



Dorohedoro

Once upon a time, there was the first devil, Chidaruma. He simply came into existence on his own. He was omnipotent, omniscient and the master of his own dimension. Feeling lonely one day, Chidaruma created the sorcerers to amuse him. When they multiplied and got too impudent, he created a world to separate himself from them, but also gave them masks and trained some of them to become devils like him.

Still, Chidaruma couldn't help but still feel lonely at the thought of being surrounded by only his own creations. Around that time, he came to know of the existence of a plane that wasn't his own creation, populated with beings that weren't of his making. He decided to name that world 'Hole', and came to interact with its inhabitants, known as 'humans'. They were weak and petty compared to him or the sorcerers, but he decided to kidnap some of them for his own amusement.

When he got tired of them, he returned to 'Hole', only to discover that the sorcerers had also found that plane and started toying with it. Over time, the hatred and resentment of the humans towards the sorcerers that repeatedly killed and experimented with them started accumulating and mixing with their leftover magic.

Centuries after that, Chidaruma is still patiently waiting for this massive 'curse' to hatch into something that will be able to kill his boredom, and perhaps give him something more than entertainment. Meanwhile, the world of the sorcerers is ruled for the first time by a singular power that has recently risen

to power, the En's Family. On Hole, an amnesic magic experimentation victim is on the hunt of the sorcerer that transformed his head into a lizard one, ignorant of the important role that he will play in the future events that will reshape the three worlds.

This chaotic and violent place is where you will spend the next ten years.

In order to help you survive, you gain **1000 Curse Points (CP)** to spend here.

Locations & Time of Entry

You can pick one among the following as your initial destination. You will arrive a month after Nikaido names Caiman.

Hole

A hard world, where almost everyone cowers from the sorcerers and most of its human residents have long given up on fighting them, trying to do the best that they can with just surviving another day. Currently it has been contaminated by the left-over smoke from the sorcerers attacking this world constantly, which has led to strange effects like an annual zombie plague or its contaminated rain that drains the strength from the sorcerers.

The Magic User's Realm

A realm shaped by Chidaruma for the sorcerers to live in, since all of them would end up in Hell eventually when they died. This is a world where there is always a perpetual soft-summer climate with no rain, and even the nights are brighter than those of Hole. A very violent and chaotic place, that only has some semblance of order in the form of the devil worshipping and the current rise in power of the En's family.

Hell

The realm that originally spawned Chidaruma and where all the dead come to pass eternity to be tormented by the devils. An incredibly hot place filled with the souls of the deceased. You probably wouldn't want to be here unless you are a devil.

Background

Select an origin and a race. Your age and sex are up to you, as long as they fit your background choices. Any origin can be used as a drop-in if you don't want to start with any local memories.

Origins

Drop-In

The standard option befitting interdimensional travelers. You arrive at your location of choice with no memories, no previous relationships and no responsibilities. Luckily for you, at least you don't have any magic curses on you.

Lowlife

You are one of the 'commoners', those who are merely content with living their lives day by day. And even that is quite an ordeal in this world. You probably at least have some job or business of some kind to help you go by.

En's Family

The current organization that unofficially rules over the sorcerer's world. The En's Family is both a massive mob family and a vast commercial empire, that has its fangs in most businesses in the sorcerer's world, when not directly owning them. There aren't many sorcerers that willingly mess with the members of the En's Family, for fear of En's cleaners or En himself showing up to make them pay for any offenses. Depending on your actual talents in magic, you could either be a part of En's inner circle, a goon or just a close associate.

Cross-Eyes

An organization funded by the mysterious 'Boss of the Cross-Eyes'. Filled mostly with either sorcerers who are incapable of casting magic without the black powder that they produce or extremely weak sorcerers that seek to boost their ability, they have been at great odds with the En's Family. Nowadays the organization is crumbling since their boss disappeared and the black powder that he produced stopped flowing through the streets. Whether you are still an active member, a splinter or you just left but still retain their signature face tattoos, it's up to you.

Races

Human (+100 CP)

Humans are a race native to the realm of Hole. Not much is known about their origin, besides Chidaruma discovering their existence centuries ago. Humans have no special capabilities whatsoever and lack the ability to cast magic. As such, they are generally subjected to torment and abuse by the lesser sorcerers that come to prey on them for their magic practise.

Sorcerer (free)

Also known as magic-users, they are a creation of Chidaruma to kill his boredom. After centuries of evolution, sorcerers are beings that greatly resemble humans in shape, although they are distinct from them by their magical smoke producing organs. They live in their own world, but at times they descend on Hole to experiment on its residents.

The sorcerers' powers are derived from a little devil-like organ that is hosted in their brains called devil tumor. By reviving the devil after the Sorcerer's death, they can come back to life once more.

