



Generic Seven Deadly Sins Jump
Version 1.0
by Sin-God/LJGV

Welcome to Hell, jumper. Someone, realistically a lot of people, are about to have a bad time, but hopefully, you won't be one of them. You are a demon now, a being of sin, malice, and wicked power. For the next decade you'll likely be spending a lot of time either among your fellow demons or among lesser malevolent beings like mortal sorcerers who want to use you to defeat, corrupt, enslave, or otherwise impede their foes.

Take **1000 Sin Points** to fund your adventures.

Starting Location

Select your starting location freely from the choices below.

Generic Hell Dimension

The multiverse is filled with hells. If you opt to start in this location, you can select which hell you start off in from throughout the multiverse. From there you can further select the exact specifics of your entrance and the opening circumstances of your first moments in this jump. If you are a pride demon perhaps you start off in your palatial home in the depths of any given hell's circle for prideful demons and arrogant sinners. If you are a demon of sloth perhaps you find yourself slowly drifting down a hellish river of lava's lazy flows. You can use this to enter any setting where Hell is a canonical place that exists, even if the name of the place is not precisely "Hell". If it is a place for bad souls, where demons or some other sort of fiend exist and out fiendoms of cruelty and sin, it counts.

Material Plane

The birthplace of mortals and where the lion's share of them spend their little lives. If you start off here you likely initiate this jump in the middle of something. Perhaps a pitched battle against a summoner's heroic enemies or in the lair of a sorcerous queen who uses demonic contracts to stay youthful and in power.

Celestial Plane

Oh, either you're in for a fun time or a bad time depending on how you feel about pain. These realms are the dimensional homes of beings like angels, celestials, and other heavenly beings. Their powers are damaging to those with fiendish temperaments and souls and are extra harmful to you. What could your motives be for coming here?

Age and Gender

Evil does not care about gender, age, or sex. Anyone with a dark heart can contribute to the spreading of wickedness across the cosmos. Select your age, sex, and gender freely.

Origins

In this jump selecting one's origin means selecting the sin one has the most affinity with. For example, selecting Sloth means that you are more deftly able to inspire sloth and better able to deal with those with slothful hearts. None of this precludes you from being a skillful inciter of other sins. The one you select as your origin will almost certainly be the one you're the most known for and associated with unless you go to truly extraordinary heights to build a more varied reputation.

No matter your chosen origin for the duration of this jump **you are a demon**. There are a multitude of ways this could have happened, but the two most common are that you are the product of two demons caught in the throes of passion and the fires of lust, or that you are a former mortal who perished and whose soul was found to be in alignment with that of any given hell-dimension. They came here and endured the flames of judgment until they burned away all excess until all that was left was a demonic, spiteful little thing.

As a demon, you are a being of evil on a conceptual level. Your instincts are touched by a core of malice that endured either your birth as a demon or the burning away of all of your morality and impulses when you were turned into one. It is possible to overcome this, but exceedingly difficult unless you temper a seemingly benevolent act with the knowledge and intent to use it as a prelude to future evils.

Demons are immortal, immune to the indifferent progression of time as well as the physical needs that constantly drive mortals to action, and sin. Demons also have a wide range of forms, and your form is minorly morphic in nature. **When you initiate this jump you select a core form, which can be an eerie, otherworldly version of a humanoid with no distinctive innate powers such as a human or an orc, or a mundane animal.** You can change features of this form so long as you stick to the basic template you designed when you first created your form, with enough concentration. If you chose an animal, you can take on the form of another vaguely similar animal form such as a dog becoming a cat of a comparable size but not becoming an elephant or a fish or a humanoid becoming a different type of humanoid so long as they don't have any innate powers by virtue of being a member of said species. A human-like demon can become an orc-like demon but not an elf-like demon due to an elf's innate magical powers.

Demons are capable of using magic related to their sins, and generic offensive magic that can easily harm or maim living beings or mercilessly destroy structures and societies. All demons possess an instinctive understanding of sins and know how to lead others to darkness and wickedness in ways congruent with whatever sin they have the most affinity with.

All demons also have the power to make bargains with people and offer them deals. Where said demons do things within their power for the person or aid them in some way, in exchange for a price the demon decides when making the deal. If a mortal agrees to the deal and is not under some sort of mind control when agreeing then the deal is valid. As long as the demon fulfills their end of the bargain, the mortal will either uphold their end willingly or forcibly, but either way the pacts will be honored. If a mortal finds some way to not uphold their end of the deal in question, their soul is forfeit and will become the plaything of the demon. However, many demons enjoy trafficking in souls and will simply not make deals unless the other party offers at least one soul.

When you leave here this demonic form becomes an **alt-form** you can use at any time.

Gluttony

Overconsumption to the point of waste, gluttony is a misunderstood but potent sin. It is easy to think of gluttony as solely about overindulging in foods, but it is a more expansive thing than that. This sin's true power relates to the idea of overusing something in a way that is ultimately detrimental to one's own well-being. Eating a small amount of unhealthy food because it tastes good is an example of gluttony exactly as much as eating too much healthy food in one sitting is. An alternate example of gluttony could be the destruction of too many trees to make houses without efforts to replace felled sources of wood by planting saplings, or ceaselessly mining in the same place in the hopes of finding gold even at the expense of the mine's safety.

Sloth

Sloth is often only partially understood. Sloth goes beyond the mere state of not wanting to do work. Sloth includes not wanting to grow, not wanting to fulfill one's obligations to others, and is expansive enough to include apathy, boredom and rancor. Those who cease to care about others are as guilty of sloth as those who skip work or refuse to study for a test.

Envy

Envy is the first of the covetous sins, sins born of want and desire rather than action or inaction. It is a sort of obsessive desire to have what others have, or to be what others are. It is dangerous because it impedes one's ability to love their neighbors and others and makes it easy to be turned against those like them.

Pride

Pride is, as far as its nature as a sin goes, an unhealthy belief in one's sense and in one's role in the state of their life. A proud, in a sin context, person is one who overestimates their own traits and qualities, and has a belief in themselves that is not bound by reason and prudence. Pride can lead to devastation on scales both big and small and is often considered the worst, or at least the most dangerous, of the deadly sins.

Wrath

Anger is morally neutral, and can in fact be a part of a righteous response to cruelty, evil-doers, or injustice. However, excessive or mismanaged anger is a poison as deadly as the bite of the fiercest serpent. Excessive anger, anger aimed at innocents, or anger that can only be assuaged by excessively punishing the guilty morphs from morally neutral anger into the sin of wrath. Anger is one of the emotions it is the easiest to lose one's self in, and that is a route to destruction. Both of the self and others.

Greed

Greed is an insatiable, obsessive need to acquire more. It is most pronounced, and easiest to spot, when it comes to material possessions and social status, but one can be greedy in a range of ways and for any sort of material possession or level of social power. A politician who obsessively dreams of the day he will be president, and does anything to achieve that goal, is as greedy as a miserly dragon sitting atop a pile of gold it never intends to share. There can be and often is an overlap between greed and lust.

Lust

The sin of unhealthy, obsessive longing, lust is understood by many to be wrong even if they often fail to grasp the scope of this sin. Anytime a level of longing for something becomes unhealthy in some way someone has ventured into the pink seas of lust. It can be difficult to pull oneself free from these lovely waters. Someone experiencing lust can desire to feel the body of someone else atop theirs while both are at work, and another person grappling with lust can instead feel the keen sting of desire to indulge in drugs when they should be studying for a test. Lust is most easily, and most comprehensively, understood as any sort of longing that goes beyond what is healthy. It is not lustful for someone thirsty to wish they had some water, but it is lustful for a person to feel a strong urge to go out drinking while they are doing their jobs.

Perks

Origins get their 100 SP perks for free and the rest are discounted to 50%.

General [Undiscounted]

Sinful Speech [100 SP]

While it is possible to lead people to sin without speaking their language, it certainly helps. This perk gives you an automatic ability to understand and speak the languages of other beings. This does not include the power to utilize things like words of power if such languages include them, but you can utter words without being harmed by them and can even write in different languages with the same practiced ease as you can speak them. This also improves your skill with any activities which involve the usage of your tongue, such as speaking and singing.

