

Version 1.0

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"This is the great Grimoire, containing the rarest secrets in the world. The great laws of magic. Here you shall find secret chants for the Holy Spirits of the Darkness. The throne of the Apostles shall be assumed by the one who has been entrusted with the key to the Kingdom of Heaven, in the words of the Lord Jesus Christ to Saint Peter: 'I shall entrust thee with the key to the Kingdom of Heaven', and he alone shall have the power to command the Lord of Darkness and his servants. And they shall be his servants also and shall bring him honor and glory and worship. Again in accordance with the Lord Jesus Christ's words, 'Thou shalt serve only one God'. By the power of the key to the Church, thou shalt become the ruler of Hell."

~Preface of the Bible Black

This World is a lot like your original one, Jumper. The main difference is that the occult is real and can be quite an issue. To make matters worse, it's apparently super easy for a bunch of high school students to get their hands on what has to be the epitome of the Black Magic Tomes of this world, the *Bible Black***.** Of course, that's not its true name, it's just a silly name given to it by a student. Needless to say, you will probably be dealing with demonic entities and the occult with your luck, Jumper.

In light of this, here's **1000 Cabal Points** for your troubles.



When?

The thing about this world is that there are different points in time when the incidents occur. They all happen in the same town and often the same school, but there are periods of time when nothing occurs. So you get to pick when you end up involved in the magical shenanigans, roll a d6 to pick your point in the timeline randomly. Or you could just pick which one you want, you don't even need to bother spending points to do so. You will spend ten years, unless the Drawback ***Three Rituals, Sundered*** *is taken.*

Origins (1 or 2): This is the beginning of it all. Twelve years before Walpurgisnacht, the book is first found and a group of not-so-innocent schoolgirls decided to screw around with powers beyond their imagination. Let's just say it goes poorly for everyone. Animal sacrifices, mental manipulations, demonic rape, and even power plays made inside the cabal. Events escalate to full-blown human sacrifice in the end. Overall, it's a time when innocence is shattered and the true devils emerge. You start a full year before the Magic Club (the Rose Cross) tries to find recognition with the Student Council.

Walpurgisnacht (3 or 4): The girls involved in the ritual twelve years ago are now adults. Another bunch of students gains an interest in magic, but they aren't the ones getting involved with a certain tome. The school nurse is looking to perform a specific ritual on Walpurgisnacht that requires a virgin sacrifice, and she will stop at nothing to accomplish it. You start a year before this ritual is to occur.

Longinus Incident (5 or 6): Years after Walpurgisnacht, Kurumi Imari has joined a Psychic Investigation Agency called Tokken. Yet another ritual is being planned by yet another coven. Only this time, there are multiple parties involved. One is *potentially* led by a spirit inhabiting Kurumi Imari. Another is being led by the descendant of Aleister Crowley. In the middle of this is the *woman in red*, a woman prophesied in the Book of Revelations to give birth to an omnipotent being, whom both parties are seeking. You start a year before this ritual is to occur.



Kurumi Imari having lunch.

Who?

Who are you in this world? Are you an innocent student about to get over your head? Are you a teacher that gets caught up in occult shenanigans? No matter who you are, you're bound to either get involved or see the aftermath of it all. Your gender stays the same, though you could change it for free if you wish.

Student

You are a student at the Academy. A person between childhood and adulthood where you are learning your place in the world. Whether you are a part of the Student Government, are involved in a club, or some loner, you have the greatest capability of learning magic just because of how much free time you have compared to others. You can start off in your First, Second, or Third Year (sixteen, seventeen, and eighteen years of age respectively).

Or you could be a student at the local University. You've just entered adulthood and are studying for your profession. You can still learn magic quite easily, but you're in for a rougher time. Your age is determined by rolling a d8 and adding seventeen to the result.

School Staff

You are a part of the staff at the Academy or the local University. Whether you are a Teacher or part of the administration, you have authority over the students and responsibility for their success. Of course, you can learn magic just as much as a student could, but your time for studying it is sparse. Your age is determined by rolling a d8 and adding twenty to the result.

