Shin Megami Tensei II
A Jumpchain CYOA
By HeavensAnon

Several decades after the great destruction... While cultivating the wilderness, fighting off packs of demons, and through countless deaths, humanity survived... but people were not strong enough to survive without someone or something to cling to or to rely on... The Messian religion preached the advent of a savior, gathered together believers and built a city on the site of the old cathedral...

The city came to be known as Tokyo Millennium.

The year is 20XX. Nearly a century prior, the world was first burned in nuclear holocaust after Demons were unleashed upon it. Years after that, it was flooded and humanity was brought to near extinction. A single nameless Hero managed to bring the apocalypse to a halt and let mankind choose its own destiny...yet it was not to be. The Messians were reborn and built a city on top of the ruins of the cathedral meant to be their final salvation, still preaching about the coming of a Thousand Year Kingdom and a Messiah who would one day lead them there. The Temple Knights act as judge, jury, and executioner within the Center while all those outside of it are left to the mercy of Demons who still roam the streets. In Valhalla, an amnesiac fighter named Hawk has made his way to the finals of a fighting tournament after demonstrating a natural aptitude in combat, unaware that his destiny would determine the final fate of this world…

Then, there's you tossed into the mix. Whether or not Tokyo Millennium is thrown into in the abyss or fulfills its promise of a Thousand Year Kingdom will be decided in the days to come. Will you influence that decision, or simply seek to survive?

You will be spending ten years in this world and have 1000 points to spend as you see fit.

Species:

Choose one.

Human [Free] – Sons of Adam and Daughters of Eve all, humans remain the dominant species on Earth...though that grip on the world is tenuous with demons roaming free and ravaging civilization where possible. Despite the world being so horrifically burnt and flooded, they have managed to survive and some even thrive, leading to the rise of Tokyo Millennium.

Demon [Variable] – You're no glorified meatbag. You are an old god, a creature of ancient tales that were swept under the rug by a certain tyrant God...or perhaps you're instead one of his Angels? Maybe even something that doesn't quite revolve around any particular religion or mythology, instead being based upon an urban legend or two? Regardless, you are a Demon, a creature born of the beliefs and faiths of humanity. Even the weakest Demon can tear mortal humans apart like tissue paper and wield strange and powerful magic...though there is a downside. Demons do not grow in power unless used as a subject in fusion, remaining as they are without outside assistance of some kind. As you no doubt wish to be a master of your own destiny, you receive +400 points to spend on your race.

You may choose any of the races found on the following page, with 100 CP for each 10 levels and anything below the total. Thus, if you wished to be a Level 15 Demon, you must pay 200 points. You may spend up to 900 CP on race, allowing you choose anything Level 90 or below within the list below. If you wish, you may create a custom form for yourself from the ground up, though your abilities will be in line with other Demons in this world regardless of how you appear. You may supplant an existing Demon entirely if you wish...though you may not replace or supplant Satan, YHVH, any of his Avatars, Set, or Lucifer.

https://megamitensei.fandom.com/wiki/List_of_Shin_Megami_Tensei_II_Demons

You may choose your age and gender freely, though starting as a small child or an infirm senior as a human is...unwise.

Alignment:

Choose one.

Law – There is a proper order in the universe. Justice, duty, mercy, sin and punishment...there is a purpose to everything under Heaven and on Earth, and God is both the creator and final arbitrator of all these laws burnt into the cosmos. Only a chosen people will earn the right to ascend to a heavenly paradise, and only obedience to God's laws will place you in his holy grace. This is the way that the Messians preach, and whether in letter or spirit, you have faith in this dogma. Even so, perhaps even the holiest and most devout would turn their backs on God if they knew his true plans...or maybe you would carry it out without a second thought? For God Himself has become disgusted with his creations on Earth, and prepares to cleanse them in holy fire...

Chaos – There is no 'proper order' to the universe and anyone who claims otherwise is selling you chains painted in gold. The so-called unholy demons who the Messians preach against are Gods and spirits of their own making and power, pantheons from across the world who did not coddle their followers in promises of paradise. The only 'law' of the world is that it belongs to those with the strength to dominate their lessers and their foes, and rally them under a common cause they deem righteous. Humans follow charismatic revolutionaries and dictators alike with the power to rule, and Demons yield to the might of one with the will to subjugate them. And should they fall to a stronger foe, then their way only had as much merit as their own might did. The world belongs to the strongest, with no dogma or chains to bind them. The only true wrong in this world is bowing your head in subservience without a fight.

Neutral – When you step back and look at the bigger picture, you might find little difference between the holier-than-thou Messians and their Angels, or the dog-eat-dog Gaians and their horde of flesh eating demons. Both depend on humanity and practically beg for their support in the never-ending conflict across all eras of history where billions die at the whims of both leaders. So wouldn't that mean the real power is in the hands of humans? Whether you've cut ties with both factions or actively oppose them, you refuse the narrative they've penned of God versus demons, and pursue your own path...and damn anyone who tries to tell you otherwise.

Perks:

Carry On, Wayward Son [100 – Free for Human] – Humans have not had a good lot for the past few decades. The entire planet suffered not one but several apocalypses meant to weed out all but the most fanatical of either side of an ancient conflict, and while it has managed to rebuild some semblance of civilization, many still suffer and die by the hundreds at the hands of demons or their fellow man. Yet they are a hardy species, and adapt accordingly. Your mind has a resistance some would call apathy to horrific trauma and tragedy – even if your entire hometown was swallowed whole by a giant demon, you would be able to carry on and continue with whatever mission or goals you set without being distracted by your emotions. Just remember, this sort of grit-your-teeth approach won't stop it from hurting, just that you won't stop to shed tears while you're fighting for your life.

Live By The Sword, Die By The Sword [100 – Free for Human] – Humans haven't had the luxury of living in any kind of safety or comfort for a long time, and even those within the umbrella of safety under the Center are familiar with the rigors of combat. You understand how to operate and properly wield weapons like swords and guns, your body tough and strong enough to fight the weakest demons evenly and stand a possible chance against some of their champions. However, this strength alone won't carry you through the apocalyptic events to follow...merely forming a foundation of what you can possibly become.

Eternal Duality [200 – Discount for Human] – Despite the vast difference in raw power and ability between normal humans and Demons, Demons still work to sway humans to their way of thinking, as does the church of the Messians. Perhaps they're more important than they seem? Whether the conflict of Law and Chaos and those caught in-between, or other clashing powers in worlds you enter in the future, you will find opportunities and offers to join powerful factions and receive new allies will fall into your lap...and this effect intensifies greatly in proportion to how strong your potential to change the world for good or ill. This can be toggled on and off, if you'd rather live a quiet life.

Solomon's Testament [200 – Discount for Human] – Demonic power is used by all powers of note in this world, and more than a few humans have managed to charm or coerce them to their side. The problem is that when negotiating such a contract, many Demons are not terribly...straightforward in their bargaining, some just stealing their gifts and bribes without anything in return. Whether from a similarly alien mindset or some hard-earned lessons in this cycle of mad negotiations, you know how to reach an accord and understanding when speaking with Demons, and understand what you need to give or say to them to bring them to your side. It won't work terribly well on those staunchly determined to stand against you, but at least you won't dump your life savings at a powerful demon only for them to attack you anyways. This works on demons in later jumps, as well.