Devil (-800 CP)

You are not a petty mortal anymore, but a mighty being of Hell. Once a sorcerer who picked the interest of other devils, you passed their trials and got a new powerful body, making you truly immortal while you reside on Hell, ageless and incredibly hard to damage outside of it and an almost impossible to defeat threat even to the mightiest sorcerers. Sorcerers undergo a physical transformation when they evolve into full-fledged devil, gaining devil antennas (that usually manifest as horns, but can be anything like even dog ears), a pointy tail and turning into a large masculine monstrosity that bears some resemblance with Chidaruma. Your old body now acts as the 'core' of your new devil body, but it can exit the devil body at any time, and both of them can act independently under your control, albeit your new physiology only allows you to do this for a few hours at best before the core needs to go back inside the devil body. You can design your devil form as a good-will gift from Chidaruma, but you must keep the basic traits that are common among all devils.

Normally devils are nigh-unkillable, regenerating or directly being immune to most damage and magics. The only known weapon in these worlds that can permanently damage a devil is the Store's Knife, which could either kill a devil by destroying their 'core' for good or even undo the devil transformation process by chopping off all the devil organs without damaging the core, rendering the devil into a mortal sorcerer again. Although your boss Chidaruma can still damage you and may be able to affect you more deeply without the help of Store. Other abilities include flying, a general nigh-omniscience (that manifests as the devils being able to 'know' a great deal of things when they want to) and magical abilities that far surpass the magic that mortals use, allowing the to create basically any effect by just willing it, although devils are still capable of their regular magic as former sorcers too.

Devils are extremely prideful and usually prone to boredom, as well as displaying a pretty loose sense of morality. Some devils may retain a greater deal of their mortal values if they have sufficient willpower. How much your new condition affected your mentality is up to you, as some devils retain more of their past selves than others.

Perks

Perks are discounted 50% for their respective origins and races. Discounted 100 CP perks are free for their respective origins and races.

General Perks

Little Devils (Free in jump)

This is an extremely dangerous world. The main characters die multiple times over the course of the series, yet death rarely sticks for them. With those things in mind, you have been granted a special privilege this time. For the duration of this jump, death will not end your chain as long as you get revived before the end of your stay. However, this also means that you will be tortured in Hell by devils until you get resurrected in this jump. Even if you are a human or a devil yourself.

Magic (Free for Sorcerers and Devils, Humans cannot purchase magic)

Although the many abilities wielded by sorcerers are collectively called magic, in truth every sorcerer has their own personal brand of magic that can't be replicated by others. The only common trait is that sorcerers produce a black smoke to manifest their abilities, but the amount of smoke that they can produce and the quality of their abilities vary greatly depending on the sorcerer in question. Not only that, but also the skill of the sorcerer can influence the results of their magic. Just with this, you will have a moderate amount of smoke, enough to manifest your magic at will and create the doors that connect the Sorcerer's Realm and Hole.

This smoke is produced by a special organ located near the gut, known as the 'weak point' of sorcerers by the Cross-Eyes. This organ creates their magical black smoke, that is usually expelled from the body through large veins that run up to the sorcerer's finger tips, and in some rare cases, also through the mouth. You may choose whether you have that trait or not for free.

Now, you may select one, and only one, of the following tier of magic for you to use, as well as deciding on an ability that fits your tier.

Common Magics (Free): These magics usually follow a dubious useful theme, like transforming things into a specific thing or creating regular smoke bullets. Powerful sorcerers with these kinds of magics are rare, as it would require a lot of natural smoke production and talent to make use of them offensively or to gain money.

Powerful Magics (-200 CP): These magics are usually displayed in elite sorcerers, and include powerful abilities like shape-shifting, explosion creation, magic-dispelling, erasure, teleportation or the ability to cut most things (and keep them functioning or alive after the cuts). Even without any special talent, a moderate amount of smoke production would make you a powerful sorcerer.

Rare Magic (-400 CP): Healing, Resurrection or Time. These are some of the rarest and most sought after magics in this world, and the sorcerers that possess them are famous and rich. The mere possession of one of these magics will lead to having the less scrupulous sorcerers try to kidnap you to forcibly partner up with you, and it may even pick up the interest of devils.

Human

I Couldn't Bring Myself To Do It (- 100 CP)

While it's true that both humans and sorcerers had a troublesome history, you know better than to judge individuals by their species. As such, you have a great ability to make friends across species, regardless of your origin and past racial bias. What's more, you also have great luck when it comes to finding the less bigoted and nasty examples of said species.

It Would Be Too Hard To Leave You Again (-300 CP)

Quite a charmer, aren't you? Not only do you have a body and face that in a better world would let you work as a supermodel, you also have a special 'aura' around you that presents you as an amicable person, making it easier for others to open their hearts to you and trust you.

You are also quite hard to forget. Even if decades should come to pass and those who once once came to love you were to even change their race and abandon their former mentality, their love for you still would not fade away and remain as the first day.