Mastery Of Form [100 SP/200 SP]

All demons are innate shapeshifters, your sinful nature being naturally flexible and this affecting your physiology as readily as it affects your instincts. Most demons, however, do not take the time to finely hone their shapeshifting. As a jumper, you are far from most demons. You have taken the time to figure out the ins and outs of shapeshifting, and have a more expansive mastery of shapeshifting than your peers. You can take on the physical appearance of more humanoids, including imitating those with innate abilities (though you cannot replicate said abilities with this alone), or you can take on the forms of non-humanoid animals that are different from your base form. For 100 SP you can only enhance whichever of the two form options you selected when deciding your origin, but if you pay 200 SP then your mastery of your form is so extensive that you can actually morph into the other type of form, the one you did not pick. A humanoid-type demon would be able to morph into an animal. An animal-type demon would be able to morph into a humanoid. You'll eventually gain greater mastery of the other form as well though this will take some time.

Studied Sinner [200 SP]

You possess an unusual and uncommon ability: the power to see sins. You can study someone in multiple ways, be it through intense short-term observation such as by supernaturally stalking them, or through less intense long-term observation such as by working next to them for a few weeks, and regardless of which method you employ you learn something about them. You learn the sort of sin they are most likely to do, even if you never actually see them sin while studying them. If you stalk a wrathful librarian who never outwardly expresses her rage, you'll learn that she has a temper that can be corrupted and turned into something devastating to her life and the lives of those she has perceived as wronging her once you've spent a few hours stalking her. If you work alongside someone who is frequently lustful, you can realize that he can be lured down a road of hedonism and debauchery if given the right initial push even if he never expresses his lusts while working beside him. If someone sins in front of you, even if they don't know that you're there, you learn a ton from their sins including what it would lead them to sin more and what caused them to commit the sin they have committed in front of you.

Creative Corruptor [200 SP]

Any demon can figure out ways to corrupt living beings, but not every demon can figure out how to corrupt objects and even places. You are a cut above the rest when it comes

to this handy skill. You have figured out how to infuse sinful energies into objects and even into the very landscape itself. This gives you a whole new way to guide mortals and more-than-mortals to the precipice of sin, and the number of times that that alone is enough to get people to sin is impressive. You will find it easier to infuse objects and places with sinful energy that guides them to commit your origin sin than to do so with other types of sins but if you are willing to spend more energy you can infuse anything or any place with any type of sinful energy.

Gateway Sinners [200 SP]

Each individual sin has ways of intersecting with and touching every other sin. Sloth can lead to wrath easily, by stripping people of their innate connections to each other and the empathy that such connections naturally breeds. Pride can lead to greed with hilarious ease. Lust can lead to any of the other sins with almost contemptible ease in the hands of the right manipulator. And by taking this perk you become adept at turning other sins into... *gateway sins* that lead to the sin you're attuned to. You have a keen eye for how to push those in the midst of sins, even ones that seem far from your sin of choice, to commit more sins and eventually can lead even the most pious person to a sin of your choice.

Possession [400 SP]

This is a Capstone Booster

This power is the unholy grail of infernal powers and more than a few demon lords either have this power or have advisors who have it, while jealousy and fearfully slaying any demons they learn of who have it. You can fully possess mortals, seizing control of their bodies and weakening their minds, and against beings greater than mortals you can leave a sliver of your influence inside of them that can slowly tempt and maybe even corrupt them.

This power is fiercely mighty when wielded against mortals, which is where its full might comes to bear. You can render yourself incorporeal and attempt to enter a mortal. If you succeed you can engage in a battle of the wills against said mortal, and depending on the extent of your victory you can seize more and more control of their bodies and further weaken their minds. Alternatively, you can stealthily enter their bodies and use them as vessels or vehicles to be ferried to other places. You can also use this more stealthy sort of possession to bide your time, learn more about them and their friends, and strike when they are at their weakest. This can be a terrifying way to bring entire communities under your heel, or to skillfully manipulate people into debauched and depraved sins. After all, any demon can force a mortal to sin at sword or claw point, but a clever demon knows the worst temptations to face come from the lips of a loved one, a neighbor, a friendly face, or even a seemingly kindly stranger.

If someone you're possessing dies while you're possessing them that does not harm you but it does shunt you out of their bodies. Holy magic can also be used to kick you out of someone you're possessing. Learning to possess and successfully manipulate corpses is harder, and at least when you first gain this power you cannot do much with a possessed corpse other than maybe use it to jumpscare someone by opening or closing the eyes of the corpse in question.

Against beings greater than mortals, such as angels, elementals, demigods, and even full-blown divinities, you can deal strikes that corruptively harm your foes on a more esoteric level. When you use this power against such beings you do not get the ability to enter your intended victims and directly control their bodies, and suppress their minds, but instead you inflict them with something akin to a personalized demonic sickness. This seems to do nothing, at first, but sometime after your encounter your foes begin to hear a quiet voice that sounds like their own whispering unholy intrusive thoughts into their minds. This voice is, in truth, an extension of yourself, a microbial consciousness derived from your sinful core devoted to evil and to you in equal measure. It bides its time and learns about the being you've inflicted it on, waiting to whisper insidious thoughts and sick perversions tailored to both the sort of sin you most embody and also the individual dealing with the voice.

A being afflicted with this kind of demonic sickness can be cured of it, if they realize that it is an unnatural, disease-like thing and get holy help, but this can be tricky and an impressive number of divine, holy, and otherwise powerful beings may refuse to get help or think themselves able to deal with this alone. And most beings, even divinities, cannot do that. This demonic plague can be purified but the plague itself is clever and will do what it takes to survive including playing dead. Ultimately the plague seeks one thing and one thing only: to bring whoever you inflicted it on to their knees and to you. And you are innately connected to both this sliver of sin and to whoever you inflict this on. You can use this on other demons, but doing so is not likely to achieve much, as other demons (and you yourself) have a natural resistance to this due to their, and your, innately evil nature.

In time you can learn how to use this secondary form of possession on mortals.

Gluttony

The sin of wasteful overindulgence. This is most often associated with food, with imagery of gluttony usually being images of people eating to unhealthy degrees, but it's actually more broader than. A logger who chops down a reckless number of trees is a glutton in the sin sense. An artist who wastes too many supplies painting a masterpiece is a glutton.

Grin Of The Glutton [100 SP | Free for Gluttony]

You are quite good at talking people into being wasteful. This can certainly be as simple as talking people into overeating, or indulging in a meal that is entirely unhealthy, but you can also easily talk people into wasting vital resources such as cutting down a ton of trees for some superfluous reason like because they obstruct a view or to use them in a vanity project or using a ton of food as part of a massive, unnecessary festival.

Wasteful Fortune [100 SP | Free for Gluttony]

People in your presence find it easier to justify wasteful acts to themselves, and circumstances that lead to unnecessary waste are more likely to occur. In your presence people are more likely to need to use more resources on simple things, such as needing to remake meals after something occurs that messes up one's progress and areas you dwell in are subjected to an endless array of odd circumstances that invariably lead to them needing more resources for repairs and maintenance after an accident happens that does something like destroy a building or damage a vital bit of infrastructure.

Wizard Of Waste [200 SP | Discounted for Gluttony]

You have earned an unusual ability. You can make things better by spending more and more resources creating them. You can make a meal better by using a ridiculous amount of ingredients to make it, or craft a legendary weapon by using an entire mine's worth of metal when forging it. This sort of improvement is holistic, improving every facet of what is being wastefully improved. What's even better, in some respects, is that you can teach people a lesser version of this skill that requires even more resources for a result as good as what you can do with it. You can also improve existing things by infusing them with more of whatever material was used in their construction in the first place. If you are trying to improve a wooden cabin you didn't make (though items you gain that have fiat-backing count as things you've made with regards to this) you can infuse more wood into it. You can also sacrifice money to trigger this ability, which will work on any object but items made of rare or unique materials require more money than things made from common resources.

Deprivation [400 SP | Discounted for Gluttony]

You have the ability to strip things of some essential quality of theirs, such as their taste or their strength, something vital to their function. This can make a meal taste like ash, or can strip something like a support beam of its strength, which can be used to force people to waste resources to make things better or replace something you've rendered useless.