From Adam's Rib [400 – Discount for Human] – Just as God made a perfect companion for the first Man from a piece of his body, you have mastered the advance science of cloning and artificial human creation, much like the alchemists of old supposedly made homonculi. You have a genius understanding of genetic engineering, as well as growing artificial humans within wombs or test tubes alike, designing everything from their appearance to their physical capabilities. In time, you could even recreate the project that caused God to turn his apathy into wrath for the world: Making Artificial Messiahs that could eventually turn the world upside down through both power and charisma.

Fire of Heaven [400 – Discount for Human] – Despite the fire and floods of apocalypse, humanity continues to progress and develop its technology, surviving and even thriving through advancement. You are one of the technological savants of the era, knowing how to construct everything from the prized Plasma Swords to the construction of virtual reality environments used for simulated combat. You know how to build weapons and armor able to withstand a demonic assault, as well as augmenting the living with machinery, along with many of the other everyday devices within Tokyo Millennium.

The Chosen One [600 – Discount for Human] – A secret that few are aware of is that God – or his true name, YHVH – is not the ultimate creator of the universe as he claims, but merely an aspect of a Great Will that administrates and observes the whole of the multiverse, shaping and subtly directing its will through others. When a world is on the brink of disaster or a clash between the two major powers, this Axiom selects a Messiah to act as a kingmaker, ultimately deciding the fate of the world and its future. The first was the nameless Hero who chose neither Law nor Chaos only to die ignobly years later. The second is, as fate would have it, the artificially-created Messiah Aleph.

And now, there's you.

The ultimate will of the universe has chosen you to be the second linchpin in this major conflict, and while it won't manifest in a blaze of light or prophecy as the Messians claim, destiny itself is on your side. Death by happenstance or misfortune eludes you, Demons are more naturally disposed towards liking you or joining whatever cause you follow (so long as they're not your enemies) as you grow in strength, and you will find gaining power through allies, resources, or just your own experience and training will come much more easily, letting you become a world-changing figure in mere months or weeks. Lastly, your actions will reverberate across history and the coming days – whatever faction you join will quickly ascend to become the dominant power as you overcome their opposition...or perhaps one you create entirely from scratch will usurp both sides entirely. Even if your name and face was ever forgotten, the decisions you made in a great conflict will shape history in a way you or your chosen side would find suitable for centuries to come.

Should you wish to have a more subtle impact on history, you may toggle this perk's historical impact off.

Man Made Messiah [600 – Discount for Human] – But just as Man cannot live on bread alone, they cannot wait for the divine to grant them a savior. So why not make one in their own image, the same way God made Man? If you've entered this world with memories, you may sometimes have visions of a strange man in robes speaking to you as your body rested alongside several others in test tubes...memories of your creation.

You were genetically engineered by cutting edge science to be the very model of a Messiah for the Center. Your body is stronger and tougher than that of a normal human, able to survive a drop from Earth's orbit and land with hardly a scratch on your person. You were programmed with a natural talent for fighting demons, quickly mastering new weapons you obtain and being able to defeat entire squads of the Messian's Temple Knights and similar foes with martial prowess alone. In addition, you were designed to rally the disparate factions of humanity under the Messian's banner, and as such you have not only an aesthetically pleasing appearance but a natural charisma that can quickly turn former enemies into allies, creating an army just around the message or cause you fight for by force of personality alone. Just try not to dwell too much on the fact you're an imitation...or worse, the reason for the coming wrath of God…

Wolf in Sheep's Clothing [100 – Free for Demon] – While many demons roam the world as ravenous hordes or hired muscle, some take a more...refined approach. Regardless of how inhuman or strange your form is, you are able to disguise yourself as a human, appearing as one by all intents and purposes even by detailed technological scanners. However, this disguise is a thin one...should you unleash your demonic powers or spells, the facade will melt away and your true form will be revealed. You may assume and discard this disguise at will.

Maou Jumper! [100 – Free for Demon] – Demons are many things. Mythical. Powerful. Terrifying. But something they aren't is subtle. When you appear before a newfound foe, your presence is imposing as they sense your approach, appearing more terrifying and unstoppable to your foe depending on how strong you are compared to them. Those who would be mere fodder to you quickly flee or surrender without a capable leader behind them...that is, they don't rout entirely. You may also herald your appearance with something thematically appropriate to your demonic form or personality, like the glow of a red sun or the chill of a winter cold, though this is entirely aesthetic. You may toggle this effect on and off at will.

Foolish Faust [200 – Discount for Demon] – Hahaha, the suckers! Many humans endeavor to gain the favor of Demons to use their power, but this must be done through either intimidation or negotiation. And you are fantastic at exploiting the latter. Lead someone in circles with questions that go nowhere, make them surrender their life savings to gain your favor, maybe even coax them into giving you powerful items they possess...all with the vague promise of becoming their ally or just giving them a boon.

The best part? You don't even need to deliver! You can run off with your ill-gotten gains and stand a good chance of escaping, never to be seen again. Powerful summoners compared to you might see through your ruse or give a vengeful chase, though. For anyone else, well, it's their fault for taking a demon at their word.

Again?! [200 – Discount for Demon] – Turn left, suddenly demons. Turn right, suddenly demons. Go forward, suddenly demons. Go back – you get the point, don't you? With Demons roaming all over the planet, it doesn't take much for a roving gang of them to sneak up on hapless passerbys while just traveling around Tokyo Millennium. You're an expert at ambush tactics, having a knack for sneaking up on enemies when it would be most inconvenient or dangerous for them, able to catch any except the most eagled-eyed foes off guard. In addition, you're good at assembling small mobs to attack said enemies with you...other demons or even hostile wildlife will temporarily join your side to fight said foes, so long as the attack isn't obviously suicidal for them. If you have some charisma behind you, you can even turn these temporary mobs into full-on gangs...you know, if you need more than just meat-shields or goons.

Enchanted Arsenal [400 – Discount for Demon] – Demons are the Old Gods, Fae, and creatures of myth and legend. Something many of them share is items of great power and curses granted to heroes and fools alike. Enchanted sap that causes someone to fall madly in love with the first person they see, a sword that blazes with fire, and more...you have learned how to create such magical items with singular effects. You start off knowing how to empower physical items with similar effects to your purview as a Demon, such as a Pixie being able to make enchanted dust that enables flight or casts a spell you know, or a Shinto deity making a katana with an elemental power you hold, but in time you may construct such wonders that other Demons make as well, not limited by the type of demon you yourself are. These items can be used by any you grant them to, even humans normally lacking a shred of magical power. Aren't you generous?

Demonic Infusion [400 – Discount for Demon] – Humans normally lack the strange and fantastical abilities of demons, relying on their silly gadgets and technology to stand a chance. Of course, you can instead lend them a bit of a helping hand. You see, some demons are able to voluntarily merge with a human host, changing them into demonic hybrids with the power of a demon and the soul of a human. This usually destroys the ego of said demon, but you've learned how to do it piecemeal. You can temporarily weaken yourself to grant demonic power to a human or mundane creature, granting them a fraction of your physical abilities as well as attributes based on your demonic form – ice magic and snow-white skin if you were a Frost, wings and holy magic if you're an Angel, and so forth.

The stronger you want your new hybrid to be, the more exhausting and draining the process must be, and making them your equal in one go will likely destroy you. Still, even with a tiny fraction of yourself, your hybrid may grow stronger and develop thematically similar abilities on their own. It's an investment, you see?

