

Made by TAC, with special thanks to the JumpChain IRC channel.

V.1.2

- Buffs to initial contract partners.
- Eight Deadly Sins now makes you just as famous as the other rulers of hell, in both worlds.

Welcome to the world of Beelzebub. This is a world filled with many things: comedy, yogurt, delinquents, but most of all, demons. Demons are beings that originate from a parallel world, aptly named the demon world. From there come various creatures, most hostile, some benevolent, and some just really fucking random. The current ruler of the demon world, Beelzebub III, is one who belongs to the last category. In one of his more influential fits of insanity, he has sent his youngest son, an infant by the name of Kaiser de Emperana Beelzebub IV, to the Human World to destroy it for him, as he himself was busy with a wedding and a 10,000 day mahjong tournament. He then forgot about doing this soon after.

When the young Demon Lord and his retainers arrived in Ishiyama after their interdimensional-transfer, they soon encountered one Oga Tatsumi, a cruel, egotistical, selfish, and all-around demonic high school student, and promptly came to the conclusion that this was the perfect surrogate parent to raise the young lord to become a splendid Demon Lord and destroy the world. Currently, Oga has just started on a quest to get rid of the young Demon Lord, mainly by searching for an even more despicable person than him at his local high school with the assistance of his childhood friend Furuichi Takayuki. You are now stuck in this world for ten years, so go nuts.

To make this stay a little more bearable, let me give you something to help you get along.

+1000 CP

Identity

Your age is 1d8+15 and your gender is whatever you had before coming to this world.

You may pay 50 CP to choose both.

Backgrounds

Drop-In

You have your equipment and whatever you decide to purchase here, but other than that, you have nothing. No history, no allegiance, no contacts, and no allies. You are alone against the world.

Delinquent

You are a young individual who has strayed from the path of the majority, and have decided to become a delinquent, a hooligan, for whatever reason.

There will be some people who will not like this aspect of your history, but there are also those who will welcome you among themselves, though likely not readily.

Martial Artist

You are a disciplined individual who has, for whatever reason, dedicated most of their still short life on the pursuit of martial knowledge under the guidance of a great master. When it comes to technique, you are among the greats.

Demon (400 CP)

You are not one of those simple mongrels who call themselves humans. You are an inhabitant of the demon world, a subject of the Great Demon Lord Beelzebub III. You are a proud demon, one who belongs to an old, if tiny clan, and have lived your life accordingly, training your strength beyond the likes of mere humans, and learning sophistication beyond any plebeian. Choose a specialization that will become your affinity, and that you can then freely grow into splendid powers.

The world of Beelzebub has some particularly interesting locations to consider occupying. Here are some options.

Roll 1d8 to see where you land, or pay 50 CP to choose.

1: Ishiyama

The town that the majority of the story takes place in. It is a rather normal town, but it contains the Ishiyama High-school, which has a 120% delinquency rate, contains the surrogate father of the Demon Lord, Oga Tatsumi, and is currently governed by the TouHouShinKi, four of the strongest and most influential students in the entire school. You are dropped in front of the school grounds, just before school hours.

2: San Marks Private Fine Arts Academy

An incredibly opulent and luxurious school, it is home to those who will be the leading forces of the Japanese government when they become adults. Includes a secret fighting arena and a tunnel leading to workplace of the Prime Minister. Is currently lead by Ushio Kugayama, a man with connections outclassing any other student. Intruders are severely punished if caught, so try to keep a low-profile. You are currently outside the solid gold gates leading to the premises.

3: Pompadour Isle

An isolated island in an unknown location, Pompadour Isle is owned by the Himekawa Conglomerate, and it is the special manufacturing location of Super Pomade, an incredibly powerful hair product, capable of molding even the smoothest of hair. You are currently on top of the local volcano.

4: Decapitation Island

An isolated island mostly populated by minor demons, evil spirits, if you will, who inhabit doll bodies. Its original purpose was to house exiled criminals, which is where it got its name. Currently, only 15 humans live on the island, and it is also the home to Suiten Ikaruga, an expert of

Black Techs. You are currently at the local harbour, surrounded by animated dolls going about their business.