Great Glutton [600 SP | Discounted for Gluttony]

You have a very curious skill when it comes to getting into positions of authority or some other place where you can allocate, and waste, resources. Beyond this, people trust you when it comes to resource management and barring truly incontrovertible evidence of deliberate misallocation people will assume that you are doing a good job when it comes to resource management. Gluttons also come to trust you more easily, and will be easier for you to manipulate, as will those who manage resources and have not seen evidence of your misdeeds.

You are also exceptionally good at actually using resources. You know how to craft and create effectively, and things that you personally oversee the creation of or play a direct role in making will be made better due to your presence.

That said, you are also an expert when it comes to persuading others to be wasteful. Your instincts alert you to opportunities to talk people into the usage of obscene amounts of resources, be it for the temporary high of enjoying a great feast or for more "pragmatic" reasons such as talking people into rushing the production of a ton of unnecessary weapons and armor for the sake of defending against bitter rivals who have not made a move in months.

Gluttonous Ghoul [Capstone Boosted]

Those you possess are blessed with incredible luck. Possessing someone invariably results in them coming across new resources, and gaining new opportunities to indulge. The more direct control you exert over them the greater this luck, and the harder it'll be for them to resist the urge to indulge even when you stop exerting so much control. Perhaps someone you possess comes across a gold mine, and becomes rich as a result,

or someone you possess has a record-breaking harvest. In some respects those you possess become almost grateful to you, especially those with hearts of steel, but the problem is that the desire to indulge doesn't go away.

Those you possess must wrestle with the temptation to indulge in everything. It doesn't matter if it's wasting too much money on a sword, or overeating at every meal, as a result of your possession those you touch will find it steadily becoming harder and harder to resist the urge to waste their newly gained fortunes. Even a single slip-up makes it easier to succumb in the future, and every time they succumb to the temptation it feels incredibly good to do so. They may feel a pang of remorse afterwards, but the next time the chance to indulge rears its ugly head they'll find themselves as weak as they were before, any recollection of the remorse they felt temporarily gone as they wrestle with the hole you've left in them.

If your corruptive touch has infected someone they'll be plagued by idle recollections of how good gluttony can feel. They'll daydream about the last time they stuffed themselves silly, or how excited a shopping spree that emptied their bank account made them feel.

Sloth

This sin is... odd and amorphous. Sloth as a sin refers to a number of different ideas, including physical laziness, apathy, and irresponsibility. Imagery of sloth can take on a wide range of forms, from people not doing their jobs, to people sleeping their lives away (in both literal and figurative senses).

Slothful Speaker [100 SP | Free for Sloth]

Demons of sloth are many things. Dream demons, apathy demons, demons of irresponsibility and paralysis, even demons of despair, sloth demons have as many forms as there are ideas of what constitutes sloth. You are shockingly adept at inspiring apathy in others, and can size people up with a glance to figure out what best to say to them to get them to be indifferent to you, which can be frighteningly handy when facing would-be foes or those sent to stop your sinful schemes, as well as for walking around and not being stopped or harassed by those tasked with keeping a place safe.

Apathetic Air [100 SP | Free for Sloth]

Those in your presence find that everything takes a tiny bit more effort than it should. It is a fraction of a percent harder to do... well, anything really. Even things that are automatic and done without thought take a sliver more of their energy and effort to do, while things that are hard are even more challenging. This wears on their souls over time, and they become ever so slowly easier to persuade to apathy, laziness, despair, and especially to slumber.

Storyteller [200 SP | Discounted for Sloth]

Sloth demons are unusually tricky, due in part to the amorphous nature of their sin. And you, my friend, are no exception to this rule. You have a rather unusual nature with this, and are an excellent, truly magical, storyteller and entertainer. You have an air about you that makes you quite compelling, as well as the power to craft minor mystical illusions that ensnare the various senses. This allows you to tell wonderful stories and captivate those who listen to you. Your stories are distracting things that make your listeners

daydream and fill them with flights of fancy that distract them from vital work that needs doing even hours, or days, after they hear your tales.

Slumbering Saboteur [400 SP | Discounted for Sloth]

One area of special interest to you is the domain of dreams. You know an array of tricks that allow you to influence those you have elected to subtly torment and corrupt, and can easily and supernaturally lull those around you to sleep. You are proficient enough, with just this, that you can even affect mortal but sleepless beings such as some forms of elves who trance, and you can become better at this with practice and experience. You are also adept at manipulating the sleep of those around you, allowing you to do things like keep them asleep for much longer, torture their subconsciouses while they sleep making their rest... restless, and can even do the opposite if you wish'd to do so for some reason.

Saint Of The Slothful [600 SP | Discounted for Sloth]

You are a seductive speaker in one fascinating respect: you are a salesperson for sloth. Somehow you know exactly how to talk people into all sorts of strange slothful acts, from persuading people to slack off at work to talking people into cynical nihilism, and beyond that when you're attempting to persuade people to be slothful in respect they find themselves naturally remembering how fun sloth could be, or how hard it is to not be slothful, whichever one would be more convenient and persuasive for you.

Being a speaker for the slothful, a herald of indifference and apathy, can be much more destructive or powerful than one may realize. You can move heroes to indifference, making them fight much less fiercely than they ought to, or you can whisper bleak secrets in the ears of idealistic community leaders and make it easier to tear down the convictions of those fated to inspire future generations. Beyond that, however, is the fact that those moved towards various facets of sloth will unknowingly contribute to a worsening of things in ways that can easily compound and make life much worse for an often stunning number of people.

The lullaby you sing to a policeman keeps him sleeping just long enough to make him late to work. Because of his lateness he doesn't manage to catch someone who is secretly a serial killer, who would have been caught on charges unrelated to the multiple murderers he committed and taken off the streets before he can victimize more people. When you move a politician towards apathy for residents of a lower-income part of his constituency he votes against a bill that would have given a low-income neighborhood the funds to fix a local park in disrepair, one where kids can use energy in constructive, healthy ways.

Those you've persuaded to be slothful regard you more highly in the future, recalling the ways you helped them relax or how your words moved them from naivety towards a more cynical, "Wiser" view of the world. At first this is only subtle, but the more times you've nudged them towards apathy, slumber, laziness, or any other manifestation of sloth the greater the hold you have on them. People who routinely indulge in sloth also feel greater respect and affinity for you, though this is proportional to how slothful they are.

Idol of Idleness [Capstone Boosted]

Being possessed by you is something that no one *wants* to happen to them, or their loved ones, but you can make them... Not quite *fine* with it, but tolerant of it at least. You can make being possessed by you feel heavy, exhausting, or simply like a fact of life, especially if someone becomes aware that you are possessing them.

When you possess someone you can determine exactly how awake they are whenever you exert control over them. More importantly, however, is how you can subtly manipulate how much energy it takes for them to do things though how easy this is for you to do depends on how much control and influence you have on them, including manipulating how much energy and focus it takes to resist you (though this is only if you have significant influence over them). You can make things like breathing as laborious and exhausting as giving birth, if you have enough control over those you're possessing, or you can make the most exhausting feats take seemingly no energy at all. You can make it feel like running a marathon for them to care about their friends and family, or you can make being awake feel supernaturally exhausting, making it take someone having a will of steel to be awake for even a minute.

Beyond that, while you're possessing someone it becomes increasingly difficult for them to say no to opportunities to be slothful. Each time they work hard they'll have to grapple with the temptation to take a nap, or do something lazy, and every single time they succumb their abilities to resist future opportunities for laziness becomes weaker. It becomes just a bit easier to not do the right thing, to not be responsible, to be indifferent to the needs of others, every single time they do things as small as take a nap at the office or refuse to do their homework. They also become marginally better at convincing others to be as slothful as they are, with how skillful they are at persuading people being dependent on how slothful they've become.

If you use the secondary type of possession on individuals, the malignant sliver of yourself you infect them with subtly nudges them towards laziness, apathy, and spiritual immaturity. This sliver of you also possesses the power to make actions more energy-intensive for its victims, and when they don't focus they find it easier and easier to fantasize about slothful laziness and harder and harder to care about others or their responsibilities.