Hell is Other Demons [600 – Discount for Demon] – Interesting. Are you some ancient deity disgraced into demonhood by God Himself? Or did you stumble upon a forbidden secret all by yourself? You've learned something beyond mere summoning: The creation of Demons themselves. Utilizing any existing myth or story in the world as a basis (rule of thumb, assume at least one-hundred people in the world know and talk about it), you may expend a large amount of your personal energy to create a brand new demon based on that story. A story about a fairy queen who enchants unwary travelers under her spell would become a beautiful demon with a bewitching voice, and a story about a mothman that eats goats would become a gigantic insect with a vicious appetite.

Though they will gain abilities based on their stories, their strength depends on the popularity and common knowledge of their legend. With only the bare minimum to create a demon, they would be among the weakest and easily dispatched...but a legend that is common knowledge to the entire planet, or even something like the center of a worldwide religion could be a match for even the likes of Satan or Lucifer in terms of power.

These demons you create will not necessarily be loyal to you and may even work against you if your beliefs and methods differ too wildly (see Lucifer himself for a good example), they will still subconsciously act in a way that advances your goals in a way you approve of, with them oblivious to it each step of the way. After all, you're their Creator – and their purpose is burned into their very being.

Mercy and Severity [600 – Discount for Demon] – Your current form, whether that of a human or a Demon, is merely a shadow of what you once were. You were once a much more powerful Demon, split in two by the will of a greater power...or perhaps your own scheme to hide yourself from the warring powers of this world. But your other half is still out there in the world, waiting for the day you're both finally reunited.

In summation, there is a second Demon in the world that is your equal in power, or at least the powers you wield in this world. Their base form is worth 600 points or less, following the same Variable costs as a normal Demon form. A telepathic link exists between the both of you, always aware of the other's location, and always acting in a way that furthers your own agenda. They're unshakably loyal to you...though, this may just be an extension of self-interest. You're the same person, after all.

This Demon can learn independently of you as well, gaining its own abilities and tactics of its own initiative. At will, when you're both near each other, you may merge again into a complete entity: Not only combining your respective abilities together into a unified whole, but doubling your own power in both raw power and magic. The human Zayin was able to merge together with Set to become Satan, one of the final foes in this world beneath only the Almighty God himself...who knows what you will become? You may freely separate at will, losing the benefits of this fusion until you choose to resume it.

This Demon counts as a follower but may be imported as a full companion in later jumps.

Fear Not [100 – Free for Law] – Blessed are those who follow God's laws, for they will shine with holy light. Despite whatever monstrous or mundane face you wear, or how much blood is soaked upon your blade, your presence is a holy one that inspires the lawful and righteous. Those who follow the Law that you have chosen to abide by will be warmed and encouraged by your presence, and few will doubt you are holy and a righteous judicator. Of course, those who oppose whatever Law you follow won't quite see a holy avenger...

I Am Justice [100 – Free for Law] – The Law must be enforced not only by armor-clad knights and Angels with swords wreathed in fire, but by those who live within those Laws and seek out evil in day to day life. So long as you're following said Law to its spirit, you are recognized as an enforcer of its will, as though you were a sanctioned Temple Knight or one of God's rank-and-file Angels. This gives you the authority to enforce said Law and be recognized accordingly, though only as the lowest possible rank among such unless you advance your standings in some other way.

Begone, Evil One! [200 – Discount for Law] – Blessed are the obedient, for they will not suffer the temptations of Demons. By closing your mind to all but whatever dogma you follow, the words and influences of others on your mind turn into little more than a soft breeze against a stone fortress. Their honey-tongued arguments and temptations become irritating noise, their enchantments find your mind much harder to influence, and your resolve to follow your chosen Law blazes forth like holy fire. While some particularly strong enchantments or mind-affecting spells might still gain purchase on you, they will find you ten times harder to influence. You may open your mind again if you wish to reconsider your ways...but why would you want to?

Wheat From The Chaff [200 – Discount for Law] – Sure, the citizens of a society will bow their heads and obey the Law when it suits them...but so few are genuine believers or care about the cause of that Law beyond using it for their own survival. You have a keen eye in determining how loyal or disloyal someone is to whatever rules, Law, or society they live within, and can sniff out impending betrayal or rebellion like a bloodhound nearly weeks in advance. In addition, you know what you would need to do to bring such individuals from rebellious or apathetic into fanatical believers...whether from tragedy or a well-worded argument. Of course, you'll have to make that happen yourself...

Pen the Logos [400 – Discount for Law] – The most practical way to gather followers to gleefully worship those stone-carved Laws you have dictated for them is not to merely seize power and demand it so, but to repaint the narrative of history and culture like it was a canvas. Not only are you a charismatic speaker who can ignite faith and fervor in ordinary humans with ease, but you'll find your words are accepted more and more as 'fact' contrary to all evidence the higher your position in society is. As an ordinary person with no societal status, you could start a dedicated underground cult with thousands of members. As one of the leading and governing officials in the world, your word is accepted as the 'truth' of the world, able to mold society, religion, and history to follow your perspective. Name yourself a Messiah and the world will believe you. Decree your Laws as holy word and it shall be accepted. Of course, this only changes the perspective of your followers...it won't truly erase whatever old Gods or history existed in the world. And they might be a bit cross with you for that.

Fire and Brimstone [400 – Discount for Law] – There is no mercy for sinners and heretics. If they truly deserved such things, they would have known better than to oppose you in the first place. Whether as a gift from God Himself or some other holy 'curse', you have been given the power to damn the immortal souls of your foes to a hellish fate of your design. Upon dealing a lethal blow to an enemy or when they willingly surrender to you after life-or-death combat, you may curse their soul to a grisly fate of your choosing. You may force them and their descendants to endure suffering until their dying days, to reincarnate and watch the world be destroyed again and again, or even curse them to die in anonymity and be forgotten by history. You may tailor any such foe to whatever horrific fate you may deem upon them, and no force in this world will lift this curse save for the intervention of a power far beyond yours...or yourself, should you feel merciful.

Pearly Gates [600 – Discount for Law] – God's in his Heaven, all is right with the world. That is what will be said about the world you will build with your own two hands. You're not merely a preacher or a leader – you are the one who will herald the Thousand Year Kingdom as it should be. The more you work to enforce or impose your ideal Law upon a society or even an entire civilization, the more it will grip the hearts and minds of those who live within it, until the entirety of that world's culture resembles exactly your personal ideal for it.

The higher your place in a social hierarchy or the greater impact you have on the world, the more it shifts from its muddled chaos into a world that obediently follows your world as gospel, the effect snowballing with greater intensity depending on how much your personal beliefs and faith have become popular in the world. Even better, if you smite or strike down your opposition in battle or debate, their rebellious efforts become less and less effective until they're all but erased from memory and history. At its pinnacle, the world will become an obedient world of thralls all dedicated to worshiping the word of whatever truth you have set for them, and will remain such for millennia even long after you've perished or left that world behind. Of course, this doesn't work for a belief system or dogma that revolves around things like self-determination or chaos...but why would they need such a thing in paradise?

The New Testament [600 – Discount for Law] – Such blasphemy! How dare you wield such forbidden truths while wearing the mantle of Law!...couldn't resist the temptation, perhaps? The Archangels committed a grave sin – using the belief of their followers to create a duplicate of their very much alive and angry God, YHVH. It's very close to the genuine article, but falls a bit short of the full might of this world's wrathful and self-proclaimed Creator.

Similar to the properties of 'Hell is Other Demons', you may use the worship of an existing (or at least well-known) deity or force in this world to create your own simulacrum of that very same God or Goddess. They will wield similar abilities to their true selves based on both their mythos and their existing powers...a frighteningly powerful deity who could instantly end someone's life with their mighty voice would instead stun and bind the weak-minded, while a Sea God who could flood the world would instead drown a city. However, the gap between the two closes more and more as worship goes to your 'version' of that deity instead of its original, until they're all but indistinguishable. Did I mention this copy, while still true to the personality and beliefs of its original, has a fondness and loyalty towards you, their 'Apostle'? No? Well, they do.