Jumper-kun (-600 CP)

For centuries, the sorcerers have been haunting the realm known as 'Hole'. At first, they did for sheer enjoyment, and later they did it to train themselves. The result was the same: an uncountable number of humans suffered and died at the hands of the sorcerers and their magic.

This accumulated anger and suffering resulted in the formation of sentient 'curse' of sorts. A being whose only objective was the total destruction of the sorcerers. This being chose to have as its host a human boy named Ai, and it eventually gifted him with incredible powers.

You too have received a similar blessing. Much like Ai, later known as Hole-kun, you are the bane of all sorcerers. At any moment you can emit a miasma, that is surprisingly similar to the rain of Hole, which disorients and weakens any magical user, making them unable to properly use their magics and even move.

Sorcerer

Magic Practice (-100 CP)

The world of the magic users is a harsh one. Full of cut-throats and mobsters, without any form of actual government. As such, it is only natural that your first priority will be to get stronger, no matter what. When it comes to making yourself more powerful, you have the capability to put aside your morals and go to any lengths to train and strengthen yourself, even if it includes joining dubious organizations or even delving in experimenting with humans or even other, weaker, sorcerers.

My Real Magic (-300 CP)

There are two characteristics that differentiate an elite sorcerer from the plebians. One, is the amount of smoke that they can produce. The other, is how they can use it. In your case, there are few sorcerers in the entire world that can claim to be as skillful as yourself. Not only are you extremely skilled in using your natural magic, being capable of creating many applications that others would not think possible, such as a magic user that can control mushrooms creating remote drone bodies made out of giant mushrooms or tracking others even across world through the remaining spores of your summoned mushrooms, but you also find that you can also become equally skilled should you acquire new magical abilities.

An Entire City (-600 CP)

Even a sorcerer that has polished his skills up to the limits of what it is possible for mortals, there is always a limit. Unlike those commoners, you are closer to a devil in the amount of black smoke that you can produce. Heck, you may even surpass some devil in the raw amount of black smoke that you can produce at a single time, capable of covering a building in an instant and a city in a couple of minutes.

And much like devils, your magical pool seems to be an inexhaustible one, capable of keeping generating more black smoke, or whatever magical energy that you use, without an end. Keep in mind that the strain of constantly using your tremendous amount of black smoke may damage your body if you did something like a continuous casting for too long.

Devil

Young Devil (-100 CP)

One common trait found among those who are in the ending stages of their transformation into devilhood is that they lose their sense of fear for a time. All that new power flowing through them, and the prospect of 'omnipotence' at their reach, it's easy to see them acting like that. You seem to have retained part of this mental state, and now you are capable of entering and exiting it at will, completely nullifying your sense of fear whenever you want it.

Blue Nights (-300 CP)

Normally a power reserved only to Chidaruma's use, you too are capable of forming 'contracts' inside of people. These contracts act as organs of the involved parties, and by using a special tool that you can summon, you can extract said contracts and exchange them between two individuals, making them 'partners'.

If both individuals are willing, they will gain a general awareness of the location of their partner and their wellbeing. If forcibly torn, they will just regenerate over time, faster the closer they are to their partner. But if one of the parties is unwilling, the forced party will instead be brainwashed into becoming loyal to the willing party.

As you are now, the effects of this ritual only last for four years, although you may find ways to improve it. Individuals with a powerful will may refuse the contract's effects to the point of killing themselves, although such cases are extremely rare. You can also revoke the effects of the contracts you have made at any time.

The Three Trials (-600 CP)

While they are collectively called devils, in truth there is one actual devil, Chidaruma. The rest are merely sorcerers that underwent a complex ritual created by Chidaruma that would turn them into degraded, yet still incredibly powerful, copies of himself. You can now adapt these teachings into other races that you are part of. By creating a hard and time-consuming 'training', you can slowly shape others into close imitations of other races you belong to. What's more, others can also use these teachings to repeat the process. Although obviously, just like Chidaruma can officially recognize others as devils, only you can officially welcome others as members of your race.

Drop-In

Big Guy (-100 CP)

You are pretty huge, aren't you? Easily standing over two meters tall, and with a fairly muscular build on top of that. Not only that, but you also seem to be quite strong. You could easily break the skull of someone with a kick or take out the heart of a person with your bare hands.

Devil Games (-200 CP)

Devils are quite whimsical creatures. They love to both torment and play with the sorcerers, creating strange games that they kindly 'invite' others to play with. Like them, not only are you extremely creative and an able game designer, but you also find that you never lack companions to play with among those who are weaker than you. What's more, the weaker they are in comparison with you, the happier and more honored they are to be 'invited' to play with you!