Envy

Envy is a sin of covetousness. Unlike lust and greed this is a sin of coveting what is specifically possessed by others rather than a sort of obsessive longing or undirected desiring of supposed riches. If you simply want to be stronger, that might be an example of lust if you're unhealthy or unethical about it, but it's not envy unless you see how strong someone else is and desire to be strong *like them* or even desirous of their strength specifically, wanting to take it from them and make it your own.

Envious Eye [100 SP | Free for Envy]

You are an ace when it comes to spotting what causes others to experience envy. If you have come across a self-described model who loathes other men for their muscles and height you'll instinctively sense his desire to be taller or stronger. You have an uncanny talent when it comes to talking people into feeling envy, and are skilled at getting others to confess that they are jealous of others, and that self-awareness is a vital part of getting them to do something about it.

Green Eyed [100 SP | Free for Envy]

Those around you are more susceptible to envy. They are better at recognizing the excellence and talents of others, as well as seeing the worth in what other people own but this only will ever slowly drive them to jealousy in the long-term. Something about your presence makes others feel self-conscious and allows them to see the worth of what others have and can do, but only in ways that touch on their insecurities. A barbarian traveling with you may come to admire a mage's magic, but only in ways that are affected by how much he hates his own destructive rage and his simple, but powerful, abilities.

Envious Shadows [200 SP | Discounted for Envy]

You are adept at evading notice, your shape shifting pushed and heightened in ways that make it hard for people to notice you. When you are hidden and stalking people your ability to observe your chosen targets is enhanced, and you quickly pick up on all sorts of small quirks, as well as more easily noticing small ticks of theirs that indicate displeasure, discomfort, and envy.

Shaper Of Man, Shaper Of Sin [400 SP | Discounted for Envy]

Envy demons are notorious for their mysticism. One particular area you, personally, specialize in, is the ability to use magic to aid in covetousness. You are talented at not only shapeshifting yourself, but shapeshifting others as well. You can shape and reshape people with startling ease, and when you have someone else's consent you can reshape them in truly stunning ways making even the most hideous people become envy-inducing supermodel-like beauties. You can also shapeshift people without their consent but unless they are helpless it is much, much more energy and effort intensive to do this. When you make deals with individuals, and thus gain both power and consent from them, your shapeshifting is so thorough that it can do things like fully change someone's sex in every sense, give them new limbs, and achieve other stupendous results.

Regent Of Resentment [600 SP | Discounted for Envy]

You have a masterful way of getting people to feel the bitter sting of resentment. You know precisely what buttons to push, and what words to say, to have your sentiments worm their way into a person's brain in such a way that they will think about them for hours, days, or weeks, and in time those words will slowly light an envious fire in them. If you are with someone vain, you know exactly how to get them to see other people as competition, and how to light a hateful, resentful fire in them that can easily become an obsession.

Naturally envious people like you more, and come to trust you, easily viewing you as something of a cross between a kindred spirit and an admirable example to follow. Envious people will also be more easily swayed to do what you say, and this effect is even stronger on those you have personally turned into envious people.

Emperor Of Envy [Capstone Boosted]

When you possess someone they become much more envious. Everything others excel at becomes a sore spot for them, and while they can hide the envy they feel they'll still feel it deep inside no matter how masterfully they cloak their feelings. Eventually this

can easily explode into something deeply unpleasant, for them and their surroundings, but for you this is delightful. Urges to feel envy that you cause in those you possess intensify the more control you exert over someone, and persist even when you stop possessing them.

Those you possess become adept at spotting envy in others, and in knowing how to inspire it in others. Spreading this sort of bitterness feels darkly pleasant to them, and the more they do it the harder it is for them to resist the urge to be petty and envious in the future. Other sensations pale in comparison to the unpleasant joy someone possessed by you can get when they inspire envy in others. Additionally, those they inspire envy in will come to admire them as much as they are envious of them, and can be easily influenced by the people you possess (or by you, if you opt to jump from someone you're possessing to someone they've talked to, as part of a sinister, sinful web).

When you utilize your secondary form of possession the people you target will find jealous thoughts filling their minds when they don't focus. This has an unpleasant effect on them, and each time they express the envy they feel, or act on it in some unkind way, it gets a bit easier for them to give into the envy they feel in the future. At some point the corrosive sliver of intelligence you have infected them with will try to get them to turn to you for relief, or guidance, and otherwise move them towards succumbing to you in greater and greater ways.

Pride

Pride is the sin of having an unhealthy, overinflated view of one's own skill, value, and their own role in their life and the lives of others. It is a sin that leads to arrogance, an overestimation of one's own prowess and wisdom, and severs one's connection to others by stripping the proud of their humility.

Aggrandizer [100 SP | Free for Pride]

You have a masterful grasp of how to bolster people's sense of self and their accomplishments. You know when to talk to people and how to approach them in ways that can let you naturally make people think more of themselves. People who do this too will slowly come to truly internalize the notions that their works are the products of their own brilliance, regardless of any valuable extenuating circumstances and that they are as excellent as they feel when they are maximally big-headed.

Awesome Aura [100 SP | Free for Pride]

You naturally exude an air which causes people around you to perform a touch better in every possible way. This affects everyone, though those you have dubbed your allies feel its effects a bit more keenly. People subtly sense this, and feel excellent around you. They also come to believe in themselves the longer you're around them, which can be healthy to some extent but they don't stop feeling better about themselves when it'd be good for them to stop. Instead your presence slowly nudges people towards arrogance and self-delusion, barring those you spare from this facet of your ego-aura. In fact this aura builds on itself and those who believe in themselves to an unhealthy extent feel the effects of this aura more keenly than those with healthy egos.

Star Power [200 SP | Discounted for Pride]

This is not an enhancement to your ability to shapeshift yourself, but rather an alternative ability. You can use your shapeshifting prowess to enhance what others love about themselves, and to minorly improve other people in ways congruent with their images of themselves. You can give an archer who is proud of their archery skills a better eye and quicker fingers, or you can improve a chef's sense of taste and smell to a finer degree than he can through training and work in the kitchen. This comes with the added effect of subtly boosting their self-interest and self-respect, especially in ways that are unhealthy.

Hype Man [400 SP | Discounted for Pride]

Mortals are often capable of surprising humility and temperance. And for a demon of pride that is no good. You are capable of shutting down moments of self-awareness in others, and can persuade people that only they determine their success and luck. You are the enemy of humility and can help people see through it, allowing them to, with clear minds, believe that they are the focal points of things and that only they can save the day without regard for the importance or contributions of others and external factors.

Sovereign of Self-Importance [600 SP | Discounted for Pride]

You are a master at inspiring pride. You intuitively understand how to make people feel that they and they alone are worthy of accolades and acknowledgement. The longer you are in someone's presence the more you understand what would make them mistakenly believe that only they contributed to a moment of awesomeness or something's broad success, getting them to disregard all sorts of other things around them that contributed to someone's crowning moment. The closer you are to someone the better you are at helping them succeed and also at making them think they should be the one in the limelight. You can more generally get people to love themselves and to obsess with their own accomplishments.

Proud people are also easier for you to influence in a variety of ways. They just seem to be drawn to you, and to be more malleable in your hands than those who are humble. You can gradually morph humble people into proud individuals but this sometimes takes patience and luck.

Prince of Pride [Capstone Boosted]

Even your most subtle and quiet possessions light a furnace of self-belief and ego in the hearts of those you possess. The more direct control you exert over those you possess the worse this becomes. If you fully possess someone, in the "You control their body" sense, then they can quickly become masters of self-aggrandizing boasts and of hyping themselves up.

Those you possess are not only proud, they also possess a sort of unholy ego-boosting charisma as well. Being proud doesn't make them stupid, and they can communicate why they believe in themselves in ways that can make others feel small and want to grow. The inhuman fire within them sparks similar, though lesser, fires in others who come to see your victims as priests and speakers of pride and egotism.

Additionally, those you possess and then leave, or possess at different levels of intensity and direct control, find that pride is their default state. They are more quick to

excessively, unhealthy believe in themselves and less likely to feel humility as the effects of your possession settle into their soul. In time other sensations lose their vibrancy, and it becomes harder and harder for them to feel anything but pride. You can be merciful and stop, or even reverse this, if you wish.