5: Los Angeles

A major city in America, and the home of the Solomon Company, an incredibly influential and demonic organization, with the goal of opposing the current Great Demon Lord and his son. You arrive at the outskirts of the city.

6: Demon Realm

A world separate of the human world, it is a place where demons originate from, and it is quite perilous for the unprepared. Get ready to be attacked by all manner of creatures. There are some friendly races, but they are few, and very easy to mistake as hostile. Don't stir up too much trouble. If you would like to get a clear picture of the demon world, think of it as the human world from a few hundred years ago mixed with some classical traits of hell. An example of this would be the demon world's equivalent of an onsen, where the water is replaced with lava-like blood pools, with some pools change blood-type every month, the 100 meter sure to be death defying falls, and the fearsome water slides known as the "express post to death". You arrive in no-man's land, an untamed forest filled to the brim with dangerous creatures and terrifying plant-life.

7: Man-Eating Island

You have been spirited away to a demon in the shape of an island. Its will is that none shall leave it, and it ensures this through a variety of methods, such as bombarding you with tsunamis, and mild hypnotic effects. It is actually in a separate dimension, so good luck with getting to the human world from there(hint: you can just beat the island up). You arrive at the beautiful coastline, with the sun beating down on you.

8: Free Pick

Just what it says on the tin. Pick a location, any location!

Demonic Contracts

One of the purveying elements of the world of Beelzebub is the ability for people to form contracts between demons and humans. The exact specifics of these contracts may vary, such as either side having a noticeable advantage over the other, but more often than not, it is a symbiotic relationship, and one in which friendship or some other sort of emotional bond is commonplace.

Drop-In

As a result of you not being from this world, and not having any ties to it, you do not have a demon willing to contract with you. Yet, anyway. You have the ability to forge a contract with any demon at or below the level of a pillar head of Behemoth's 34 Pillar Division. They are demon generals whose power has given them quite a bit of renown, being above almost all other demons in the demon world, and they are at the forefront of demonic power. Take heed however, for you will have to convince this

demon to let you contract with it, and unlike the demons that are offered in other backgrounds, you will have no guarantee as for their loyalty or even compatibility with yourself. Choose wisely.

Delinquent

You have been contacted by a powerful demon, approximately the power of a low-ranking pillar head of Behemoth's 34 Pillar Division, who has recognized your strength and propensity for violence, and wished to contract with you. This demon has an affinity with an element of your choice, and allows for you to channel this energy in various ways, such as beams, auras, etc. as you so choose. They are the head of their clan in the demon world, and as such, they have a variety of servants at their disposal. They even have the allegiance of a single demon maidservant, ready to fight alongside their master. You will not be able to draw out almost any of their true power at first, but give it time. You'll get there.

Martial Artist

A minor god(a demon from the human world) revered by local humans has taken an interest in you. It is offering you the choice of forging a contract with it, with it amplifying your physical prowess, special abilities, and weaponry with its own energy. In addition, the energy of the god can be used to exorcise dark forces, like demons, so even if an adversary is supposedly stronger than you, your purifying abilities will allow you to match or even exceed them. This god is invisible to people without spiritual sensitivity, otherwise known as normal people, but thanks to its influence, people around you can easily sense the positive energy of the god, which you can suppress at will, even if they can't recognize it, causing them to treat you with respect and kindness, except for in cases where they have justifiable negative feelings toward you. You will now be welcome in any genuine shrine with even slightly spiritual aware people, and have a possibly permanent home in the form of a shrine dedicated to your demon. It can change between the forms of a small plushy-like being or a bus-sized animal of your choosing.

Demon

In order for a demon to be able to bring out their full power in the human world, they must have a human contractor. People with the capacity to contract with demons are quite rare, and almost always excel in body, mind, and spirit. You have come to know of one such individual near you. They will, without fail, be exceedingly talented individuals. Maybe they are the heir to a wealthy organization, with almost superhuman talent at managing financial matters, maybe they are soon-to-be masters of inexplicable martial arts, with a great following of like-minded followers and disciples, or maybe they are just strong beyond all reason, with capacity for personal growth clearly beyond any mundane human, maybe even beyond some demons. Of course, demons don't necessarily need a contractor, but the amount of power that is locked away from the is such that even an otherwise harmless critter could become a dangerous beast capable of standing up to members of the strongest military force in the Demon World, so it's quite a good idea to take this opportunity.