My Good Friend, Chidaruma (-400 CP)

It's easy to catch the attention of the immortal devils, as they get bored so easily with their immortal existences and they love messing with mortals. Yet, going beyond that is much harder. You seem to easily catch the interest of powerful beings such as devils, and what's more, maintain such interest and forge friendships with them. Your new friends may even be so willing as to not only not torture you for fun, as they find some value in your company, but also you may be able to cash some favor from time to time, such as getting items build by devils or ask them for information.

If you want to, you can be 'friends' with Chidaruma by taking this. Although in Chidaruma's case, he won't really do much to help you most of the time.

(Un)lucky Victim (-600 CP)

Much like a certain lizard-headed man, the mixture of different magics being casted over your body have left a curious side effect. Your body is completely invulnerable towards magics being casted over you, completely nullifying any effects that they may have. In a world where magic users terrorize the non-sorcerers and those weaker than them, this is surely an ability that will catch a lot of attention.

Be warned however that only your body is immune towards direct magical effects. The creations of magic, such as puppets, would still be able to hurt you, and a skillful magic user may not be able to turn you into a mushroom, but he may be able to create spores and make them grow inside of you. As a side note, the magics responsible for this effect are completely innocuous and the effect will remain even if some anti-magical effect would be applied to your body.

Lowlife

The Best In Hole (-100 CP)

One would think that in such chaotic worlds, finding great cooks wouldn't be possible. Yet, here you are, a true professional chef. Although you are a generally good cook, there is a special kind of product that you specialize in, like Nikaido's gyoza or Tanaba's meat pies.

President Jumper (-200 CP)

To survive in this world by merely having a good business instinct is not an easy feat. So that you can make not only a thriving but expanding business in such a place really says something about how good of a businessman you are. You also have a quite good eye when it comes to recruiting new employees. At least in the sense that you can easily discern which employees will not try to backstab you whenever you turn around.

Hole's Saint (-400 CP)

A great doctor such as yourself would without doubt be a great blessing to Hole, or even the poorest layers of the Magical Users' Realm that can't afford healing magic. Your expertise goes even beyond mere 'human' biology, as you are also able to treat magical experimentation victims to better alleviate their suffering, although not to completely nullify the magical effects.

More curiously, those who you help rarely forget what you did for them, and you will often find yourself encountering former patients in the future who will gladly help you to the best of their abilities if you are in need.

Magic Researcher (-600 CP)

As fantastical as it may look, the magic that sorcerers is not something outside of the realm of science. You have proved that these supernatural powers can be replicated, after years of research and experimentation. As you are now, you could use your talents to switch several sorcerer parts together with a human to turn them into a makeshift sorcerer, or build a replica doorway to the sorcerer's realm. With more time, you may even build even more complex artifacts based on the powers of the sorcerers.

Your talent doesn't end with the sorcerers. With enough time, and test subjects, you may even discover the secrets of other powerful supernatural beings. Who knows, you may even learn to create artificial devils one day, if you manage to get your hands on enough devils.

En's Family

Is It Mushroom Shaped? (-100 CP)

Even if not on the level of devils, sorcerers are indeed an obsessive bunch. While you are not on the level of obsession as someone as En, you share his capacity for bringing out a nigh-endless stream of ideas around your theme as a sorcerer. Whatever your theme is, you never lack an inspiration for creating new designs that take after it. You also have the great ability of getting others to make these ideas into reality if you yourself lack the skills to do something like prepare a complete fast-food line based solely on mushrooms.

Cleaner (-200 CP)

The cleaners of the En's Family are some of the most feared killers in the Magic User's Realm. Whether or not you are part of this group, you certainly have nothing to envy them. You are an expert when it comes to making others disappear from this world, whether it is using magic or your body. Your combat expertise is especially great when it comes using physical means, being extremely skilled in melee combat and great to adapt on the fly when fighting.

A Revolution in Hell (-400 CP)

You are a figure that brings order to the chaos. And you do it by creating criminal empires. You have a great talent in creating, managing and expanding criminal gangs, all while actually eliminating the (other) most harmful elements of society as they are driven out of business by your organization or are directly taken care of by you or your subordinates. Your methods may not be the nicest, but they get the desired effects of putting everyone in its place. And strangely, other people will usually appreciate the fact that you are bringing some peace, making you and yours popular among the common folk and even the media.

Not only that, but the organizations that you create tend to stick around for longer and have a harder time collapsing even assaulted from fronts.

The Boss (-600 CP)

It takes a great man to conquer such a chaotic place as the Sorcerers' World. As destiny would have it, this time around there wasn't just an unifying power in the Sorcerers' World, but three. En, the great leader of the En's Family that brought order with his business empire. Aki, the mysterious leader of the Cross-Eyes that in no time managed to create an organization on the same level using just the lowest of the low. And now there is also you, Jumper.