When you use your secondary form of possession on someone in their idle moments they are more likely to randomly remember their crowning moments of glory. If this actively distracts them, they become permanently, but only marginally, more vulnerable to the influence of the insidious intelligence you have inflicted them with, and their pride can only be quenched by moments of abject failure or by the insidious intelligence itself motioning for them to momentarily adopt a facade of humility to help achieve future successes.

Wrath

Wrath is the sin of unquenchable rage and of misguided or excessive anger. Anger itself is not a sin, but it becomes a sin when it is not prudent in its proportions, aimed at innocent parties, or when it is excessively long-lasting and unyielding. Wrathful people are considered by some to be under the control of their emotions, instead of the masters of themselves.

Rumblings Of Rage [100 SP | Free for Wrath]

You are ever so slightly better at moving people towards violence and disproportionate payback when they've been wronged. Your charisma, and wisdom, get a small boost when it comes to manipulating people into being wrathful. This is indifferent to whether or not you encourage people to be recklessly wrathful and attempt to force those who wrong them to pay a bloody price immediately or whether you induce a calmer, more purposeful and methodical form of revenge.

Righting Of Wrongs [100 SP | Free for Wrath]

People in your presence will be more likely to be offended by things, and to take small, even inoffensive things offensively. Your presence causes tempers to flare, and slowly nudges people towards volatility. When people feel wronged they will want to immediately take action and will be easily pushed towards exacting bloody vengeance even without your intervention.

A Sinner's Tools [200 SP | Discounted for Wrath]

Demons are not only good at causing others to sin, they are invariably good at sinning themselves. By taking this perk you gain the ability to utilize your minor shapeshifting to become better at performing wrathful actions. You can shapeshift in ways that allow you to do things like inflict harm on others or take your anger out on your environment. You can temporarily shift your form in more significant ways than demons normally can, so long as you do things like give yourself more arms to punch your foes with or other limbs you can use to spread misery like a scorpion's tail and stinger to impale those who cause you to feel anger.

A Temporary Relief [400 SP | Discounted for Wrath]

Be it as a way of showing mercy or as a tool to sow more complicated, layered depravity and sorrow you have a special gift when it comes to temporarily soothing anger. You can manage tempers with deceptive, uncommon skill for a demon of wrath, and while you

can certainly cause them to flare up you can also get them to cool down. While this isn't something you can do with a mere thought or even (usually) a stern command, you can certainly do this with a few careful words, and you can intuitively sense the best path to take to cool someone's anger.

Wrath Whisperer [600 SP | Discounted for Wrath]

You are a master at inspiring wrath. You intuitively understand how to incite wrath both wrath aimed at you and wrath aimed at someone or something else. The longer you are in someone's presence the more you understand what would drive them into all sorts of rages from the cold, calculated rage of someone who plans bloody vengeance when wronged to the frothing maddened rage of a berserker. The closer you are to someone the better you are at both inciting fury and also at controlling and directing said anger. You know what it takes to make yourself the target of this hate, or you can skillfully turn people against each other, even turn families against themselves if you know something that induces enough of a rage in your victims. You can also take someone's existing anger and increase it, like adding wood to a fire. This does come with increased proficiency in inventing causes to get mad about, and in manipulating people to revisit slights they overlooked in the past as well as figuring out ways to get them mad about inoffensive things.

Angry people are also more easy for you to influence in a variety of ways. They just seem to be drawn to you, and to be more malleable in your hands than those who are not angry. You can gradually morph calm, level-headed people into angry individuals but this takes a level of patience that many wrathful demons are not known for possessing.

Wrath Wraith [Capstone Boosted]

Even your most subtle and quiet possessions light a furious fire in the hearts of those you possess. The more direct control you exert over those you possess the worse this becomes. If you fully possess someone, in the "You control their body" sense, then this becomes a horrifying inferno of rage, even if the exact form said rage takes differs from individual to individual.

Those you possess are not only angry, they also possess a sort of unholy wrathful charisma as well. Being angry doesn't make them stupid, and they can communicate the causes of their anger in ways that can spread their anger to others. The inhuman fire within them sparks similar, though lesser, fires in others who come to see your victims as priests and speakers of fire and righteous wrath.

Additionally, those you possess and then leave, or possess at different levels of intensity and direct control, find that anger is their default state. They are more quick to react violently, excessively, and less likely to feel remorse as the effects of your possession settle into their soul. In time other emotions lose their vibrancy, and it becomes harder and harder for them to feel anything but anger. You can be merciful and stop, or even reverse this, if you wish.

When you use your secondary form of possession on someone in their idle moments they are more likely to randomly remember what has most made them angry. If this actively enrages them, such as if it was recent or especially traumatic and they lose themselves in anger, they become permanently, but only marginally, more vulnerable to

the influence of the insidious intelligence you have inflicted them with, and their anger can only be quenched by destruction or by the insidious intelligence itself cooling them off.

Greed

Greed is an unhealthy, insatiable desire for more than one needs, particularly but not exclusively as it relates to material goods. It is easiest to think of greedy people as miserly sorts, those who obsessively accumulate wealth, but those who desire to be kings despite being peasants and women who dream of marrying up can be just as greedy as the most bitter dragon.

Genial Greed [100 SP | Free for Greed]

You are surprisingly good at inspiring greed with a friendly smile and a warm voice. You instinctively understand how to stoke materialism and consumerism in others with seemingly kind words and innocent sounding statements. With a glance you can begin to size people up and determine what would be subtle stepping stones towards people getting more greedy outlooks.

Miserly Air [100 SP | Free for Greed]

Something about you, about your presence, subtly warps people into more greedy versions of themselves. Just by being close to people you can inspire greed and even without a word people in your presence instinctively think more greedily. This is quite easy for even-tempered and thoughtful people to overcome, but each indulgence makes it incrementally stronger.

Idol Of Greed [200 SP | Discounted for Greed]

Your shapeshifting has taken on a rather unusual evolution. Instead of being focused inward you can utilize your shapeshifting to subtly morph objects, making them look just a bit better. Objects you subtly shift give off a very minor aura that makes them more intriguing and this aura is somewhat contagious. This makes those who succumb to the temptation of the item become more interested in keeping said item for themselves...

Hoarder [400 SP | Discounted for Greed]

This ability is remarkably powerful. You yourself have a better version of this power, but with an expenditure of your energy you can reward others for being greedy by giving them the power to draw strength from their possessions, giving them more power the more stuff they possess. Better yet, you can make this ability cheaper for you by giving the version you give out a debuff that weakens how much it strengthens someone over time, which will keep people coming when it comes to greed. This gives people an incentive to keep building their hoard. Your version only strengthens you, allowing you to perpetually grow as you build up a greater and greater hoard.

Grandmaster Of Greed [600 SP | Discounted for Greed]

You understand how to inspire greed on every level and scale. You know what words to say to kings to get them to view others as undeserving of their material possessions and natural resources, and how to inspire a CEO to grasp for more goods and wealth. You also know how to get people to conflate pleasure, goodness, and any other seemingly positive thing with one's resources, getting them to think that the more one has the

better they are. Being in someone's presence naturally instills greedy impulses in them, and when you speak people think greedy thoughts. You can get someone to obsess over their wealth more than they think about their family, friends, and their communities, with terrifying ease and placidity.

Greedy people are easy for you to influence, and such figures like you much more than others do. The greedier someone is the more of an affinity they feel for you. You can even morph calm, generous people into greedy, miserly sorts, with enough time.

Greedy God [Capstone Boosted]

When someone is possessed by you their thoughts turn to material possessions and other facets through which greed can express itself. Even subtle possession makes people think of material goods and social power that can be hoarded, bringing people's attentions to opportunities to hoard more wealth or goods and to advance in society.

When you actively possess someone and exert control they find their ability to gather material goods and to grow in social power improving proportionally to the control you exert over them. This, coupled with how good you make greed feel, can lead to them easily and eagerly ceding more and more control to you. If you leave someone you're possessing for a time, the more control you've exerted over them more naturally results in them suffering from greater and greater greedy impulses, and the more they give into temptation the harder it is for them to resist future urges to be greedy.