Perks

Drop-In

Let's Go At My Pace (100 CP, Free Drop-In)

The world's genre shifts to match your actions. If you act more comedic, the world becomes more lighter and more carefree. However, if you were to begin massacreing people with no discrimination, the world at large would become more hopeless and gritty. Does not affect people directly, instead chancing the atmosphere of the world at large.

Mind Games (200 CP, Discount Drop-In)

Normally, when fighting with enemies, discussing your plans with allies would be the hight of folly. However, you, and your allies, are now able to hold a conversation with individuals within talking distance telepathically. However, be cautious, as even when telepathic, talking is not a free action.

The Strategist (400 CP, Discount Drop-In)

You are quite possibly one of the most important person in any given organization, the strategist. The person responsible for the actions of everyone else, and the one who can ensure victory with enough knowledge. With this, you are now able to easily command vast forces, and can predict the actions of your enemies with almost superhuman skill. If you were to have a steady source of information on an enemy, they will find it nigh-impossible to counter you.

Multiple Demonic Contracts (600 CP, Discount Drop-In, Cannot be taken by Demon)

You have the near-unique ability to contract with as many demons as you desire, and have no limits as to who this can be, as long as your body is capable of withstanding their immense power. However, at first, you may only tap into the power of a single demon at a time, though you can increase this with extreme time and effort. Normally, when one has a contract, they may draw on the entirety of a demon's power for their own use, but as you've sacrificed a bit of that power for unmatched versatility. You can never quite maximize a demon's power, only being able to utilize approximately 80% of their strength, but you will find that this is quite a nice trade-off when you may eventually tap into the power of an army.

Delinquent

Violence Breeds Strength (100 CP, Free Delinquent)

You have been blessed from birth with prodigious strength and fighting prowess. You can casually embed people's heads into concrete walls, even when half-asleep, and you can take an equal amount of damage without flinching. Eventually, at the climax of your growth with this perk, you'll be able to blow apart reinforced concrete walls, so keep at it.

The Rampaging Jumper (200 CP, Discount Delinquent)

You have a reputation of being someone not to be messed with, no matter what. Though some people will still seek you out, they will be few and

far between. In addition, people will go out of their way to not start any trouble near you, though this effect may not work, depending on the individual.

Asskicking One's Way to the Top (400 CP, Discount Delinquent)

You might not be put into positions of great importance right away, but displays of dominance in combat will inevitably net you a great deal of respect from the various people you meet during your journey. Somehow, they feel that they can see something worth following in you when you beat down those weaker than you. Go figure.

Spellmaster (600 CP, Discount Delinquent)

Spellmasters are mysterious, yet incredibly powerful beings who can use demonic energy for techniques known as spells. Where the line is between spellmasters and regular contractors is unknown, but it is most definitely a classification for the strong. You have the ability to form demonic energy into sigils that you can control as you wish, either using them as beams, explosives, platforms, accelerators, shields, bindings, or whatever else you think of, within reason. You can also distribute the power of your demon to other people in the form of a King's Crest, marking them as your followers, those who pledge lifelong allegiance to you. These crests are ranked in order of their importance to you, personally, and not raw power.

If you are a Demon, this gives you the ability to utilize demonic magic, such as summoning items from drawings, forming memory-eating flames, territory creation, or something else dependant on your affinity.

Martial Artist

The Hands of a Master (100 CP, Free Martial Arts)

You can use non-lethal weapons such as kendo swords as if they were real weapons, sometimes even more effectively than the genuine article. This also applies to things not meant to be weapons, such as rulers. If applied to one's bare hands, the amount of damage one can inflict is tremendous, but damaging to inexperienced users. You have also managed to use some unknown energy to enhance your physical attacks beyond human limits. Create energy whips with a few slashes, and giant shockwaves by swinging a wooden stick.