You may combine this ability with 'Hell Is Other Demons', if you wish, giving your facsimile God the properties of a Demon...you'll find surprisingly little difference between the two in this world, after all.

Snake In The Garden [100 – Free for Chaos] – The serpent that originally tempted Adam and Eve was able to evade the Angels who carefully guarded its gates and the watchful eye of God himself as he compelled them to break the one rule they were told not to. Or so the story goes, anyways. You will find that you can easily blend in and even live a mundane day-to-day life deep within territory run by your sworn enemies or those aligned against your interests, so long as you don't do anything more than live a simple existence – such as hanging out in a bar all day, going shopping, or even debating philosophy with some of your enemy's regular troops. If you haven't done anything recent in memory against them, most will be content to ignore you, if a bit wary. The moment you become active in conflict with these rivals or foes of yours for any reason or begin scheming against them, however, this tolerance goes away.

The Strong Must Rule! [100 – Free for Chaos] – It's such a simple fact of life, isn't it? The mighty are the ones that the weak gather around for protection or hopes of appeasing the wrath of a would-be enemy. The more power you possess compared to those you speak to in person, the more susceptible they are to your own charisma...or just intimidation. Someone you could send home with bruises or significant wounds would tread carefully with you in the room, while someone you could reduce to atoms with the barest effort might be reduced to catatonic terror. However, those with particularly strong wills or a defiant hatred of you in particular are unaffected.

Among The Mighty [200 – Discount for Chaos] – Of course, the downside to the strong ruling is that those the masses beneath their heel rarely get opportunities to ascend above their station. The 'strong' are thus doomed to get complacent and become weaker in body and spirit...it is certainly good they have you to remind them, isn't it? Opportunities to advance yourself in power practically fall into your lap, especially in an underhanded way. Your rival shows their back to you during a moment of distress or weakness. The powerful artifact your superior meant to claim for themselves just happens to find itself on your person. More than that, even if you have a penchant for betrayal and deceit, those who consider themselves superior to you in power or intellect constantly consider you a worthwhile proxy or ally, which gives you more opportunities to seize what you need from them. After all, falling prey to such deceit is still weakness in the end, isn't it?

Break Your Chains [200 – Discount for Chaos] – The idea of Chaos is rooted in the concept of freedom. Freedom from authority, freedom from sanity, freedom from being another sheep in a massive herd led by selfish shepherds. You'll find any actions you take that disturb the status quo of any existing society, especially for purposes of inducing anarchy or revolution, have a much better chance of success. A speech creates an angry mob, a rebellion raises a fanatical army instead of short-lived rebels, and freeing those enslaved within said society will be surprisingly easy. Of course, once that ball starts rolling you might not necessarily control how it spirals out of hand...but that's the whole point of Chaos, isn't it?

Functional Anarchy [400 – Discount for Chaos] – A little-known fact of the world is that many will do what benefits both themselves AND the whole surrounding them when left to their own devices. Is this true or is it another lie of Lucifer? Either way, you'll find it's surprisingly true in your case...any sort of society or organization you run that lacks any formal hierarchy or even due process not only works the way it is supposed to, but thrives. A loose coalition of humans and demons quickly learn to get along and work together, an army that's little more than angry mob is just as effective as a trained military force, and a gladiator team consisting only of misfits quickly become all-star favorites of the crowd. You tend to be considered 'First Citizen' of these groups, following your directions and guidance without much fuss, though adding your own formal rules and structure will see the benefits of this perk wane over time.

Honey-Tongued Heresy [400 – Discount for Chaos] – When Lucifer tempted humanity with the forbidden fruit of knowledge and power, he did not do so in desperation or with pathetic pleas. He tempted them with the possibilities that could be unlocked to them, never realizing how far he strung them along until he had turned a sizable chunk of mankind into devoted followers of Chaos. Whether as a protege or someone following his example, you are likewise a master of both charisma and long-term schemes. Your charming personality is enough to make even those who know of your true nature or wicked deeds second guess themselves and what they heard, turning foes into friends and friends into fanatical allies. Your grasp on manipulating events and people is so firm that you could spend a sizable amount of time sitting in a bar making small talk to any who happen upon you, and your plans would still move towards a result of your desire...though you will need to be more 'hands on' for situations with powerful opposition or complicated situations.

Morning Star [600 – Discount for Chaos] – Accuser. Adversary. Antithesis. Archenemy. All of these words and more describe what you are meant to be: The enemy. The implacable foe and embodiment of everything they stand against, the ultimate and final foe that threatens to destroy all they have ever worked for. Who is this 'they'? Anyone you choose. You may choose a single existing entity – an individual, an organization, even a particular location or philosophy to oppose. Once you have chosen this entity, you will find yourself empowered in all you do to oppose or destroy them. A spell you cast to burn a building belonging to your enemy will see it disintegrated, a rally designed to bring them together will instead tear itself apart with a strong enough argument from you, and even an army half the size and strength of this foe will make it an even battle.

The obvious downside is that anyone from this particular entity hates you or at least seek to defeat you purely on principle, so convincing them to see things your way might be hard...though 'corrupting' them with your viewpoint may well be on the table. All efforts you make against this entity snowball into something greater, more threatening, more dangerous. But remember: You may only designate one entity at a time, and while your opposition is strong, they may very well overcome you if you become too complacent or lack power of your own to back it up.

Better to Reign in Hell [600 – Discount for Chaos] – What is the purpose of Law, except to protect the power of the weak and the corrupt? Did they truly earn where they stand or did they just inherit it through the slave labor of others or 'divine right?' Truth, Justice, Mercy, Order...all of these are lies used to choke and chain any who might oppose the status quo. Better to burn all crosses and flags that stand between you and freedom. You excel at tearing apart a society built on any semblance of order and law, constructing a monument to Chaos in its place. Whether an anarchy built upon a loose honor system or a dog-eat-dog world where only the strong thrive, you excel at not only creating such but ensuring that it will thrive for thousands of years if you are allowed to march forward unopposed. Each bastion of law or 'society' you strike at or tear down accelerates this process, until all that is left are those who earned their positions through struggling tooth and nail for it. Those in power are truly those who obtained it through their own strength, giving you peers you could perhaps call equals...or rivals. How did that saying in Paradise Lost go, again?

No Thanks [100 – Free for Neutral] – Tell me Jumper, what makes a man neutral? Is it a lust for power? A short attention span? Or is it possible you don't want to sign up for an ancient conflict that has had no victor or sign of stopping for several millennia? Regardless, you can decide to just...ignore it. By activating this perk at will, you will become a persona non-grata as far as major factions in a world go. They will not make any attempt to recruit or antagonize you directly, though individuals may still seek you for personal reasons. This protection and anonymity completely dissolves once you involve yourself in a conflict or formally join a side, however...especially if you decided to fight all major factions yourself.

Take Off The Glitter [100 – Free for Neutral] – When you examine the entire situation from a distance, both sides look like hypocrites don't they? Chaos keeps championing free will and claims they will grant power to humanity, yet see nothing with enslaving or slaughtering innocent humans for fun. Law talks about saving a chosen people based on obedience and faith, but what of the virtuous who just happen to question things now and then, yet serve faithfully? In any situation with a conflict between two or more sides, you are able to look at their merits and flaws objectively and come to your own conclusions without being swept up in the fervor or enthusiasm of either. This also gives you slight resistance to charismatic sales pitches or offerings of a position of power from others, letting you resist temptation and stuck to your own principles, whatever they may be.