Holy Person

Priests, Priestesses, Nun, Shamans, they're all a part of this little category. A Holy Person could learn magic, but their specialty revolves around countering magic and the demonic. You are a part of whatever Church or Religion you wish and have a vested interest in countering any Cabal that takes up residences in your local area. Your age is determined by rolling a d8 and adding twenty to the result.

Agent (100 CP)

A generic term for any individual in the local police force or whatever anti-cabal taskforce springs up from the numerous incidents that occur around the local area. You have the benefits of actually knowing how to fight, which puts you above some of the other backgrounds listed. You are also rather adept at investigating and solving mysteries. While you can also learn magic, you end up with the least amount of time to devote to studying it — since you have a career and all. Your age is determined by rolling a d8 and adding twenty to the result.

Skills and Abilities

All skills and abilities are discounted fifty percent for their background, though simple 100 CP abilities are free. Magic abilities, on the other hand, are different. Magic perks are available to all backgrounds, but there are no discounts.

General



Seishoujo Body (Free)

You're entering a world of rather beautiful women, Jumper. The Artist known as Seishoujo has a very distinctive style when it comes to body types. While everyone is pleasingly proportional, there are various archetypes to be found. The majority of people in this world are slender enough to show at least some distinction of rib lining, but not to the point of being unhealthy. Heroines and even female side characters tend to have full breasts of various cup sizes beyond C with proportional hips and slender waists. Guys tend to be slender as well (though a few may have some muscular definition), with a few being androgynous enough to be feminine (in some games). The point is that everyone important to the story is rather beautiful/handsome with only a few token ugly characters. You gain the appearance that could fit any major protagonist or beautiful side character out of a Seishoujo-drawn game or anime.

Reproductive Control (Free)

This is a lewd world. Sex and violence are stuff you will have to face here, especially the sex. We wouldn't want you to have any accidents along the way. Or maybe you do? Either way, you will gain complete control over your reproductive system to the point of making yourself selectively fertile/infertile. Ladies get the added bonus of having little to no painful symptoms from their menstrual cycle and/or the ability to suspend it altogether. You're also immune to sexually transmitted illnesses (STIs).



Student

Honors Student (100 CP)
Let's face it, high school can be rough when you have secret magical cabals working to make massive ritualistic orgies possible in the basement. Then you have to worry about grades and exams and your future. With this, that becomes even easier. You gain an excellent memory and the ability to absorb information easily. This also helps your critical thinking and problem-solving skills too. Those Finals will be super easy!

Horny Teenagers (200 CP)
When you put a bunch of hormone-driven teenagers together, sex is eventually going to happen. It doesn't matter if they're *pure and innocent*, they'll think about partners and romance and stuff. This is especially true with strange girls in black robes selling love charms that *actually* work. What's a person to do when they have a rather horny lover and nowhere private to go? You now have the ability to find any place with little to no people around, no matter the time of day. Even highly traversed areas may have a secret spot or two in them. All of this gives you an opportunity for some sweet loving or a quick fuck with your significant other. This also has the bonus of making you and your partner harder to spot when you're in the heat of the moment.

A Gut Wound isn't so Bad (400 CP)
Well, Jumper, you'll find that even the youngest of high schoolers seem to have a durability that is unheard of among humans. Minase honestly should have died when it was stabbed by Shiraki and then mounted like a sex toy. Technically, the guy shouldn't have even been able to get a boner with that horrible, bleeding gut wound. Yet, he survived long enough for his Art Teacher to save him. There wasn't any magic involved in his survival either, just his recovery. You're certainly going to need that durability here. You need less blood than the average person to survive, meaning as long as you stop the bleeding you'll be able to keep going with only 30% of your entire blood supply. It should be noted that most humans die when they lose more than 40% (~2000 mL) of the stuff. You'll also get something better than what Minase was capable of — the ability to keep moving even with debilitating injuries. You won't even mess up your body if you continue to move while injured.