My Name is Per Jum (200 CP, Discount Martial Artist)

You've learned how to disguise yourself in such a way that absolutely no one can recognize you, unless they knew of your disguise beforehand. This can work even if you just put on a different outfit, and don't actually take any measures to hide your face, or even if you just get a haircut. Hope you're good at acting.

A Disciple of the Greats (400 CP, Discount Martial Artist)

You have a choice between two Martial Arts Styles: Izuma Eight-God School, which focuses on bare-handed combat, and the Shingetsu School, which favors weapon use. These two styles both have a wide variety of acts, and incredible potential. With enough training, they're powerful enough to rival the strength of demons without external assistance. However, these styles are also very malleable, so you can adapt the

techniques of either into various forms; for example, you could learn to use certain Shingetsu attacks barehanded, or use Izuma techniques to play volleyball.

If you so desire, you can purchase this perk twice, gaining both styles. Discounts remain as they are.

Black Techs (600 CP, Martial Artist)

Black Techs are techniques in which you allow a demon to partially possess you and enhance your attacks. The amount of power you receive is proportional to the extent to which you allow your demon to possess you, but this can be trained so you can both increase your power output and control at higher levels of possession. In addition, the demon is also greatly strengthened to a roughly equal level of strength as you are. To withstand this, and to retain control while the demon is within your body, you need to have an extremely strong will, which this perk will also grant you. Your mind will be only slightly fortified against more general mental effects, but you've been specifically trained to make it so that it's almost impossible for demons to take you over. However, a main issue with Black Techs is that it is normally only possible for it to work with demons from the human world like those gained from the Martial Artist background. Therefore, as an added bonus, if you buy this with CP, you will not in fact be forever damned and have your soul ripped apart in an excruciatingly painful manner, even if you contract with a demon world demon.

If you take this as a Demon, you will be given the option of turning into a demon from the human world, and you gain the ability to possess and empower people as you please, siphoning off their stamina and strength to power your own abilities, and may even completely take over their bodies. You may even distribute your power among multiple humans, and also gain the willpower boosting effect mentioned above. You will also gain a faster level of growth in your demonic abilities as you empower people.

Demon

Demonic Energy (100 CP, Free Demon)

You're something else. A veritable fountain of demonic energy, you have enough energy to fight at an incredibly high level for days, and enough strength to match a high-ranking member, a pillar, to be precise of Behemoth's 34 Pillar Division, the foremost military force in the demon world.

If you are not a Demon, you are now a descendant of low-ranking one, dating back a few generations. Your current power is weak, but your potential is incredible, though it will take quite a lot of time and effort to take advantage of it.

Demonically Appealing (200 CP, Discount Demon)

You are incredibly appealing. This can come from either having an amazing physique, an adorable disposition, or a silly voice, you are very appealing to others, and are always at an advantage when compared to regular humans. Seduction is child's play, and may happen without you even noticing, getting people to trust you is akin to breathing, and just generally amusing people comes much easier. Your bodily features are enhanced, whether it be hair getting shinier, figures filling out, or

getting a more child-like face. This applies even when in an inhuman form, and you could just go around town as a seemingly terrifying creature, and people would adore you, and treat you like any other human as long as you behave in an acceptable way. This effect gets stronger the more demonic energy you are able to use.

The Steps of Giants (400 CP, Discount Demon)

You are able to take on the form of a colossal being at will. Your physical strength and capacity for violence increase astronomically. The more demonic energy you have available, the bigger and more skilled you become. A helpless baby could become a scyscraper tall pro-wrestler, though this would require demonic energy just under the level of one of the Seven Deadly Sins.

Eight Deadly Sins (600 CP, Discount Demon)

The Seven Deadly Sins are the previous rulers of the demon world, before Beelzebub III united it under his rule. These seven great beings are: Mammon, Lucifer, Satan, Belphegor, Leviathan, Asmodeus, and Beelzebub III, each a demon of incredible strength and unsurpassed renown. Your demon is not one of these specific demons, but was another ruler on the same level as the others. With this, your demon is almost unsurpassed in sheer power, and can rival almost any individual in the world by themselves. However, this power has not gone completely unnoticed. The Solomon Company knows of you both, and they are coming for you. Take the Solomon Company Drawback for no extra CP. The CP normally gained from this counts toward the Drawback limit.