Against All Odds [200 – Discount for Neutral] – Let's be frank here – this war doesn't like fence-sitters or those who try to take a third option. The last one who said humanity should think for themselves got buried under rubble for all of his struggles at the very end. You will find yourself quickly outnumbered and overwhelmed should you decide to fight both Law and Chaos in the name of your own cause. It's good, then, that you're excellent at making do by yourself. When you're fighting an enemy with an overwhelming advantage against you, you will find luck subtly tilting things in your favor. Perhaps you will find yourself confronted by an enemy general who is doubting their cause, letting you possibly sway them to your side. Outcasts and pariahs of both factions begin to give you weapons and supplies needed to carry on your crusade. You just happen to find an escape hatch when surrounded by your enemies. It will be small things, but your fight will go from an impossible one to just a difficult one...though this merely aids survival, not victory. You must obtain that yourself.

Open Your Eyes [200 – Discount for Neutral] – The biggest enemy of change isn't adversity, it's complacency. When you're so used to the ideas of angels versus devils, choosing a dark horse in the race is unattractive at best or unthinkable at worst. Whether your own ideals are a compromise or something new entirely, you are excellent at presenting your side as a worthwhile one, and compelling others to see beyond the seemingly black and white picture the forces of Law and Chaos have painted. Your words and deeds will shake off the desire for things to stay the way they are, perhaps even spurring a revolution that rejects both sides of a conflict if their crimes are severe enough, rallying behind you or any side that blazes a new and better path. The world can be a better place if only those within it are willing to work to make it so...and you can reveal that truth to them.

My Own Way [400 – Discount for Neutral] – No one tells you what to believe or what to do. Period. If you make a choice, it will be of your own volition and without any voice whispering sweet nothings into your ear. More than simple resistance, your mind and soul are together an iron fortress against all that would seek to violate them. Things like enchantment or mind control find no sway over your perception of reality or thoughts, and illusions are insultingly obvious to you no matter how convincing the magician or caster behind it may be. Whether it claims to be divine revelation or simply attempting to steal what is yours, a lie is a lie. And lies are useless against you.

With Friends Like These [400 – Discount for Neutral] – Angels and devils working together? Rebels and loyalists? Cats and dogs? It's more likely than you think, especially when you're the one steering this ship. Not only do you have a talent for bringing all but the most fanatical of a conflict under your banner, but even those with years of reasons to hate each other will grit their teeth and work with those who would otherwise be diametrically opposed to them to the best of their ability. As time passes, some may even develop camaraderie together, or rekindle old friendships that were previously torn apart by an ideological split. Be warned that this only applies to while you're leading the way...if you disappear from the scene before these bonds have developed, the coalition you united will be quick to start tearing each other apart all over again.

Cogito Ergo Sum [600 – Discount for Neutral] – Few know the truth of this world: Once upon a time, the demons of now were the gods of old, and Angels of today were the demons of yesterday. Holy and unholy aren't concepts built into reality, merely manipulated and staged by the triumphant forces of Law and their opposition. Having realized this yourself, you have wisely decided no such rules will apply to you. If an Angel demands you be pure of heart in order to earn their services, they will judge you as worthy even if you're the type who lies and steals. If a demon-possessed weapon would encroach upon your body to corrupt you into a monster, you will find it unable to do any such thing and will work just fine otherwise in your hands without the extra 'gift'. In other words, powers and forces that demand you be aligned to a particular ideology or level of goodness or evil find you an acceptable vessel, letting you wield the sacred in one hand and the profane in the other without needing to be one or the other. Likewise, corrupting influences that would make you involuntarily drift to one side or the other have no sway over you.

Contra Mundi [600 – Discount for Neutral] – What else do you call someone that appears from nowhere and proceeds to totally uproot the status quo to blaze a whole new trail? Anyone can pick an existing side and be its champion, but it's another matter entirely to throw that nonsense away and move off the beaten road. When you decide to fight the major powers of a world without throwing your weight behind an existing one, you will find the winds of fate blowing in your direction. Winning one unlikely battle spurs additional support for your faction, escaping capture one day increases interest in your cause, and sparing an enemy general creates sympathy for your side. Against a force you are superior or equal to, this effect is minor and merely adds to whatever advantages you already had, but the stronger your opposition is the more significant each move you make becomes as tiny victories steadily snowball into an apocalyptic finale to bring victory to your cause. A ragtag group of humans and a few demons against Lucifer and YHVH Himself? Leading your forces effectively might well see you rout the entirety of both Law and Chaos for a thousand years to come. Luck will be on your side...I just hope you have more than just luck.

Items:

COMP + Demon Summoning Program [Free] – Let's make this clear: You will likely not get very far in this world without this. This is a wrist-mounted computer that looks like a video game accessory from the late 80s. It is able to hook itself to and interface with most technology in this world, but doesn't have any special functions or abilities...well. Except for one, given to you by a mysterious fellow in a wheelchair. Before we get to that, you may import any personal device – a phone, a PDA, or so on in place of your COMP. So long as a normal human can carry or wear it, it's fair game.

This is the Demonic Summoning Program that helped turn this world upside down so many years ago, letting you understand the language of demons and speak it easily in turn. Should a demon decide to willingly side with you whether through intimidation or diplomacy, you may store that demon within a 'slot' on your COMP and then summon it by fueling it with Magnetite. The demon will obey your commands so long as the COMP is functional and Magnetite is supplied to their forms, otherwise they will dematerialize back into storage or begin to steadily take damage from 'starving'. You may store up to twelve demons at a time as a freebie and they will act as followers, though see Notes for some details on how this interacts with future jumps. Post-jump, you may recruit Demons of other worlds this way, though take note that swapping out a non-Shin Megami Tensei Demon for a 'slot' will send it back home unless you took the upgraded Compendium.

The Compendium [Free/200] – But, just twelve slots? Forever? Really? Well, this shouldn't actually exist yet, but if there's anything you should benefit from it's a few quality of life upgrades from the distant future, right? This is an upgrade to your COMP that turns its piddly storage space into a much better version. This is a Demonic Compendium, which records the data of any demon you have recruited or fused using the Demonic Summoning Program. It gives you a full list of their abilities, stats, and even a little blurb telling about their mythology and history. Finally, you may re-summon any demon with its data stored within this Compendium into an empty slot on your COMP, even ones you have previously released. Post-jump, this Compendium continues to function but only for demons of Shin Megami Tensei onwards, but for the price of 200 points you may apply it to any Demon within future jumps as well...though you still need to be able to acquire and summon them through the Demonic Summoning Program for this to work.

The Cathedral of Shadows [Free/200] – Another mainstay of this world you will likely need, this is the infamous Cathedral of Shadows. Its function is quite simple: Demons have a static amount of power tied to their forms in this world and don't quite 'level up' in power the same way humans do. One way around this is to fuse two compatible demons together to create a new and stronger demon, which this very ritual chamber has been designed to do. It is managed by a helpful if somewhat creepy looking robed fellow who will tell you how strong the end result will be...though he is reluctant to create anything stronger than the summoner, for the obvious reason Demons tend to ignore or outright attack those weaker than them. You may spend 200 points to keep this post-jump as a property or a warehouse attachment, where you may fuse any sort of Demon you can summon through the Compendium or the Demon Summoning Program.

