's bull, and for you, you're right! For you, literally no one is too depraved or buried in sin to be made objectively good again. Why, with this Perk, you could do something so absurd as convince Mammon, the Sin of Greed, to be charitable! Even someone *literally* made of Evil could be turned into a hero if you put in the time and effort. Now, by no means would the latter be easy, doing good never is, but you will ALWAYS have a chance. This Perk is more potent if you are objectively more powerful than the individual you wish to redeem.

Demon Perks

-Body of Sin: (-100 CP)

Let's be blunt, sex sells, even if you aren't peddling Lust like Asmodeus. So here is your chance to sculpt yourself into your perfect icon of whatever sin you represent. First, of course, you will never be viewed as anything below an 8, even if you don't fit the preferences of your viewers. Second, your form will always call your chosen Sin to mind, even if it doesn't make sense. Like being a little waif of a girl and still representing the sin of Gluttony. Lastly, being a demon also gives you a ballin set of horns that you can style as you please.

-Sinful Domain: (-200 CP, Free to Demon)

Mankind might be inherently sinful, but that doesn't make your job easy. So, with this Perk you obtain a healthy stock of your chosen Sin to display, but not to an extent that would cause you to act differently, and the ability to properly peddle your particular vice in an appealing way. Examples: pole-dancing for Lust, a divine culinary palette for Gluttony, hot-blooded showmanship for Wrath... You get the idea.

-Depravity Loci: (-400 CP)

There are a lot of people in the world, Jumper. So many souls to steal, and while you may have "eternity" to reap, some people just aren't patient. Just being near you, in a radius roughly equivalent to a city block, is enough to cause your particular breed of vice to bubble to the surface of people's minds. Start an orgy on the beach, have an entire restaurant of patrons eating beyond their fill... Go one on one with someone? If they aren't of heroic willpower you'll have a diehard follower in a matter of days. Should you wish to exempt people, you may.

-Corrupter: (-600 CP)

Eternally wise words would be, "anyone can fall." Lucifer was God's right hand, she fell. Belial, demon of Vanity, was an angel that genuinely tried to do God's work, she fell. No matter who they are, legendary heroes, divine warriors, chaste maidens... everyone has their vices. And you are the best at taking advantage of them. Even if it's something as simple as "this girl has a weakness for chocolate." You can take that one chink in their moral armor and split it wide open. This Perk is more potent the more objectively powerful you are than the one you wish to corrupt.

Items

1 Item per price tier is discounted. 100 CP Items can be taken for Free.

You may Import similar Items in to adopt the properties of Items below for no additional charge upon purchase.

-Subscription: (-100 CP)

Huh, looks like Belphegor, the demon of Sloth, has left an invitation to her sponsored MMORPG. It's a complimentary, lifetime, premium status subscription to the game. It's your typical fantasy affair, though more in the realm of VR than mouse and keyboard, and the game community is several billions strong. There are frequent in-game events spanning the entire world, a deep, robust progression tree, and a high emphasis on personal skill at the highest tiers of play. There IS an in-game store subsidized by Mammon... and look at that, the subscription comes with a monthly stipend for Premium currency. You could probably sink months upon months into this thing...

-Chem-Bottles: (-100 CP)

This collection of glass vials, virtually identical to the set of "weapons" used by Mammon, contains a great variety of corrosives and... skin-contact aphrodisiacs, that can be pulled ad-infinitum from a little pouch on your belt (or from between your breasts like she does). The vials are resistant to breaking until they leave your hand, at which point any impact is enough to shatter and spray the contents towards whomever you were aiming at. Of course, as far as weapons go you could really, really do better...

-Costume Closet: (-100 CP)

Like cosplay? Then you're going to love this wardrobe of seemingly limitless mundane outfits. Soldier, doctor/nurse, Idol, fantasy heroin... At the very least, you can have a lot of fun with this, and more "fun" with friends. And you will never find yourself lacking the appropriate attire for any situation.

-The Infinity Omelette: (-100 CP)

Well, technically more of a summonable thing than a specific “Item.” You now have an infinite supply of crispy, fluffy omelettes with any mundane combination of ingredients you want. Might not sound like too much, but you will never go hungry. And it just so happens that omelettes are the secret weakness of a particular angel...

-All-Expense Paid: (-200 CP)

This little voucher does exactly what you might think, it affords you accomodation at the highest order completely for free, just like Lucifer. Any hotel will honor this, though be mindful that there is a huge difference between the Ritz and a rundown Motel 6. All additional ammenities like room-service are also covered.

-Persuasion: (-200 CP)

Feel like compensating, Jumper? This van-sized maul, similar to the one wielded by Belpagor, is at once comically oversized with the destructive potential that you might expect from something so big, and also magically light enough so that you can wield it even if you’ve never worked out a day in your life. Go figure, right? Oh, the name? Dangle it over someone’s head and I’m sure you’ll find them “persuaded” into doing what you want.