When you utilize your secondary form of possession on someone their idle thoughts turn to their material possessions and what they can do to improve their hoards. These thoughts can be ignored and brushed aside with ease, at first, but over time this will gradually wear down their interests in other things and even other people. Over time this is a powerful poison that will wear down even the strongest willed people turning even the most generous souls into miserable misers.

Lust

Lust is the sin of intense, unhealthy longing. This is easiest, and most commonly, seen in the form of someone who desires someone else sexually but it's actually much more broad than that. Anyone who desires something to a truly unhealthy, obsessive degree, be it a dose of drugs, the kiss of a lover, or even a dream job, is guilty of lust.

Smooth Talker [100 SP | Free for Lust]

You are excellent when it comes to getting people to overcome their hang ups and their inhibitions. You will certainly be the life of any party you attend. You can read body language when it comes to any kind of desire like an open book, and can easily tell when people would be sexually compatible, even allowing you to detect people who are lying to themselves about something like their sexuality or what they want. This does not let you tell if people are romantically compatible, only if they get each other going.

Hedonistic Haze [100 SP | Free for Lust]

Something about you naturally incites feelings of lust in those around you. This doesn't have to necessarily be something you direct towards yourself, you can instead have a natural ability to make people more desirous of drugs or subtly cause people to want to cheat on their partners or any other such thing that would be the target of their desires.

This is not especially strong, but when it is indulged the pleasures it inflicts on those who succumb to it are amplified, making it that much easier for you to get people to sin repeatedly.

Likeability [200 SP | Discounted for Lust]

You are sure to be popular now. Your somewhat morphic nature as a demon has attuned to your lust-based abilities. At will you can grant yourself minor features that are deemed attractive by members of your kind in close proximity. A demon with a human-like form can make herself smell good, change her voice to be more pleasing to the ear, or subtly enlarge features of hers that draw the eye of lustful people around her, such as her lips or curves. These changes are always going to be fairly minor, but together they can easily catch the eyes of the unwary and open doors.

Regret Repression and Shame Smashing [400 SP | Discounted for Lust]

The banes of lust are regret and shame. Concepts like this get in the way of merry-making, and they are loathed by demons aside from those truly sadistic demons who enjoy seeing people suffer as they realize how their selfish indulges have harmed others. You have a special skill when it comes to getting people through regret and shame for when they overindulge in their lusts. The more they like you the easier it is for you to walk them through shame and regret, and the more you help them overcome these feelings the more they'll like you. This can lead to them liking you very much as they become unabashed hedonists... You can also skillfully tutor others in the arts of defeating regret and shattering shame.

Hedonistic Headmaster [600 SP | Discounted for Lust]

You possess an uncanny authoritativeness when it comes to pleasure in all of its forms. This directly empowers things like the taste of what you make and the amusement art you create offers, and gives you an unearthly level of authority that makes people trust you when it comes to self-indulgence and knowing what feels good. You can naturally transmit some level of this to those you've corrupted, which improves their ability to persuade others to taste pleasure in all of its forms. It also improves your charisma, and the more people you bring to the precipice of pleasure the stronger this effect becomes. This remains true even when you are possessing someone, if you have that ability. Those who obey you and follow your teachings find that the pleasures even small things inflict are magnified, making them more pliable in your hands and amenable to your words.

Delirious Dreams [Capstone Boosted]

Being possessed by you feels like the most incredible high someone can imagine, differing from person to person but being incredible in ways that are tailored to them. Even subtle possession makes someone feel better passively, proportionally to the extent that you are exerting influence over them.

Those you possess remember what you did in their bodies to some tiny extent, unless you wish for them to remember more. By default this manifests most commonly in the form of them receiving heady dreams that give them the slightest taste of the pleasures you inflict on others (including pleasures you are not directly responsible for such as highs they experience because of drugs you give them). These dreams tantalize and thrill them, and over time they slowly chip away at the morals of those you possess until these individuals seek out even echoes of the pleasures you felt in their bodies while in

control of them of their own volition. When you give them commands they feel pleasure while doing your bidding, and this is especially corrosive to their previous moral attitudes.

Those you've touched and inflicted with a sickening corruption instead remember every drop of pleasure they've felt whenever their focus happens to slips. This is not overwhelming, it's more like a slow drizzle of pleasure that becomes more and more potent over time, and slowly wears down their wills.

In the cases of both forms of possession, the people you corrupt become more susceptible to pleasure AND become more desirable in the eyes of those around them. Their charisma and attractiveness increase, even as they become more vulnerable to lust. What's worse is that there is an extent to which the more they succumb to lust the more their charisma increases, giving them more opportunities to sink into hedonistic depravity.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 SP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Soul Ledger [100 SP]

This handy device keeps track of all of the souls you've encountered and meaningfully influenced during your chain. This is handiest when it comes to observing mortals, as it gives you knowledge of their alignment and where their souls are destined to go should they die right now. Non-mortals you've touched in some meaningful way also show up in this greater version of a tool that some other demons have, but it is harder to learn their alignments and other valuable information unless you have some great degree of control or power over them.

The more power you have over someone regardless of the nature of their soul the more information this can reveal. If you are someone's parent this can reveal almost everything about them unless they do something to sever the connection you two share, which would be something purposeful and difficult to do. If you have enough power over someone, such as by owning their soul, you can learn everything about them by focusing on their entry in your ledger.

Lesser versions of this item, ones that are not fiat-backed, are used by demonic soul accountants and bureaucrats throughout the multiverse to keep track of the eternal efforts by fiends to corrupt and subvert existence.

A Cult [200 SP]

Charismatic and influential demons invariably attract the attention, reverence, and supplication of mortals. Mortals are often impatient, eager to gain the trappings of power at outsized cost to themselves so long as they think they can put off payment for long enough, and demons are usually ready and eager to work with mortals. You have attracted the attention and service of a small group of talented and charismatic mortals who are eager to do your commands in exchange for various boons.

In this jump, this small coven of mortals will be located on the mortal plane even if your starting location is far from them. They will be a small group, at least by default and to start off, and they will have a handful of members who have a modicum of influence and power, and they will eagerly do what you ask. At least one, the head priest or priestess, will have a magical means of communing with you that transcends spatial and dimensional boundaries. If you invest time and energy into this cult they will grow in numbers and power. These individuals are destined to go to a local Hell dimension when they die, unless you have an afterlife, divine realm, or demonic lair of your own.

In future jumps this cult of mortals starts off somewhere close to your starting location, though often not inside of the starting location unless a jump's area is sufficiently small or the starting location is as vague as a country of your choice.

Bloody Demon, Bloody Demon [200 SP]

This item is an urban legend of some sort that spreads throughout the setting. This urban legend centers around you, and contains details of how to perform a ritual that can summon you. This ritual is easy to perform, involves a small sacrifice that will be paid even if you refuse the summons (such as a drop of blood or a small, very inexpensive trinket) and the legend itself describes you in a way that makes you appeal to those you'd want to summon you. This ritual works, but obviously you can refuse a summons. This can be a handy way to escape the hell-dimension you call home, or to get out of a sticky situation.

A Little Slice Of Hell [400 SP]

This is a dark afterlife of your design and specifications that you can take with you for the rest of your chain. You can design a small part of it to be pleasant, for the rulers of said afterlife, your family members should they ever need to come here, and for anyone here you opt to bless, but this pleasant place will always be only a fraction of the total size of the afterlife. New souls are brought here through a variety of methods, but the biggest one will probably be souls you directly corrupt.

People corrupted through your actions arrive here when they die. This includes souls you directly gain through bargains, or souls who began to sin because of your actions or the actions of those you corrupt (so long as no other demon has a greater/more direct claim to them). These people will arrive here with some knowledge of your nature as a demon and specific knowledge of the fact that you are the dark overlord of this dreary slice of the cosmos, where they will spend eternity (or until you obliterate or use them

in some way) unless you deign to somehow use them such as by selling them to other demons or releasing them as part of a bargain with some other esoteric power, or even making them into demonic underlings of yours.