Unpossessed, but Demonic (600 CP)
Kitami gave Minase the abilities of an incubus by having her demonic servant Rasha possess the boy. With Rasha in him, Minase was able to use the demon's magic to cause damage and make any woman he touched lustful and wanting. You don't need a demon implanted in you to affect the libidos of others. With just a touch and a few words, any one of your preferred genders will feel their sexual desires increase to the point of being unable to control themselves. In this state, they will be willing to perform any sexual act with you. You will also find your physical prowess has increased as well, making you much stronger, faster, and durable than you were previously.



If you were to learn magic, you will also find your capabilities in the Black Arts have increased. Any spells that alter a person's sex drive or mental state become easier to cast and are much more difficult to break. You also attract more agreeable demonic entities when summoning demons that *want* to work with you being the primary entities summoned.

School Staff



<u>Educated</u> (100 CP)
As a Teacher or one of the other school staff, you need an education and some experience. This gives you the knowledge and teaching experience for a specific subject that you will either teach or perform for the school. It's that simple, honestly. You're an educated professional after all.

<u>Strangely in the Know</u> (200 CP)
For some reason, you just have this odd ability to find information on the strangest of things. You could be researching for your next lecture and come across a historical text on local covens or maybe catch an odd conversation between those members of the Magic Club. You will find yourself finding information on whatever subject interests you quite easily. This includes some rather rare and eclectic topics such as the occult. Either way, you'll find yourself strangely in the know of what's happening around you.

<u>Fucking Authority</u> (400 CP)
You are in a position of authority. It's your responsibility to guide and educate the next generation. Still, that doesn't mean you need to be a prude about it. Unlike your coworkers, you have an air of authority around you that can compel others. Anyone that is your subordinate or your student or even your ward just feels that listening to you is the right thing to do, even if that is kinky teacher-student sex in an abandoned classroom. This will even coerce them to do things that they really wouldn't like to do, so long as it isn't physically harmful or life-threatening. After all, your students have to do their homework or maybe even service you for extra credit. However, a lot of this stuff would be frowned upon by others. Thankfully, your reputation receives protection against *rumors* and *slander*, if you were ever caught in the act by a peer or superior. You'd probably only get a mild scolding for your actions in *educating* others.

<u>Top of the Hierarchy</u> (600 CP)
Why settle for being a teacher? You could be the Vice-Principal or even *the* Principal of the Academy. Don't want to work for a high school? Well, you could be a Dean of the local University! You'll find yourself sliding into a position of ultimate authority for an organization quite easily. This will include gaining the charisma to lead and the knowledge of strategic management to go with the authority. This does not work for hereditary positions if you are outside the family in question.

But what's the fun in being on top if all you have is just the responsibility and no ability to manipulate the organization to your whims? You will also be gaining the ability to push an organization into a direction you wish it to go, whether it be subtly or openly. No one will question if you were to make Sex Education in your school *hand-on*. Maybe you want to implement a free-use policy in your office? Either way, when you're in charge, you can mold the organization's policies and culture however you wish.

Holy Person



<u>Rites and Rituals of the Gods</u> (100 CP)
As a person of faith and spiritual matters, you need quite a bit of knowledge in religious practices and theology. With this, you gain knowledge of all rites, rituals, and theological matters regarding a single religion of your choice. This includes both mystical and mundane.

<u>Pure Debauchery</u> (200 CP)
There are some religions where purity is necessary for certain rites and rituals. Normally, this would revolve around the purity of one's body, aka their virginity. But does being a virgin mean a person is pure? With this, you gain a spiritual purity that transcends silly things like abstaining from a natural biological process (sex). No matter the state of your body, you will find your spirit to be pure enough to perform any religious rites and rituals. Even if you found yourself amidst a dozen-person-gangbang at one point in time. This also includes resisting spiritual corruption from outside sources.

<u>Hands of Mercy</u> (400 CP)
Many priests and priestesses of various religions have been known throughout history as healers and charity workers among communities. In Modern times, they aren't Doctors or Nurses. They just work with those professions to provide relief to those that have ailments or wounds. You are a holy person that has studied the basics of medicine though. Overall, you have the ability of an Emergency Medical Technician/Specialist. You have the knowledge and capability to provide first aid that will allow your patient to survive until they reach the hospital.