-Wrath-Cleaver: (-200 CP)

... Did you steal Satan’s axe? Ya got balls Jumper, I’ll give you that. Anyway, about your new weapon. This axe, well, more of a halberd really, is deeply imbued with hellfire that burns hot against literally anything that isn’t you. It can be thrown, and return to you like a boomerang. You can spew hellfire from the tip, of intensity ranging from “melt flesh” to “incinerate clothes.” And if you permanently kill someone with it, you can choose to send them to Limbo (or in-universe equivalent) or Hell for punishment.

-Heart Jar: (-400 CP)

Feeling dickish, Jumper? Hold this crystalline container up before someone, ideally as a surprise, and you can tear their heart out. They won’t die. In fact they will become immortal and eternally youthfull while you hold their heart. Of course, now they have no choice whatsoever when it comes to obeying your every whim. A simple squeeze of the container is enough to induce agonizing pain on a spiritual level in the heart-ripped individual. But hey, free servant. Although, do be mindful,

if you aren't ordering them around they DO still have free will. And could easily backstab you, with outside help, if you abuse them.

-Garb of Punishment: (-400 CP)

Have you ever wanted to *really* rub a victory in someone's face? Are you slightly a sadist? Perfect on both counts. This scroll contains a simple to cast, neutrally aligned variant of the curse laid upon Lucifer after she was first defeated in Hell. All you need to do is subdue an individual first, point, speak the condemnation, and bam! Your victim will be branded with a barbed chain of a tattoo that will seal all of their powers, cause them constant pain, and periodically bleed them into anemia. You can only have one Curse active at any one time. And if they still manage to beat you while cursed, the seal is automatically broken.

-Demon-Slayer: (-400 CP)

Deus Vult, Jumper? This **overwhelmingly** holy blade carries a divine mandate against all manner of corruption and evil. It's wielder is wreathed in holy light as long as the blade is bared, rendering that wielder immune to corruptive influences. Every single stroke of this blade falls like the angry finger of God itself... but it can't kill, due to an endowment of Kindness and Charity. And why is that demon squealing in ecstasy? She's being punished, damn it!

-Slice of Heaven/Slice of Hell: (-600 CP)

Jumper, are you concerned that Post-Jump your home, ergo your Warehouse/Personal Reality, might not feel properly homey for your new Angelic/Demonic self? Look no further than this fundamental augmentation that endows your realm with an overwhelming influx of your chosen Sin/Virtue. Of course, if you are a Mortal, or just want something different, you can opt to have the influx be of something else. Eg, if you wanted to "contaminate" your personal realm with Lust despite yourself being an Angel of Chastity. You can even split the infusion between two or more Sins, two or more Virtues, or even mix Sins and Virtues if you want something more unique. While the potential décor options are certainly interesting enough, what is more important is the potential ramifications such tainting of your realm could have upon Companions, or even long-term guests. Left unchecked, you could potentially have a Companion so fundamentally corrupted with, just for example, Lust that them *not* having sex is physically painful. This stops, only when YOU want it to stop, as non of your Companions

will notice themselves changing unless you point it out. Naturally, you are immune to the “corruption” of your own realm.

As this is an Augmentation for your Warehouse/Personal Reality, it will affect all attached Properties, buildings, and pocket dimensions unless you specifically exempt them.

Companions

-Import: (-50/-200 CP)

I’m sure you’ve plenty of friends already Jumper, so for a nominal fee you can bring them in with you. For 50 CP per Companion, or 8 for 200, you may grant them an Origin, or elect to purchase one, and each receives 600 CP to spend on Perks and Items. They cannot purchase Drawbacks or Companions of their own.

If you took Angel or Demon as your Origin your Imported Companions can also be Angels or Demons for no charge, though you cannot Import your Companions as Demons if you took Angel as your Origin, and vice versa.

-Canon Companion: -100 CP

You want one of the Sins? One of the Virtues? No problem. Pay the small fee and I shall guarantee that you will meet your chosen Angel or Demon on good terms and open them up to the idea of leaving with you across the multiverse. Angels or Demons get half off if recruiting similar characters.

You could also purchase Maria, I suppose, if you like stockholm-syndrome doormats.

Drawbacks

Take as many as you like, if you think you can handle it.

-Jumper, the Ever-Horny: +100 CP

I’m sure you noticed the rather lavacious dress of the Sins, and the Angels, oddly enough. Well now you’re going to be seeing that all the time. It will be an exercise in willpower to tear your gaze away from even the smallest expanse of tits or ass you see, and you will be seeing a LOT while you’re here.

-Annoying Loli: +100 CP

Gabriel, Angel of Chastity, has seen your mind, Jumper, and she is disgusted. Expect this self-important loli to show up frequently to berate you for “dirty thoughts,” in public. And she *will* reveal herself to the people around you, so I hope you don’t mind your public image being that of someone constantly getting chewed out by a child.