The souls that come here are, by default, destined to be tormented in some way. Their torment will invariably involve some clever thing that reflects a combination of your origin sin, and the sins they most indulged in, in life. You can release a number of souls in your afterlife from this fate by elevating them, but your afterlife can only handle a small number of elevated souls at any given time (proportional to the size of your afterlife, itself determined by how many souls are here). You can devour souls that arrive here, though doing so will utterly destroy them and empower you a tiny bit in exchange for ending their torment or their regime if you devour someone you previously elevated. You can also simply release these souls, but doing so will invariably send them to a nearby Hell-dimension unless you have the means to make other arrangements due to these souls necessarily belonging in a Hell-dimension due to choices they themselves made.

Sufficiently powerful souls, or souls you've thoroughly warped through copious amounts of sin-appropriate torment, can be warped into demons and unleashed by you. Such demons are loyal to you, and are intuitively attuned to whatever sin most suffused their souls prior to your demonification of them.

Gluttony

Gluttonous Cantrips [100 SP | Free for Gluttony]

This is a set of spells that can modify how food tastes. You can use these spells on someone's behalf or teach them to people, and those you teach will regularly use the spells to make food more appetizing, which may well result in them overeating.

Delicious Demons [200 SP | Discounted for Gluttony]

This time the item is you. Body parts of yours have become magical reagents that can be used by sorcerers, scientists, and others to achieve wondrous effects that scale with your overall power. At the low end, things like your skin or teeth are incredible flavor-enhancers for food and grant weak magical powers to their consumers. At the upper end body parts of yours can be used as components in mighty rituals to turn a small harvest into a bountiful feast that will feed a town for a year. When people feed on you they become open to your influence, particularly subtly. You can also create copies of your body parts to give out as food freely, but more important body parts and organs like your brain or heart can only be copied once or twice a jump unless you yourself consume things that contain vast magical power.

Goblet of Gluttony [400 SP | Discounted for Gluttony]

This is a tricky artifact. It looks like a splendid goblet, one that is richly adorned with jewels and ornamentation that makes it seem like it'd belong to a dragon. The real power of this item stems from the effect it has on someone. Anyone who drinks from the goblet feels a pleasant sensation that has the combined effect of every single thing they've tasted blending into one combined taste that is supernaturally delicious. For the next day everything they taste will taste better, but afterwards everything will taste worse until or unless they get another drink from the goblet. The effect continues to

grow as the goblet is used more and more. You can offer them relief from this, if you wish.

Sloth

Distracting Devices [100 SP | Free for Sloth]

This is an array of devices which are incredibly time consuming. The exact form they take on morphs from jump to jump, but they will always be carryable by hand and can distract people for hours.

Dreaming Dangers [200 SP | Discounted for Sloth]

This is a small assortment of monsters of dreams who are at your disposal. These foes are loyal to you and eager to feast on the unwary at your behest. These creatures are not exceptionally powerful, but they are loyal, surprisingly quick, and due to their ability to travel through dreams can attack people all over the planes with frightening ease.

Grimoire of Sloth [400 SP | Discounted for Sloth]

This is a highly unusual grimoire that has magic focused on sleep. In your hands it is nothing more than a handy teacher and powerful tool, but in the hands of others it is something more insidious. The magic here can be cost at the expense of raw physical stamina, which means that even a novice can cast a powerful sleeping spell if they wish so long as they are willing to sleep for hours themselves after they cast it. What those who use this book may not know is that it slowly infects their dreams with nightmares that only stop when they are in magical sleep. If they use the book enough their nightmares may even plague them while they are awake... You can make the nightmares go away, if you want, even from a distance.

Envy

Handheld Mirror [100 SP | Free for Envy]

This item is a small portable mirror that when used to examine yourself shows you a more attractive version of yourself. It whispers how to achieve this form, but also subtly and slyly whispers about how attractive other people are, and seeks to incite envy in others. You can give these out for free, and have an unlimited number of them.

Shapeshifting Fiends [200 SP | Discounted for Envy]

You have command of a pair of envy demons. These two sickly individuals look like winged, faceless, humanoids and they have diminutive forms. They are capable of shapeshifting and taking on forms identical to those of people they've seen. They gleefully do your bidding but compete for your praise, and the competitions can get quite bloody.

Envious Equipment [400 SP | Discounted for Envy]

This is a devious little pair of things, two rings of some sort, that is tiny and easy to equip. One ring subtly enhances someone's charisma, allowing them to be more charming and personable, but in exchange for stealing something of theirs. It might steal just a bit of their strength, their endurance, or knowledge of a spell of theirs that they haven't used in a long time. What's worse is that those who lost something to this object don't feel the loss until they take off the ring, and even then it'll be something virtually

impossible for them to notice. The item has an unlimited capacity for stolen things, and the longer it's worn by a single person the more it steals. Those who have the ring, or who have had it in the past, are marginally more susceptible to your influence. The more envious someone is the worse the effect this ring has on them. The other ring has minor copies of everything the sibling ring has stolen and is able to be used by you without stealing something of yours.

Pride

A Proud Account [100 SP | Free for Pride]

This is a collection of journals you can make and give out with a bit of focus. These items record the events of the day of their owners, whom you decide when you create one. They will allow an owner to vividly recall a slightly altered version of their days that highlight their successes and edit their failures so that the wielders get to recall a version of their day that shows them at their best and glosses over their failures.

Pride's Edge [200 SP | Discounted for Pride]

This is a sword with a curious effect. The more you believe in yourself the sharper this sword becomes, making it a more and more deadly weapon for those who are delusionally self-assured and/or guilty of great pride. That said, this weapon also has a "Flaw" in the form of a nasty effect that takes hold if the user is somehow defeated. If they are beaten their pride is shattered and the sword is rendered nearly useless. Such broken individuals are rendered extraordinarily susceptible to your words.

Price of Pride [400 SP | Discounted for Pride]

This is a potion with a curious effect. It has the effect of subtly boosting someone who imbibes it in every way, acting as a comprehensive, holistic steroid that makes them more charming, stronger, smarter, etc. The more they believe in themselves the stronger this effect is, and each time they drink this potion they'll believe in themselves more. This also has the effect of making them more susceptible to your words and more swayed by your opinion of them. You have an unlimited amount of this potion.

Wrath

Weapons [100 SP | Free for Wrath]

This is an array of weapons that have very slight enchantments that make them better at inflicting pain and suffering. These enchantments could be the equivalent to "Drain targets of a very slight amount of energy" or "deal very slight electric damage on hit".

A Cold Rage [200 SP | Discounted for Wrath]

This is a strange blanket that allows someone who uses it to become coldly competent when they are raging. It takes their wrath and redirects all of the excess energy that would be wasted being on superfluous emotions and instead turns it towards cruel, effective competency, able to make them much better hunters, executioners, assassins, or other such careers.

Wrathful Weapon [400 SP | Discounted for Wrath]

This is a sapient weapon that contains a small sliver of your soul. It is a powerful, masterwork for all intents and purposes, shapeshifting weapon that can shift its appearance to better suit the needs of its wielder. It enhances the skill of anyone who wields it, but subtly urges them to spill more and more blood. The more blood it has spilled the stronger it becomes and the more it enhances its wielder, but also the greater the toll it takes on the sanity of those who use it. The more wrathful someone is, or becomes, the worse the effect this item has on them.

Greed

Greedy Glasses [100 SP | Free for Greed]

This is a pair of magical glasses that when worn by someone accentuate and refine their intelligence in ways that push them towards greed. They become somewhat smarter to better be able to argue for a raise, or to demand an increase to their share of the spoils. They become wiser, and thus able to realize that they are being tricked into doing something for free that should cost them money.

Mercantile Demon [200 SP | Discounted for Greed]

This is a special follower who is a specialist at manipulating greed. This demon knows how to incite greed, knows how to trick the greedy, and can even do a decent job at finangling greed into other sins. This is a spiteful demon with an unassuming appearance who can easily get people to relax, despite planning to take them for all they are worth.