Your charisma has grown beyond the point of 'magnetic', and can only be described as a black hole, sucking those around you into following you with no effort on your part. Even if you weren't particularly conscious about your actions, you would quickly have a devoted group of followers loyal to the point of dying for you. For regular people cannot help but to fall in love with your person, ignoring or dismissing any of your faults and idealizing your every action.

So great is the light of your presence that your devoted followers don't hesitate in expanding your influence, creating and maintaining organizations dedicated to you even if you didn't particularly order anything. For they see you as a king among men, and the only fitting place for you in a throne above the world. Even years after your death, you would still have them devoted to carry your will and ideas.

Cross.Eyes

Cockroaches (-100 CP)

You are a natural survivor, like a certain type of insect. And would you need to be, for this place is not kind for those who lack strength. You can easily live up even from the scraps that exist in the streets, possibly the place where you spawned, and have a natural talent for avoiding upsetting those more powerful than you.

The Scum Squad (-200 CP)

The Cross-Eyes are the lowest of the low in the Sorcerer's society. Perhaps that's why they easily banded together when the Boss appeared giving them a purpose, and were so welcoming to new members. You also find yourself easily making loyal friends among the lowest layers of society, as well as being easily admitted in these gangs made out of social outcasts.

Anti-Sorcerer Training (-400 CP)

For lowlife sorcerers such as the scum that make up the Cross-Eyes, it would usually be impossible to fight against the sorcerers that can actually use magic, let alone the elites like those of the En's Family. Still, the Cross-Eyes not only succeeded in fighting those, but even almost wiping out the entirety of En's inner circle.

The training that you have received and your experience in killing sorcerers would put you on the same level as the Boss of the Cross-Eyes: a grim reaper for those who use magic. Your perfect aim can destroy the black smoke organs of sorcerers with surgical precision, your reflexes are trained to the point that you can anticipate their castings and stop them before they can finish using conjuring their spells, as well as having almost superhuman skills when it comes to handling a knife.

Certainly, if you were to also get the chance to study the biology of other beings, you could also develop a similar fighting-style to disable and eliminate them even when they were holding a superior firepower. Just don't get too cocky and try to fight beings that are too far beyond you such as the devils are to the sorcerers. For no amount of skill and knowledge could surpass such a difference in power.

Black Powder Production (-600 CP)

The result of Aku's experimentation with the little devils nested in the sorcerer's brains, and now a knowledge you also possess. You know how to harvest these and distill them into black powder, a highly addictive substance that greatly increases the magical abilities of those sorcerers who consume it for a short period of time . What's more, this knowledge has also instilled into you the ability to recreate a similar process for other races: using their core organs, such as brains, you can create a black powder-like substance that will massively boost their abilities temporally.

Items

You get a discount for an item on each price tier, the 50 CP and 100 CP tiers being free if discounted. Items respawn in a week if destroyed or lost in your Warehouse or location of your choosing. You may import similar items that you already own to gain the properties of your purchases here.

Gyoza (Free for everyone)

Every day, you get a few crates of freshly cooked gyoza courtesy of the Hungry Bug, delivered either to your Warehouse or any other propriety of your choice that you happen to own. These are considered the best gyoza in Hole, and possibly in all three worlds.

It's possible that a Gyoza Fairy will visit you with one of these shipments from time to time to impart some gyoza wisdom, before going back to its world. Although to be able to see it you will either need to have a great devotion to the gyozas or be a being as powerful as a devil.

The Jumper - Death Perks (-50 CP)

A (dramatized) movie (saga) based on your life! You get one entry of this series after the ending of each jump, in a format of your choosing. Each entry of the movies also comes with a different but colorful musical number with you, your companions and other relevant locals staring at it and with original songs by (K)NoW_NAME.

A Disgrace for a Sorcerer (-50 CP)

Something that only the lowest of sorcerers and other scum would think of using. A handgun, with a renewable supply of ammunition that will be delivered to your Warehouse or location of your choosing at each jump. While many in the sorcerer's world would laugh at it, it can still get the job done.

Casting Implement (-50 CP)

It's not uncommon for sorcerers to use some kind of artifact, like a cane, to allow them to focus their magic better. It allows you to increase the focus of your magic and makes delicate work easier. Doesn't really provide much of a boost in power, just in precision.

Van (-50 CP)

A spacious and trusty vehicle to move yourself around. Convenient for those with low-smoke capacities or who can't use black smoke at all. It's gas deposit refills itself after a day of use.

Flower Mask (-100 CP)

A mask with a design of your choice made by Beelzebub, the greatest devil mask designer in the world. And one of his finest creations, too. It will give you a decent boost in both magical and physical power. It can also be made of edible materials if you want to.

Large Carpet (-100 CP)

Carpets are one of the favored methods of transportation for sorcerers. Just like brooms, they use the black smoke of sorcerers to fly, with the difference that carpets can carry several people and goods

compared to the more speed oriented brooms. Yours is specially large, allowing you to carry a dozen people.