Macca [Free/50+] – Yen fell out of use many years ago with the collapse of the old Japanese government, being replaced by Macca as the primary currency of Tokyo Millennium. What? It looks similar? Don't worry about it. This is 2,000 Macca for you to spend as you wish. For 50 points a piece, you may receive 2,000 more.

Future Gear [100 – Free for Human] – Life in this new era is dangerous, what with demons running around in the open and only the Center knowing some semblance of safety. In this dog-eat-dog world it's good to have some self-defense gear. This is a Survival Vest with some matching headgear, gloves, and boots. This is strong enough to withstand low-caliber bullets and weak demon attacks, though not for long against stronger foes. In addition you receive a combat knife and a pistol, as well as ammo for the latter. You should probably get some stronger gear at your earliest convenience, but at least you won't be completely defenseless.

Armory of Mankind [200 – Discount for Human] – Humans may not have the raw power and magic of Demons, but they are not completely helpless either. A step up from a pocket knife and a piddly little peashooter, this is a crate full of weapons like plasma swords, assault rifles, and machine guns. This could turn one human into a formidable foe against several demons, or arm a squad to be ready to fight a demonic incursion. Ammunition included and any items destroyed are replaced the following day.

Arena [400 – Discount for Human] – Gladiatorial combat is a way of life in certain parts of the Tokyo Millennium, and one you've learned to properly capitalize on. You are now the owner of a legally sanctioned arena designed for blood sports, though it's actual rules and regulations are up to your discretion. Regardless of whether it's one-on-one fights to the death or team battles to the knockout, your arena is fairly popular and many of the locals will attend the matches while casting their bets on who the victor will be. Naturally, talented gladiators and combatants will sign up to fight for glory and money themselves. Did I mention you get a percentage of these bets as a buy-in fee? In future jumps, this arena will exist and thrive near any existing civilization, even being ignored by authorities who normally consider such illegal.

Virtual Battler [600 – Discount for Human] – It makes sense that humans get stronger through conflict, but sometimes you want to be able to improve yourself without having to risk your life against strong foes, right? This is a Virtual Battler, a pod system hooked up to a large computer system that simulates entire dungeons worth of enemies for you to fight, this one having combat data for every Demon or enemy you encounter after purchasing this. By entering and battling within this virtual dungeon, you are able to gain experience and practice your abilities just as well as in reality, only being booted out should you be struck with lethal damage within. Only downside? Consumables or items you use up in this world still count as used up. Don't think about it too hard. Post-jump, you may use combat data from all foes you battle from this point onwards in this virtual training.

Magnetite [100 – Free for Demon] – An important mineral for summoners and absolutely essential for Demons, this is the glowing mineral Magnetite. It is what allows Demons to manifest into the world and sustain themselves in humanity's reality. Did I mention it is primarily found by being torn out of living human bodies or other demons? Since your demonic form needs Magnetite to keep itself in place, this is a month's supply that will let you comfortably manifest four weak Demons for a month, or one extremely powerful Demon for a week or two. This will restock every week. Naturally, you'll want to get more if you grow in power or plan to summon that many powerful Demons yourself.

Useful Fools [200 – Discount for Demon] – Come now, let's be perfectly honest with each other. Humans ignoring taboo and even common sense for the idea of gaining power or wealth for themselves is a tale as old as Eden. Someone like you, with all of eternity behind and in front of them across infinite worlds? It's only fitting you have others to worship and obey you. Whether devoted Messians who see you as an angel or a savior, Gaians who covet and desire your power on their side, or just some misguided humans desperate for a third option, you now have a collection of ordinary people who worship and obey you. They don't have any special talents or powers to speak of, but they come from all walks of life – students, workers, even a few minor figures of power in government. They are willing to spy on your enemies and do whatever favors you ask of them, only needing a token display of your power in return for an occasional petty favor to be satisfied. Should they die, more will eventually take their place. Even a few pawns are useful in the right hands...what will you do with them?

Summoning Books [400 – Discount for Demon] – You do need to be summoned in the first place to appear before humans most of the time, however. Good thing you have these: Several ritual books with detailed instructions to allow even the most green occultist to call you or your companions forth into this world. Once executed, you will receive a telepathic signal that you are being summoned and have a rough idea of who the summoner is and what their intentions are. If you wish, you may instantly bring yourself before them in your demonic glory.

Of course, unlike some of the smarter demonic grimoires, you're not actually bound by any obligation to listen to the summoner nor do you need them to stay in your new location if they happen to meet a tragic accident at your hands. Such a shame.

Hole To Hell [600 – Discount for Demon] – This is what starts all of it, every time. A human discovers a brand new dimension of power and possibility, an expanse waiting to be claimed and conquered by ingenuity...and then suddenly, the world is flooded with demons. The world is cleansed in fire by the apocalyptic conflict between God and Lucifer until nothing is left but dust and ashes, the world is reborn, rinse and repeat. Now you have your own little gate to hell within your Warehouse.

A technological take on a powerful ritual chamber, this is a gateway into the realm where demons originate. Its simplest and most obvious use is that even once you've left this world far behind, you can still call forth demons of this universe within this chamber to either battle or be subdued for later summoning. The most major figures of this world – the likes of YHVH and his Avatars, Satan, and Lucifer – aren't included in this roster, but the majority of the others are available. You may summon any particular demon in said roster simply by inputting its name into the computer.

A second use is that this portal works as a two-way gateway into the Demon world, an Abyss where Demons live their own lives in a surprisingly similar way to humans – they even have things like casinos and towns in there. One could perhaps find a way to utilize this Abyss and its unique properties to gain things like a steady supply of Magnetite or maybe a constant energy source...though you'd need to be a technological genius to make something like the latter. Its geography and inhabitants change slightly with each jump, gaining new Demons based on the beliefs and mythologies of where you've been.

Finally, you may simply sign the death warrant of a particular world by disabling the safeties on this Gate and causing Demons to flood into the world. Even without YHVH or Lucifer to call the shots, the conflict of Law and Chaos will continue in wherever you seek to unleash it, spelling doom and eventual apocalypse for those who partake in it. I certainly hope they are prepared for it.

Holy Scripture [100 – Free for Law] – This is the Word and you shall preach it. This is a collection of holy books dedicated to whatever cause you personally follow or choose to devote yourself to, from various authors all given divine inspiration. It is full of verses and stories that subliminally encourage others to follow your way, being easily quotable as well as very cheap to produce more of. Whether through leather-bound books or digital files, these books have a way of spreading like wildfire to those compatible with your own beliefs and desires, sowing the seeds of what will no doubt become your flock.

Upon This Rock [200 – Discount for Law] – Scripture is all well and good, but the faithful require a place of worship as well. This is a well-constructed church complete with murals and stained glass windows depicting key figures and moments of your chosen faith, whatever it may be. Not only are you or your chosen much more charismatic when preaching within this building, but any magic or skills dedicated to furthering your cause are also much more effective inside of its walls. Those sympathetic or devoted to your cause will find their way here, as if guided by divine providence. Let it be a harbor for the faithful.

JNN [400 – Discount for Law] – Short for 'Jumper News Network', you've managed to get your own television channel Jumper! Much like how the Messians use Millennium News Network to distribute both news and propaganda, you've managed to get your own that broadcasts recent events spun in a way that further your own agenda and helpfully warns you of incoming Demon invasions. Mysteriously, it is never taken off the air regardless of whoever might be in charge or want you dead at the time. Post-jump, it will continue to act as a propaganda piece for whatever cause you champion and will warn you and your followers of any impending disasters heading your way.