Dragon's Curse [400 SP | Discounted for Greed]

This clever thing is an assortment of cursed goods. The lion's share of objects here are small coins and other units of currency that can be given out. Giving out these goods may strike you as an odd choice, but their real power is only found if you give them out or otherwise don't have them. Those who collect these objects find themselves obsessed with them, and will seek to hoard them if they learn of the existence of other objects related to this one. They'll also be incredibly susceptible to your influence, and the more obsessed they become with your object the weaker they'll become to you, eager to do anything to gain your approval.

Lust

Quick Recovery [100 SP | Free for Lust]

This is a spell that when cast lets you clean someone up, sober them up, or otherwise run them through whatever negative effects they might suffer from when they indulge in the hedonism you tempt them into. This can do anything from prevent the spread of STDs to working as a contraceptive or even cure things like addiction. After all, you can more easily tempt people if you can make things seem consequence-free...

Wet Solutions [200 SP | Discounted for Lust]

This time the item is you. Fluids you create have become magical reagents that can be used by sorcerers, scientists, and others to achieve wondrous effects that scale with your overall power. At the low end, you can make things like your saliva work as fuel for your vehicles. At the upper end, with both great quantities and great power, a lot more can be done such as corrupting food to multiply and to be more delicious, or to do other,

different things with what you produce. You produce relevant fluids for these effects, at will in great quantities. The reason this is here in the lust section is that these items are also naturally intriguing to hedonists and when consumed or otherwise used as drugs these produce powerful effects of your choice upon the consumer.

Party Drug [400 SP | Discounted for Lust]

This is a very nasty thing with an innocuous name. This powdered drug has an effect that subtly heightens and extends how much pleasure activities done after consuming it causes. This can make studying remind someone of the fun of kissing someone they find attractive, and can make actually pleasurable activities seem to last longer. It makes everything a little pleasurable, and the more of it that is consumed the more pleasure things cause. It doesn't seem addictive at first, and indeed those with steel wills can experience it a few times and never again and they'll only mildly enjoy its effects, but if someone takes enough of it over a long enough period of time it will steal away their ability to function free of its effects on their senses. You have an unlimited amount of the drug.

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50 SP each or eight for 200 SP.

Newcomer [100]

So you want to take any other existing character from this world. Well then this option is for you. This works to make anyone in this world, that you can convince, a companion who can follow you on your chain.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the generic-verse will affect the other setting, or vice-versa.

Scenarios

Hellish Conqueror

There are a multitude of different hells throughout the multiverse. Some are larger than others. Some are quite small. Some are connected to whole worlds, while others are connected to countries or go beyond being the planes of a single world and are instead tied to galaxies. Your goal here is to conquer one of these Hellish planes. You can do this however you wish, but the plane must be unambiguously yours, and under your full control.

Reward

You have become the **King Of Hell**. This potent title makes you a powerful demon able to create demons from the soulstuff that suffuses your plane, though the stronger the demon you wish to create. It also makes you able to take your plane with you in future jumps, serving as an expanded version of the **A Little Slice Of Hell** item, as well as serving as a base from which you can oversee the corruption of whole worlds.

Thanks, Satan

You must find some way to become a central embodiment of all seven deadly sins. This is challenging, but there are a number of routes to this but one central route could be to traverse this setting and find powerful demons of each sin and getting their approval. If you do, and you challenge them, you can kill them and absorb their power. If you do this to demons of all seven sins, or demons of fewer sins (each capstone boosted perk you have makes you count as a demon of said sin for the purposes of this origin). There may also be other routes here, such as collecting powerful artifacts of each sin, which might empower you with a minor version of the capstone perk for their respective sin. Collecting one for all the sins might empower you enough to gain the power needed to succeed here.

Reward

You are now a **Font of Sin**. This makes you an incredibly powerful tempter, able to push people towards sin as easily as you can excite or infuriate them. This also fiat backs your minor versions of the capstone perks you acquired along this journey, giving you all seven capstones (and their boosted versions, if you have the booster).

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 SP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 SP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 SP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [+100]

For each purchase of this your time here is extended 10 years. This only adds points three times before

Strong Willed [+100]

Somehow it seems that you have some rotten luck. Every mortal you encounter has an uncommon will, they are not incorruptible but they are far more resilient than they should be. Still, strong wills are not immune to demonic powers, they just take more (or more clever) attitudes to corrupt.

Petty Demons [+100]

You have aroused the wrath, or at least pettiness, of some very minor demons. These tiny monsters hound you constantly but are not a physical threat. They may have more success usurping some of your more delicate schemes. If you kill this group of demons you'll only get a temporary reprieve, with you unintentionally agitating another small group of demons.

Angelic Curiosity [+200]

Early on in your journey you encounter a relatively weak angel. This being learns of your true nature and is determined to get you to repent and be a good demon. Alternatively, if you are actually benevolent, this is a fallen angel who is determined to drag you back down and make you like them.

Church Bane [+200]

Normally churches don't actually harm demons by default. Holy water and things that are well and truly blessed do, but existing in a church doesn't actually negatively affect demons. Now you are an exception to this rule. Being in churches will cause you physical pain, though it won't actually harm you. If you wish for an expanded version of this, you can get an additional **200 SP** which will come at the added cost of you actually being harmed by churches. This also expands your weakness to holy things, making them even worse for your health.

Cutthroat Politics [+400]

By default there are demons who are nasty, cruel, and petty, who focus their abuse on lesser demons. There are also competent demons who desire to see the influence of hellish planes expand and who wish to drag more mortal souls kicking and screaming into damnation. This drawback expands the number of demons who are focused on abusing their minions, making hellish planes far more cutthroat and demon-eat-demon in nature. Other, more outwardly focused, demons will still exist but they'll be far rarer.

Organized Religion [+400]

Normally the most common threat to demons, aside from other demons, are the forces of Heavenly planes. They are certainly the most organized and ready to combat hellish forces. This drawback empowers mortals and other followers of good faiths, making them far more prepared to do battle with forces of evil (including mortal forces of evil). This drawback greatly empowers the forces of benevolent gods, and strengthens joyful

philosophies that encourage active battle against the forces of darkness. Be ready to deal with way more mortals who can actually fight demons.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Heaven's Feel [+600]

Well, Heaven (or whatever their equivalent is in this world) just got a huge power boost. Even their low-level mooks are able to take down mid-to-high ranking demons and they all are very resilient when it comes to demonic or other corrupting powers. This wouldn't be that bad, if it wasn't for the fact that they seem to like excursions to hunt down demons...

Banishing Magic [+600]

Magic to banish demons and to cease possessions exists already by default in this setting. Unfortunately this makes this magic much more accessible, and cheaper. This even minorly boosts how often people try to detect if they have been affected by demonic magic. It'll take a wickedly clever demon to find some way to subvert this.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log & Notes

v0.3 (Created September 9th, 2024)

- Initial Template Creation
- Intro blurb written out
- Location, Age & Gender, Origin text completed
- Basic Formatting completed
- Undiscounted Perks completed
- Undiscounted Items completed
- Lust Perk Tree completed
- Lust Item Tree completed

v0.6 (Updated September 24th, 2024)

- Sloth Perk Tree completed
- New Undiscounted Perks added
- Minor Edits to perks across the board

v.08 (Updated October 16th, 2024)

All perk trees finished
Work on item section begun
Scenarios coming next
Drawbacks will be last
v1.0 (Published October 16th, 2024)
Jump published to relevant spaces.

Notes:

-This jump is inspired by a fusion of D&D, Pathfinder, Christianity's conceptions of the "Seven Deadly Sins", and to some extent the vision of Hell popularized by Dante's Inferno.

-I do have the intention to eventually do a reversal of this and create a generic angel/seven capital virtues jump, focused on turning the Virtues into origins and perk and item trees.

-The capstone perks and their boosted forms are supposed to be perks that essentially represent you gaining greater power over your sin. The basic perk structure goes 100 SP perks make you adept at urging people to commit your sin, 200 SP perks give you a unique facet of shapeshifting or of modifying things, 400 SP perks are for helping you overcome hangups and for more unique abilities, and the capstones make you a duke of your sin, making you much better at coaxing people to do what your sin entails. Each bit of possession has a unique flavor and flavor text, but the capstone perks fundamentally make you really good at the sin they are a part of.