If you take this as a Demon, you are the one who was a ruler of hell long ago. Add 700 years to your age.

Items

MY HOUSE! (100 CP, Discount Drop-In)

You receive a middle-class house that follows you wherever you go, even to other Jumps. It is fully furnished in a mundane style, but this can be changed permanently if you so choose. Why permanently, you ask? Why, because this house of yours comes with a catch. Every one or two weeks, this house will be destroyed through some method, whether it be something mundane such as a freak-fire, or demons blowing it up. However, it is instantly repaired the day after an incident, so you don't need to worry about repair costs.

Lifetime Supply of Yogurty (100 CP, Discount Delinquent)

You receive an unlimited supply of world-wide and supremely delicious Yogurty brand yogurt. It comes in a plethora of flavors, such as vanilla, persimmon, lavender, chocolate, and more. You may start to be harassed by a certain chain-faced delinquent and his followers if he hears of this.

Martial Garb (100 CP, Discount Martial Artist)

You receive a set of clothing unique in design, and perfectly fitting to whatever fighting style you employ. It is perfectly fitting in whatever situation you find yourself in, and will keep you at a constant temperature. People will accept you wearing this, no matter what it may

be, or where you are. It is also very appealing to the eye, and people will see you as slightly more desirable when you wear it.

Demon Sparkling Transformation Wand (100 CP, Discount Demon)

This seemingly generic magical girl staff possesses a small amount of demonic energy, allowing it to transform people into the form of a Fairy of Light, though they have to be under the physical age of 18. Even males can use this, but they instead become clothed in animal-like suits. When wielded by someone with demonic energy, it can forcibly change people into this form from a distance. When five Fairies of Light are gathered, they gain the power of the stars! Your steps are accompanied with bursts of sparkles. Nothing else. When donning the attire of a magical girl, your current clothes are disintegrated until the effect is released, and you cannot take the clothes off until the one who activated it allows it.

The Pass (300 CP, Discount Drop-In)

This passport allows you entry into whatever area you so desire, changing into the appropriate form when necessary. It allows you to bypass any and all checkpoints, though it does not work on locks, only people and scanners. When people see you with this pass, their perception of you is changed to believe that you belong wherever you go, though this effect is nullified if the possessor does anything majorly disagreeable.

Devil's Shock (300 CP, Discount Delinquent)

An incredibly high-voltage stun baton. It can absorb money to become more powerful or develop new features, like being able to shoot its charge in a beam, or being extended into a whip. The more advanced and powerful the change, the more it costs.

The Weapon of a Master (300 CP, Discount Martial Artist)

This seemingly inconspicuous kendo sword is in actuality a morphing weapon, able to take the form of wooden weaponry, mops, rulers, etc. It can take the form of any traditional Japanese weapon, though it remains wooden, and any simple everyday tool that is not more advanced than the opening mechanism of an umbrella. It is frighteningly efficient at channeling inner energy, to the point that a mundane martial artist could create beams of energy with their inner energy.

Muumuu body. (300 CP, Discount Demon)

A classical ghost-like body that you can control remotely. It comes with various demonic medical supplies inside its body that replenish daily. If one uses it too much, one's eyes will start to resemble the circular pure white eyes of the remote body. It even functions across dimensions, and is replenished if destroyed.

Demon World Training Radio (600 CP, Discount Drop-In)

This radio is something special. It was conceived as an advanced training device, designed to help demons train themselves when lacking sparring partners. When people speak around it, it records their voice, and morphs to become a pitch-black version of the person recorded. This black copy possesses all the physical power of the original at the peak of their potential, though it possesses no special energies or powers on its own. It is violent and antagonistic towards the original, and fades within an hour, or when it is defeated.

Demonic Nullifier (600 CP, Discount Delinquent)

This great machine has the power to nullify demonic energy in a radius of a few hundred meters, with it being able to pick and choose targets. While it is active, demonic energy piles up within the subject, and when deactivated, it is all released in a single moment of great power, so watch out.