Usually it would require a lot of black smoke to operate, but its tank will always refill itself after a few minutes of rest.

The Boss' Knives (-100 CP)

A pair of weapons similar to the ones used by the Boss of the Cross-Eyes. These are a large pair of knives that are closer to short blades, which you are quite proficient in using to harvest lives. They are extremely durable and sharp, capable of easily cutting a grown man in two without sustaining damage or losing sharpness. They also come with a box for easier transportation that you can tie to your belt.

My Small Empire (-100/200 CP)

For 100 CP, you have a small business of your choosing, like a food shop of some kind. It gives you a small revenue and has a couple of employees. For 200 CP instead, you have a much larger establishment or even a small chain of them that has a few dozens of employees and gives you enough money to live a comfortable life.

Latest Model Broom (-200 CP)

Trading cargo capacity for speed, this flying-bike looking broom is one of the fastest in the market. It also can transform into a powerful broom/vacuum cleaner your daily chores. Just like the Large Carpet item, its tank will refill itself after a few minutes of rest.

An Useful Victim (-200 CP)

A magic experimentation victim that has been transformed into a humanoid hybrid. You may design its current form freely, but whatever you choose it will gain the traits of the animal or insect that it fused it, as well as gaining superhuman strength and senses. It isn't too intelligent as it has lost its human brain, but it has been brainwashed into following all your orders and sees you as its master who it must protect.

Black Powder Supply (-200 CP)

A miracle drug that was the backbone of the Cross-Eyes gang's growth, thought that it was created entirely by their Boss. In truth, this substance is harvested from the extracted devil tumors that inhabit the brains of sorcerers. Regardless of its origin, this substance is capable of greatly increasing the magical power of those who use it for a short period of time, to the point that it may even unlock the magical powers of those sorcerers who otherwise were unable to produce black smoke.

You receive around 1 kilogram of this substance per week, delivered to your Warehouse or a location of your choosing in your current world. Try to not get addicted to its power-boost.

A King's Home (-400 CP)

A giant palace that is of the size of a city district that you are now the owner of. It has dozens of rooms, including several secret and panic rooms that only you know how to access, as well as being fully furnished. It also has an extensive garden that for some reason has fast-food stalls. Comes with a retinue of loyal common sorcerers that act as the household staff and security guards. The exact aesthetics of this

location are up to you. You can also have it decorated mostly with statues and paintings of yourself at no additional cost.

Laboratory Mansion (-400 CP)

A large Japanese-styled mansion, that also happens to host a large laboratory for research on the sorcerers. It's equipped to analyze most magical phenoms, and even replicate some such as the doors that sorcerers use to move between realms. You also get a monthly supply of materials (mainly corpses) appropriate for studying the local magical population.

From time to time it gets filled with leftover black smoke, which can distort the space inside if it accumulates for enough time, making it hard to navigate it, although you can still find your way around just fine. Be sure to get a vacuum cleaner to remove all that smoke.

Sorcerer Making Tea (-400 CP)

A cup of tea that concentrates the power of several devils, enough to make someone that isn't a sorcerer into a decently powerful one if consumed. The magic that this cup grants is fairly powerful, but it's actual effects will depend entirely on the person that uses it. Also, unlike those who are natural born magic users, they can survive if their devil tumor is destroyed.

You get one of these cups per year, delivered to you by a friendly devil, who won't stay for long.

Store's Knife (-600 CP)

A large knife that comes closer to being a shortsword, this item is one of the knives that the mysterious creature known as Store uses. It's made out of one of its wing bones, and it's considered a priceless item that can usually only be obtained by negotiating with Store itself.

It carries the power to cut through almost anything, and what's more, it can even put an end to the immortality of devils and beings as powerful as them. However, it's extremely heavy, making it so one would need to be extremely strong to be able to use it.

Black House (-600 CP)

The Black House. Well, more like its sibling building sharing all of its features. Yes, this completely black wooden house with a single outside window, a single door and decorated with an inverted crucifix, is now your property. There is more to it than meets the eye, besides the fact it floats through the air. This house is capable of freely moving through space, teleporting and racing through the sky as you command it to, and it's even capable of moving through dimensions.

Don't be fooled by its small exterior either, as the house is much bigger on the inside. It can create up to 60,000 rooms and decorate them according to your wishes. It also displays others abilities, such as being able to drag nearby objects or beings into it.

The house is also sentient, capable of reporting what's going on both inside and outside of it, and quite prone to bragging on top of that. Originally the Black House could only be unlocked, controlled and communicated by devils, but this sibling version is entirely loyal to you and will follow all of your commands. Fitting of its intelligence, you can also share this command of the house to certain individuals

or even entire species. And it's quite resistant on top of that, capable of taking hits from Store's Knife without any apparent damage on its exterior, albeit its interior can still be somewhat damaged.