The Ark [600 – Discount for Law] – Long ago, mankind was cast out of Paradise for its sin against their Creator, yet promised a Thousand Year Kingdom for those who had proved themselves worthy of redemption while the rest would be cast screaming into hell. This is the culmination of that promise – a pyramid-shaped megastructure with a vast garden within. Inside this Ark is all a human needs to live comfortably: food, shelter, peace of mind and sanctity of spirit. Those who willingly choose to live within this paradise will find all doubt steadily erased from their minds as they live in blissful obedience to whatever cause you have preached to them, becoming your chosen Saints in this garden of Heaven. You may toggle this effect off, if desired, but this structure can comfortably house as many who choose to live within it...or those you choose to save.

However, this is only one half of its purpose. It is not just a shield for the faithful, but a sword for the wicked. The Ark can be launched into space and still exist comfortably in a low Earth orbit so that it may fulfill its true purpose: Wiping the world clean of the unworthy. From a laser at its tip called the Megiddo Ark, the Ark can fire at the surface of an Earth-sized planet and wipe out all life in a single stroke. Seeded within its ashes will be the what will become a new Heaven a world with a similar environment to the Ark for your chosen people to settle. At last, Paradise has been won.

Demonic Socialization For Dummies [100 – Free for Chaos] – Demons are fickle, strange, and incredibly dangerous. It doesn't help they're often the key to succeed in the struggles of this world and just getting a few to join you initially can be a dangerous prospect. Good thing you have this handy-dandy guide! It's a well-written guide on how a human may best convince weak to moderately powerful Demons on their side even if they're not too strong themselves, or how a Demon might easily trick otherwise paranoid and wary humans to do their bidding. Aside from being a good self-help book, this doesn't have any special properties beyond that, though it will update on how to make a good first impression on other beings with alien mindsets in future jumps.

Love Dust [200 – Discount for Chaos] – Did you know Demons also happen to include things like Faeries? The sort that make all kinds of tricks and mischief over poor, hapless humans? This is one such trick – a bag full of glowing gold dust that glitters with even the faintest bit of light. When thrown upon a thinking being, they will fall madly in love with the first person they see. I do mean quite madly, to the point the recipient may have a difficult time keeping them off. This can be resisted by especially powerful beings or those resistant to illusions, though.

Castle of the Morning Star [400 – Discount for Chaos] – Lucifer is many things, but lacking in taste is not one of them. Perhaps that's why you've taken a copy of his personal citadel all for yourself? A gigantic castle that would loom over the Abyss and cast a long shadow, this is a comfortable abode almost matching the Ark in size. It is full of most material luxuries you could imagine and is guarded by a legion of Demons at your beck and call. Oddly, they're completely loyal to you regardless of how much power you have compared to them, though they won't do much except guard the property itself. Along with the occasional party or Sabbath, unless you order them not to. Don't ask.

Kuzuryu [600 – Discount for Chaos] – This world most certainly needed more ways to come an end, right? This is a mighty eight-headed dragon that sleeps beneath the surface of Tokyo Millennium, waiting for its chosen wielder to awaken it. Upon being unleashed, a single head of the dragon could completely atomize Tokyo Millennium while all eight could wipe out all life remaining on Earth. And what do you know, the person who has a say on when the dragon can be unleashed or how is you. The mighty Kuzuryu will attack whatever location you please, though it lacks precision and moves with all the subtlety and grace of an angry hurricane. If the dragon is defeated or slain by an especially capable enemy, it will find a new resting place and return to life the following year.

Commemorative Statue [100 – Free for Neutral] – Everyone needs a hero, even a dead one. This is a statue of either yourself or someone you consider personally important, whether alive or dead. Aside from being well crafted and having a plaque dedicated to whoever or whatever it depicts, the statue tends to weep physical tears once terrible events are about to start happening to you or those close to you. It's probably not a good sign if it starts and doesn't stop...

Casino [200 – Discount for Neutral] – What better way to forget your troubles than to gamble your life savings away? You have taken this to heart and have achieved membership of a particularly resilient casino, one that will have a knack for surviving even the fall of Tokyo Millennium should such a thing occur. You may gamble to your heart's content with all sorts of betting enthusiasts from all over, and post-jump this becomes a warehouse attachment or a property at your discretion. In future jumps, any form of legal currency is bet and exchanged here, and you will meet other (if ordinary) gamblers to play with in each new world.

Pride and Survival [400 – Discount for Neutral] – Not everyone chooses a side. Some don't want any part in it and simply do whatever they can to keep their heads down so they can live another day. Some fight tooth and nail without having to preach about the benefits of being strong. Some unite and band together without being unified by an ideology. Some...like these people. This is a collection of humans rejected by the status quo: Soldiers, gladiators, disgraced Temple Knights, mercenaries, mechanics, smugglers – a whole host of human beings used to fighting to survive while rejecting the 'truths' of both Messians and Gaians. Each of them have experience in both fighting demons and surviving off the barest scraps of civilization, and seeing a second chance in following your leadership, they have sworn themselves to your surface. In total they are about three platoons worth of fighters and support to match them, ready follow the path you put before them.

The New Babylon [600 – Discount for Neutral] – No matter what others tell you, it wasn't the will of God or a demonic invasion that decided the fate of the world, it was a single human wanting to let others decide for themselves how they wanted to live. If Demons can be summoned and bound by a program, then imagine what they could do with just a little more than that? This is a previously-abandoned laboratory once belonging to a fellow in a wheelchair, now given to you as a property or warehouse attachment. While in need of some repairs and maintenance, this lab contains detailed notes on how to combine the properties of the supernatural with science, letting you make things like the Demon Summoning Program and portals to other dimensions. With time, perhaps you could synthesize a better version of Magnetite or invent weapons that damage Demons just as badly as a powerful spell. Once the laboratory is functional again, all items you construct within it have a much higher success rate and integrate spells and devices together with ease. The keys to this world are yours, Jumper...what will you do with it?

Companions:

We Happy Few [50 each] – It's dangerous to go alone, especially when ideological lines might tear your friendships and allies apart. For 50 points each, you may import or create a companion of your choosing, receiving 600 points to spend freely. Demons created or imported this way receive 200 CP to spend on their race instead of 400.

Come With Me [50 each] – Have someone you want to bring along? Made a friend or two in the ensuing conflict? So long as they're still alive by the end of the jump and agree to come with you, you may take a canon character for 50 points each from this world as a companion.

Drawbacks:

You may take as many as you feel you can handle.

The Cycle Continues [+0] – Were you there when the world was cast into apocalyptic fire, Jumper? The moment when Demons were unleashed upon an unsuspecting populace and Thor's hammer brought nuclear holocaust upon Japan? If so, the world might remember you...this causes any actions you took during the Shin Megami Tensei I jump to become the backstory of this one. Be warned, even if you exterminated the forces of Chaos or Law down to their last, they will have returned in some form this jump to continue their struggle. And should you have struck down or defied YHVH before, well…

He most certainly remembers you.

Feet of Clay [+0, Requires Human w/ Man Made Messiah] – The catalyst and the final arbiter of this conflict is the artificially created Messiah, Aleph, currently known as Hawk. His existence is what convinces YHVH to wipe the slate clean by destroying the entire world along with his treacherous Archangels who engineered him. And you have now taken his place in the story, preparing for your next battle in the arena of Valhalla. Your fate is now irrevocably tied to the battle of Law against Chaos, and are all but destined to battle YHVH Himself barring extraordinary circumstances. Good luck.