Beelken-sama (600 CP, Discount Martial Artist)

You have come in possession of an ancient supernatural statue. It is roughly in the shape of an infant, and it is solid black, but its appearance is of no importance. What's important is the fact that the statue grants its possessor unimaginable luck in all things, so long as it is fed in the form of luxurious surroundings. Exclusively high-class surroundings will allow the owner to consistently win great amounts of money through whatever means they desire, be it the lottery or the stock market. This will also confer the user greatly enhanced luck in other aspects of their lives as well. However, the more you use it, the more obsessed you and any others who benefit from it become, and you may eventually lose yourself if you take it too far.

Age Gun (600 CP, Discount Demon)

A gun from the demon world that can either age or de-age people drastically. Teenagers become toddlers, toddlers become teenagers, and old hags become lively teen girls. Some side-effects include not working fully, such as not de-aging someone to the desired point, or freakish muscle growth, though it doesn't have any actual effect on strength.

Demon Possession Tissues (800 CP, Discount Drop-In)

This packet of eighty plain white tissues are infused with the power of various powerful demons. When two are put into a person's nostrils, they summon the thought-form of a random roughly higher-mid tier demon. You can use the entirety of their abilities, though you may not know some of their less straightforward powers, and can continue using them until the tissues fall out of your nose. They replenish every week, may contain the same demons as before if you so desire, and change depending on the world the user is in.

Pompadour Empire (800 CP, Discount Delinquent)

You receive a private island. The location does not matter. It is in the shape of a pompadour or some other special haircut. You also get a extremely large and worldwide company focused on producing astonishingly powerful hair-products. With this, you'll never want for money, and buying buildings on the drop of a hat is possible for you. This follows you after the jump, but the company is downgraded to "merely" provide a large enough monthly income to qualify as high-class, though this can be increased. With this, your hair will never again want for sub-par products.

A Peaceful Mountain (800 CP, Discount Martial Artist)

A privately owned mountain. Contains a dojo where training is amplified significantly, shrines to various gods, with shrine maidens and exorcists, and many more exciting places to visit. It is also very scenic, and has numerous areas that are both difficult to access through

normal means, and are ideal for training. It is protected against demonic energy, and hostile demons will find it difficult to survive here because of the various exorcists living here, though they are in no way loyal to you, besides you being their landlord of sorts. This follows you to other jumps, but while the mountain itself contains some purifying energy, it is devoid of people. You may also gain an extension to your Warehouse that resembles this mountain very closely, only lacking the residents.

Grand Bahamut (800 CP, Discount Demon)

A colossal dragon of the same race as Sodom. Incredibly powerful, and almost universally feared, the Grand Bahamut's are a terrifying existence in this world. Able to withstand ludicrously powerful blows, and strong enough to strike fear in even the most experienced fighters, the last time one of these great beasts have been significantly harmed is unknown. The only other known specimen is under the fearful control of the legendary demon Jabberwock. It does not count as a Companion, and can be summoned at will.

Companions

All backgrounds except Drop-In automatically receive a free companion in the form of your contract partner. You can customize their appearance and personality as you wish. You may also retain up to five followers that your contract partner had initially.

Companion Import (50/100/200 CP)

You may import companions into this jump that receive 400 CP to distribute as they wish on backgrounds, perks, and items. They may not take any Drawbacks. 50 CP gives you one, 100 gives you three, and 200 gives you eight. You may import a companion in as your contract partner.

Original Companion (200 CP)

You may create a brand-new character with this option. They originate from the world of Beelzebub, but any other traits are for you to decide. They receive 800 CP to distribute however they wish, though they may not take any Drawbacks.

Canon Companion (100/200/300 CP)

You may choose one character from the cast of Beelzebub to become a Companion. For 100 CP, it can be any normal human except Hidetora Tojo. For 200 CP, it can be any main character besides Oga Tatsumi or Beelzebub. For 300 CP, it can be anyone except the Great Demon Lord Beelzebub III.

Drawbacks

Maximum of +850 CP from Drawbacks. You may take more, but will gain no benefit from them.

It's Time for the New Years Special! (+0)

Every new years, the world will be replaced by a parody-version of any piece of classic literature you so desire, with the main cast being

replaced by the characters of Beelzebub. For example, if Journey to the West is chosen, Son Goku is replaced by Baby Beel, and the monk Sanzou is replaced by Tatsumi Oga. You cannot acquire any items or powers from within these parody worlds. They are simply there for comedy and enjoyment.