-Molestation: +200 CP

Exactly what it says. Like every Angel and Demon in this world you seem to be a magnet for compromising situations that will either see you divested of your clothes or uncomfortably felt up by someone else. More often than not, they will not be attractive to you.

-Weaksauce Rep: +200 CP

For Angels and Demons, you are just, really, really sad as an example. A demon of Gluttony might suffer from stomach cramps and food poisoning, whilst an Angel of Kindness might see their efforts constantly fall flat due to poor judgement. Mortals taking this Drawback will find themselves significantly more susceptible to both Angelic and Demonic influence, so enjoy a wildly swinging morality!

-Child-Support: +400 CP

So, Jumper, I have taken the liberty of making a charitable donation to Mammon’s 500,000 children in your name. As a result, you are bankrupt. And any money you make in-Jump will be garnished at a 90 percent rate to care for those children. But it’s for a good cause, right? Feel good about supporting such a sweet, single-mother.

-Overwhelming Domain: +400 CP

Hoo boy, Angels and Demons taking this Drawback will find themselves almost completely consumed by their chosen vice/virtue. A Demon of Pride would suffer deep depression from even the slightest of failure. An Angel of Faith would become a tyrannical asshole to everyone that doesn’t live up to their standards (no one does). A Mortal taking this Drawback will instead be consumed by the forgotten Sin, Apathy. And find life itself a chore at the best of times.

-Under Pride’s Heel: +600 CP

Calamity has befallen you, Jumper. You have had your heart torn out of your chest by Lucifer. For the next five years you will be little more than her slave, forced to scurry around the world doing any little thing her entitled ass can think of. She wants fresh sushi from Japan? You're going to run for it, and I mean that literally. Lucifer will not know the full extent of your powers as a Jumper, so, small mercy? She will however, know when her time holding your leash is almost up. So expect her to only get worse over time.

-Punished: +600 CP

That Garb of Punishment? Now you're wearing it. All of your out of Jump powers and abilities are sealed, your Warehouse is locked up, and you get to be in constant pain for ten years. Is it really worth it, Jumper?

Scenario: Jumper Over All

Requires Mortal

An extra-dimensional entity like yourself, Jumper, would certainly be the ultimate prize for Heaven or Hell, and quite possibly the tipping point in the proxy war for the soul of humanity. Where once you could have hidden your arrival, now you dropping in sets off alarm bells all throughout Heaven and Hell.

Lucifer and her subordinate Sins will devote all of their influence and attention to claiming your soul, and this is a daunting prospect by itself. Satan counts a majority of every army across the world as her followers. Mammon controls the wealthiest people the world over. Lucifer holds the leashes of politicians and judges... The Sins influence is unprecedented, and you will find that any immunity you have to corruption revoked by taking this Scenario.

On the flip side, you will find no quarter from the Virtues either. While they might not technically want your soul, they *have* decided that you are to be the next messiah. Which, unfortunately for you, means that you have to die for the sins of all humanity. They won't waste time trying to corrupt you, they'll just kill you with words of benediction on their lips.

You have to survive this. Run and hide, pound all fourteen of them into submission, “pound” them into submission. It doesn’t matter how you do it, you just have to stop the greatest powers this world knows from screwing you over.

Should you actually pull it off, prove the inherent supremacy of Man, then you may claim both the seven Virtues and the Nine Sins as Companions. They will share an Import slot if you wish, or you may take them individually.

Additionally, from this point on, both Angels and Demons you encounter with automatically either be in fear of you, or in awe, decided at your discretion.

You lived, congratulations. But what now?

Go Home?

Stay?

Or Move On?

Notes:

On the Anachronism: Those who have watched Seven Mortal Sins might be confused upon the more altruistic motivations of the seven Virtues. This is simply because Seven Mortal Sins was released first and a token, poor effort was made to give Lucifer some shades of heroism, IE, God has decided mankind is too corrupt to save, and must therefore be destroyed. This was only revealed at the eleventh hour as the reason behind Lucifer being cast down. The Seven Heavenly Virtues is a soft reboot. Because as doubtless as it is that sex sells, it’d be a very hard sell to make a show about a group of angels dedicated to the annihilation of humanity.

-On being Heartless: Taking the Scenario after taking the Drawback where Lucifer has your heart will not be an automatic fail. Lucifer will simply be able to use your heart to unfailingly find you, and torture you should you humiliate her.

-On Mammon and her children: Should you Companion Mammon via the Scenario or direct purchase you have the option of having her 500,000 children be adopted by many, many loving families, or you can take them with you. Mammon will be happy either way.

-On power levels: It is very difficult to get a good read on exactly how powerful the Sins and the Virtues are, and by extension how much each corrupted/saved soul boosts either. Their armed clashes are flashy, sure, but lacking in 'substance' to grade. On the other hand, Sarel simply sneezing was enough to level several houses. Fanwank responsibly.