Companions

Applications (First free, -50 CP per)

You can import any previous companion for 50 CP per imported companion. Alternatively, you may create a new companion to meet with and recruit in this world per purchase. Either way, they get 600 CP to spend on this document, as well as an origin and race of their choosing, albeit they must pay for the option to upgrade into a devil if they can afford it. You may individually transfer your own CP to each of your imported companions on a 1:1 basis.

Also, as people in this world are rarely alone, your first import or new companion is free of charge. You may even start as partners if you are both sorcerers.

The Family (Free)

For such a dark place, you can find quite a lot of colorful and interesting characters here. You can't be blamed for wanting to take some of them with you. The people here are no strangers with the concept of crossing dimensions and multiple worlds, so if you manage to convince anyone to follow you, you can recruit them as your companions at no cost.

'Partners' (-100 CP per)

Alternatively, Chidaruma has a special offer for you. In the same way he does for sorcerers, he will help you to 'forcibly' recruit some of the locals as companions, by binding their souls with yours through a magical contract, even against their will. Their personality may be slightly twisted if they are forced into it, but you will gain a new loyal companion by this process. And he will do you such a favor per 100 CP per contracted person, without you even needing to specify who you want to bring beforehand.

As long as you bring them to the Black House on a Blue Night before your ten years are up, using whatever methods that you want, anyone goes. He even guarantees that the contract he has drafted for you won't rot under any circumstances, nor will it expire unless you yourself break it. There should be no need to say this, but Chidamura isn't available through this choice. You would need to convince him the regular way if you want the first devil to travel with you. Still, ain't he a great guy?

Drawbacks

You may take as many drawbacks as you want for extra CP.

So HUNGRY (+ 0 CP)

Instead of visiting the original manga, you may opt to visit the more colorful version, but equally visceral, anime. The characters and the background story won't change.

Mushrooms, Mushrooms and more Mushrooms! (+100 CP)

You are completely obsessed with an ordinary item and you make all your life revolve around it. All the furniture you purchase will be in the shape of that item, the only food that you will like is the ones that are shaped after your ideal item and you will constantly give lectures about how great it is to others. Obviously this will creep others out.

If you are a sorcerer, it is probably related to your magic.

DANCE DANCE DANCE! (+100 CP)

Much like the devils, you are prone to boredom and doing just whatever crosses your mind at the time. If you are a devil yourself, then you are also prone to take risky actions even for a devil, and your need to starve your boredom is increased tenfold.

Magic Experimentation Victim (+100/200 CP)

If you choose the first tier of this, gaining +100 CP, a part of your body will be transformed into that of an animal, and in a way that inconveniences you greatly. Like turning your head into a squid or your arms into useless insect arms.

For +200 CP instead, your deformations are really gruesome, turning you into an hybrid abomination of insect and man that can't barely function without assistance anymore, losing any humanoid appearance.

Whatever choice you choose, taking this drawback means that your condition won't be cured during your time here, nor by your efforts or others.

My New Partner (+200 CP)

A morally dubious sorcerer has managed to force onto an 'unwilling partnership'. This means that you have been brainwashed into being loyal to this sorcerer, who will always have a general idea of your location. With an extremely strong will it may be possible to resist this sorcerer, albeit not try to kill him, but resisting his orders will instead result in your health quickly deteriorating. As a silver lining, your contract only lasts four years, and a third party may be able to extract it for you so you can run until your contract runs out.

Poor (Magic) Capabilities (+200 CP)

A fairly common case among the sorcerer population, your smoke production is either null or almost non-existent. It could be due to faulty smoke veins or a poor smoke production, but whatever the case, it's not something that you will be able to fix during your time here. This also affects all other supernatural

abilities that you may have, although are instead severely reduced in potency to point that you would be a low tier sorcerer at best if you were to use all of them..

If you lack any supernatural abilities, then you become as physically strong as Ebisu. Also people will tend to bully you for your weakness.

The Bossman (+300 CP)

As soon as you arrive in this world, a door appears before you. As it opens, a devil comes from inside.

“Hello, my name is Chidaruma. Let’s be friends.”

The being stands before you is probably the strongest being in these three realms, a creature known for his extreme childishness and his proneness to boredom. And now he has decided that he will follow you around to gain some entertainment. At first, he will just ask you to play with him some very dangerous devil games. But around a year or so, or if you refuse to entertain him or attack him, he will start to try to alleviate his boredom by transforming you into things, maiming you and otherwise physically torturing you, or use his powers and contacts to generally mess with your life in the most horrifying ways possibly. Finally, around your last year here, he will go directly for the kill, saying that he wants to take a taste of your corpse.

“Let me tell you why I hate the Jumper. One...” (+300 CP)

Hole-Kun has spawned before time and now it has directed all his hatred towards you. All your supernatural abilities are useless against him and he can summon a rain that is extremely debilitating to you, affecting you in the same way it would affect sorcerers. He has a sense of your current location at all times and can use the sorcerers’ doors to travel between realms. Furthermore, he has somehow gained a copy of the Store Knife.