Anti-Jumper [+100] – Legends say that a false Jumper will appear, someone who sways hundreds of innocent people to their cause and that cause is the antithesis of yours. Prophecy dictates that you two will do battle, and it will be a struggle for the ages as they match your blows and every power!...except, not really. While they certainly buy into the hype and are a bit stronger than an average human, they don't have much except a determination to make trouble for you. This rival of yours will threaten or bumble their way into impeding your progress, and has a knack for miraculously surviving to live another day no matter how hard you beat them down. Defeat them enough times and they'll give up, perhaps even becoming an ally or at least passive...but they've got a lot of determination to spare until then.

Fickle Demons [+100] – Demons are difficult to understand from a human perspective already, not helped by the fact you need to subdue or convince them to join you in order to be valid for the Demon Summoning Program. It can be an exercise in frustration when you offer them most of your Macca only for them to take the money and run, or pretend to be your friend only to attack you at the last second. Now? It's even worse. No amount of otherworldly understanding or charisma will make this process any easier and Demons aren't even swayed by your alignment or power any more than if you were a nobody on the streets. Getting allies will be difficult, to put it mildly.

YEAAAH [+100] – You appear to have caught a cause of Saturday Night Fever, Jumper. Or Sunday. Or Monday. Or any day of the week, really! Anytime you're standing upright or in a neutral position, you can't stop yourself from dancing. Ever. Even when you're extremely exhausted by the end of it. Mercifully, sitting down or sleeping gives you a respite from this, but the urge to dance again will gnaw at you the entire time.

It Was Pretty Cool At The Time [+100] – Why do people appear and disappear at random? Why is every room a maze where you can only face one direction at a time? Why do all the rooms look the same?! All the little inconveniences of the original game's look, right down to identical rooms and having to navigate like you were driving a tank at all hours, are now something you have to live with. You can't even climb out a window because none seem to exist – you either need the ability to teleport or to find the actual door leading out somewhere to leave an area. No one except you is inconvenienced by this.

Yes, Again [+200] – Demon attacks are common enough that they're relegated to a daily weather report in the local news network. That's probably why you're going to be filed under the same category as a hurricane, because you attract demon attacks like moths to a lighthouse. Even if you're in the most heavily defended area of the Center, it will take only a few moments for a small horde of Demons to break in and attack you. Everywhere you go, more and more Demons will attack you, sometimes barely a few steps away from your last fight. It's as if they were random encounters and someone doubled their rate. I hope you're prepared for that.

Heretic [+200] – The Temple Knights have put out a substantial bounty for your death, Jumper. Perhaps you've uncovered the blasphemy that has caused YHVH to turn his back on this world or maybe you're just a threat to them on principle. Regardless, Tokyo Millennium isn't safe for you anymore as the Archangels and their minions will be hounding you every step of the way. Taking this with 'Yes Again' all but guarantees you will not have more than a few moments of rest for much of your time in this world. If you have taken 'Chaos Reigns', the Gaians and Demons roaming about have instead formed a united front to kill a single person: You.

Lovestruck [+200] – Has a Fairy pulled a foul trick on you, Jumper? Or did some admirer miss their mark? As a result of an enchantment, you have fallen madly in love with an acquaintance or companion of yours. It's not one you were already in a relationship or in love with, just to add to the trouble. A very specific substance somewhere in this world can break this hold over your mind...though it won't really cross yours. I hope you have friends able and willing to snap you out of it.

Dimensional Breach [+200] – Did you know strange characters appearing in these worlds isn't too new or unusual? No? Well, it's unfortunate that you've grabbed the short end of the stick on that deal. Your outside perks and items are no longer functional unless they came from Shin Megami Tensei or other Megaten jumps (Devil Survivor, Soul Hackers, Persona, etc.). This includes any companions you happen to bring into the jump.

Chaos Reigns [+300] – The shoe appears to be on the other foot: The Gaians were the ones who came out on top instead of the Messians. This means Demons roam more freely in Tokyo Millennium than before and while humanity enjoys freedom of religion, the various gangs and cults are all in a perpetual struggle for superiority. The megacity has become a war zone from the Center to the outskirts and even Valhalla has become a place of bloody human sacrifice instead of just gladiatorial combat. And no matter where you go, where you hide? This struggle to determine who is the strongest will always spill out around you, forcing you to either fight or flee. Perhaps it will only end when you stand above the hordes of Demons and Gaians...or perhaps even lead the scattered and broken Messians yourself? Be aware, YHVH's genocidal plans have not changed...

I Bless You [+300] – All things under Heaven and Earth belong to you. It doesn't matter that you're not their creator or even someone from this world, only you know what is right for them and your will is the only 'true' path. You believe this so feverishly that genocide on what you consider nonbelievers is a slap on the wrist compared to the hellish punishments you are willing to inflict on any who defy you. Diplomacy and compromise are simply not options. In summation, you are filled with the same insane megalomania that has consumed YHVH in this world. Unsettling if you're but a normal human, truly terrifying if you're already a titan of power yourself.

Scourge of God [+300] – The voice of God has reached your ears and it is filled with unyielding hatred. Is it because of some sin you committed or will commit in the future? Or just the possible threat your existence may pose to him? Regardless, you have been cursed from now until the end of this jump. It starts small – bouts of misfortune like a gun jamming or an ambush crossing paths with you at a moment of vulnerability. Then it gets worse. You begin to suffer intense phantom pains on your body, especially on your hands, wrists, and feet. It begins as a small annoyance and then turns into searing agony your mind is unable to shut out. Visions of horrific events flash and disappear before your very eyes without warning, the dead you have slain or will slay shout terrible curses at you, and your sanity is steadily torn apart. Your defenses will steadily crumble from this onslaught and will intensify more and more each day. Your companions and loved ones endure similar suffering and agony, especially those close to you. The goal of this? Survive without succumbing to madness or begging for it to stop, lest the 'mercy' of God reduce you to a pillar of salt as your chain comes to an end.

The dust settles, the decade has passed, and the Jumper is still alive. Is it in a new paradise designed by God? Is it a world of human freedom? A world of survival of the fittest alongside Demons? Or something else entirely? Regardless, it is time for your choice.

Go Home?

Stay?

Continue?

Notes:

Demons stored in COMP slots are effectively followers but may be individually imported as companions in future jumps.

Taking Feet of Clay and the canonical Law or Chaos paths lets you take Satan (who survives via fiat) or Lucifer as companions or followers for free respectively. Hiroko may become a companion free regardless of your final choice so long as she has no reason to be against you.

Fanwank how the conflict is still going if you're using continuity and already killed YHVH deader than dead up to this point.

I have no fucking idea how to properly quantify SMT's power levels because it makes less sense the more I think about it. It works however you think it works. It's your chain, do what you want with it.

Magnetite is no longer necessary to maintain the summoning of any Demons post-jump, and instead acts as a substitute for any energy spent in Demon summoning from that point onwards.

When fusing Demons, whether as followers, companions, or the Jumper themselves it is up to you who the dominant personality is or if the two combine into something new, or any combination thereof.

The static power of a Demon applies only to the SMT-Demon altform, and this may still be manipulated or broken by other perks or what have you.

What is considered a 'Demon' in future jumps for things like Demonic Infusion or the Demon Summoning Program is case-by-case and honestly pretty difficult to classify considering SMT Demons include everything from Angels to Pagan Gods to characters from classic literature. I encourage you to fanwank and come to the conclusions on what qualifies as a Demon or not in future jumps yourself.