Demonic Demons Demonize Demons (+50)

You have an odd verbal tic in the fact that you cannot help but use the word "demon" in some way or form in every sentence you say. This is annoying as hell to the people around you, and you will never acknowledge this.

Face of a Demon (+100)

No matter what you do, you have the face of someone terrifying. Normal people will almost never want to associate with you, and the people around you will think you're a terrible brute. Companions and people close to you are mostly immune, but even they will be affected to some extent.

Creep, Lolicon, and All-around Disgusting Individual (+200)

You are thought of as lower than trash. A being on the same level as bugs, you are never acknowledged as a decent human being by the people around you in a meaningful way, though they do respect you for your abilities, and may even come to enjoy your company given enough time and justification.

For an additional +100, even that is taken away from you, and you actually ARE guilty of most of the accusations coming your way. Creep.

The Fires of Lost Prominence (+200)

You have lost all your memories, and your personality has flipped to a complete opposite of your normal one. You will only ever regain your memories if you kiss your one true love, but revert back if you kiss them again. No one will ever figure this out, and you do not retain knowledge of this drawback after regaining your memories.

For another +200, you will have no hope of regaining your memories during the jump.

Infancy (+300)

You are turned into an infant, your mentality is changed to that of a young child, and your powers are downgraded to a level similar to Beelzebub IV in the human world at the beginning of the manga. In order to manifest what powers remain, a catalyst is needed in the form of a human contractor, even for non-Demon backgrounds. Alternatively, you could just throw a tantrum and sow destruction in an area around yourself. You may still tap into your contracted demon's power if you have one, but your control over it is erratic at best.

Let's Do This Mano a Mano (+300)

You lose all your powers, and must make do with what you get from this jump. You are given a basic human form(human-like for Demons), which, while more malleable than normal, is currently without any special powers other than those gained here.

Solomon Company (+400)

The Solomon Company is a great organization in opposition of Beelzebub III and his son, Beelzebub IV. Among their ranks are six of the existing Seven Deadly Sins, demons who stand far above the rest. This company has taken offence to your existence, and has decided to treat you as one of their highest priority targets. Take care, for they will come at you with everything they have, though not all at once.

Sliced up Soul (+600)

You're in a heap of trouble. First of all, your soul has been split into ten parts, and has been consumed by multiple demons of great power. Your only hope is to find these demons, defeat them, and reclaim your soul. However, it doesn't end there. In addition to having their own enormous strength, these demons are each able to tap into the power of your soul, and they are each devilishly intelligent, and have deep connections in both the human and demon worlds. In addition, even if you regain these soul pieces, you must form them into miniature you's, each the size of a person's hand. These miniatures each have completely distinct personalities which are derived from five singular traits of your personality. They are, for all intents and purposes, their own people. To start, two of the fragments automatically form into a miniature you with your actual personality, but only a portion of your strength. To succeed, you must convince the other four you's to merge with you, but they are extremely reluctant to do so, as they know that they will merely be absorbed for their power, effectively killing them, as you already have your dominant personality. If you cannot convince these portions of yourself to merge with you by the end of the jump, your chain ends, and you are given the standard two choices of Go Back and Stay Here.

So, you've lived here for ten years. Hope you're satisfied with what happened, since it's time to say goodbye to everything. You've got three choices.

Go Back

Aah, home sweet home. With this, you'll go back to your original world, with all your memories, powers, etc. intact. You'll find your companions there with you, and you'll be free to act out any adventures you so choose.

Stay Here

Wait, really? You want to stay here? Fine by me, you glorious bastard. With this, you'll stay in the world of Beelzebub for all eternity. Pretty fine choice, if I do say so myself. You get everything and everyone you didn't bring here initially, and keep all your shiny powers. Go nuts, and maybe consider joining some mahjong tournaments. I hear they really mess with your head after a few weeks.

Move On

It's to be expected, right? The adventure never stops, so neither will you. It's off to the next world. Hope you enjoyed your stay here. Goodbye, and good luck, my friend.