Oh, and he won’t stop rambling about how he hates you and everything related to you. Have fun with your cute new stalker.

Outro

Your ten years on this world are over. Now, you are faced with a choice:

-**Friends Forever**: You may **stay here** with your new buddies in these chaotic realms.

-**Back to the Hole**: You can **go back to your home**, in your original world. You may take the Gyoza Fairy with you if you wish for it to teach you the ways of Gyoza.

-**Escaping From Hell**: Time to leave this world and **choose your next jump**.

THINGS WE LEARNED DURING THIS JUMP

1.- Devils would usually not be involved with any specific organization, but devils are also known to do whatever they want, outside of their regular 'duties' in Hell. If you take a background of any of the organizations, you could still be a devil that is extremely friendly with them, like Chidaruma and Duston with the En's Family, Asu with Nikaido or Haru with Haze.

2.- On the topic of the devils, even if they are described several times across the series as omnipotent, omniscient and having infinite power, those statement seems to be mostly an exaggeration, as demonstrated by they being limited in what they can do, not knowing everything and even using all of their powers for not so great feats. The same applies to Chidaruma, although he is much more powerful, to the point that even all the other devils combined would need several days and Chidaruma's consent to seal him for a limited amount of time.

3.- If you want to, you can have the Gyoza Fairy stop coming to visit you by just telling it so. But if you do that, the gyoza that will be sent to you afterwards will be slightly less tasty.

4.- For the 'Partners' option, if Chidaruma is vanished during your time here or if you take 'The Bossman' drawback, some other devil will take care of the process for him with the same effects, with the contract being already prepared beforehand.

5.- If you paid to become a 'Devil' in this jump, you will recover your transformation even if it's undone in this or another jump whenever you enter another jump or after ten years, whichever comes first. If you became a Devil merely by following the Devil training during the jump or afterwards, you won't have this special protection, although nothing stops you from taking the training again if you have the resources available (which include, among other things, devil meat and hellbats).

6.- How the 'Rare Magics' will work in other jumps:

- Healing Magic: It's possible to evade death by having your own magic, which is constantly flowing through your body, heal even after taking what would have been mortal injuries. Catastrophic damage such as having your entire body exploded or losing your entire head won't be healed.
- Resurrection Magic: Resurrection magic works by reviving the devil tumors of sorcerers, and thus returning the sorcerer back to life. A sorcerer without a devil tumor will be unable to be revived using this magic. In future worlds, you will only be able to revive those who demonstrate magical capabilities.

This resurrection ability doesn't restore anything but the 'life' of a deceased sorcerer, so it would be advisable to either purchase healing smokes or contract the services from a healing magic sorcerer before applying the revival.

- Time Magic: The casting of this magic in its perfect form requires the sorcerer to spend all the black smoke that they would be able to produce in one go, allowing them for five unrestricted time travels (each charge equal round-trip if you wish to). Due to your nature as a Jumper, your spent black smoke will reset after the end of each jump, allowing you to get 5 new charges. You can travel in time without casting the perfect form of this magic, but your control over it will be much less dextrous, never getting to the point where you want to travel. Once you invoke the perfected

form of this magic for the first time in a jump, you won't be able to use these lesser castings until your next jump or gain a way to get more black smoke.

7.- For sorcerers that have Time Magic, being 'erased' (although it is more correct to say that the traveling version gets fused) time magic by the timeline correction doesn't count as dying. You won't count as 'dead' as long as there is an instance of you left around. The surviving instance of you will gain both memories.

8.- As an example and for this jump's purposes, these are the canon characters according to their magic tier:

- Common Magic: Natsuki, En, The Fry, Ebisu, Fujita, Yakumo, Matsumura
- Powerful Magic: Haru, Asu, Shin, Risu, Chota, Shou, Asuka, Turkey, Baku, Fuu,
- Rare Magic: Noi, Nikaido, Kikurage/Judas' Ear, Shaitan

9.- Post-jump, sorcerers (and the cores of the devils) will lose their little devil inside of their head, but will retain their magic originating organ.

10.- When it comes to those who became devils in this jump, they will be able to safely exit their devil body as they please once they leave this jump without any ill-effects. Their devil body can either be kept around or sent into a pocket dimension and recalled at any time. Post-jump, they are only affected by the devil mentality while they are on their devil body, but they won't benefit from any of their devil powers and traits until they re-enter their devil body.

11.- Those who become devils may decide whether or not participate in Chidaruma's bet with the rest of the devils. Not accepting it will have all devilkind making jokes at your expense, though.

12.- The 'Sorcerer Making Tea' does not require a bug to complete the transformation process. You may ask the devil to devil one of those with the cups of tea if you want to.