If you take the perk, **Black and White**, you will become a true Healer of olden times. Using White Magic, you are capable of healing wounds only modern medicines are capable of healing. You can also tend to the sick with herbal medicines and magic. There are limits though since even magic cannot return missing limbs and body parts.

<u>Exorcising Demons</u> (600 CP)
White Magic is said to have the power to banish demons. However, not everyone has learned to use magic and priests/priestesses have been well known for exorcising evil spirits through hymn, prayer, or holy ritual alone. You just so happen to be a master of this art. You have gained the strength of will and faith to battle any demon that has possessed an individual. This can be done without magic and doesn't even need any material. It does require a bit of prayer and/or chanting in order to accomplish though.

To deal with the physical manifestations of demons or possessions by the Devil, you would require magic. Specifically, you would require the necessary knowledge and capability in white magic. Other than spending years learning white magic, you may take the perk, **Black and White**, to accomplish this. With the combination of both these Perks, you have the capability of exorcising and banishing any extra-dimensional entity or demon.

Agent



A Trained Professional (100 CP)
As an Agent, you will have to deal with criminals both mystical and mundane. In order to accomplish this, you'll need the training to back it up. With this, you gain peak human physical condition and hand-to-hand combat training. You will also gain training in small arms, police batons, and knives.

Not Your Ordinary Beat (200 CP)
You're an Investigator, Jumper. The Cults aren't going to break apart themselves (though some might kill each other). So you've got to walk that beat and interview those perps. You have a charisma and a knack for talking information out of people. Anyone that you interview just seems to find you so trustworthy and reliable that you're obviously the perfect listener. Far be it for them to remember that you're a cop/detective. It's not like they have done anything wrong. Unless they have, then they'll probably realize what they have done minutes after your interview.

Crime and Punishment (400 CP)
Catching cultists and criminals is what you do, Jumper. You certainly have a knack for capturing them too. Anyone you bind, whether it be with cuffs or rope, will become relatively docile. They can still give you lip, but they won't fight you. You know what else they'd be semi-willing to allow — sexy times. Anyone bound by you will also be willing (somewhat) to have you rail them thoroughly. It's all consensual. It's not like they're bound and unable to escape. Just purely good old fashion fucking — until they get to jail that is. The best part about it is that no one will even stop you. So what if you're pounding a perp in the back of a police car. That's just standard business right there.

Task Force Commander (600 CP)
As a leader of Agents, whether they be law enforcement or anti-occult, a Commander is an individual of powerful will and strong leadership skills. You will become the leader of your local law enforcement branch or of an anti-occult task force with this perk. You will be able to recruit, hire, or pick nearly two dozen individuals with skills in paramilitary combat, occult knowledge/practices, and investigation. With this comes the charisma and skill to lead these brave individuals against some of the most deviant and sadistic individuals you can come across. You will also gain an iron will that will make you impossible to break when tortured or sexually assaulted. This benefit is also passed down to anyone labeled as your subordinate, making them tough to break. These same subordinates (non-companion) will also have their specialist skills increased, making them the top experts in their fields if they spend enough time under your guidance. In future jumps, you are able to pick up any law enforcement or paramilitary (anti-occult or otherwise) profession if such is available in that jump. Any new hires/recruits will get the same benefits as your old ones.

Of course, this would come with other benefits as well. Your Task Force will be — close. Sexual relations will be considered acceptable among your crew with no hard feelings lost between members if they were to share each other. This also includes having sexual relations with you and your companions as well.

Magic

All Magic Abilities are undiscounted.

The Potential (100 CP)
While anyone can learn how to use magic, you have a special talent in it. Magic just comes easy for you. In fact, it's so easy that you already start out with your capabilities unlocked. Any magic you wish to learn in the future will be easier for you to both understand and perform (twice the average for that setting).

Black and White (100 CP)
Normally, you would have to study for years to gain the knowledge being gifted to you here. While you aren't a master of the occult, you are not a novice either. This gives you vast knowledge in both black and white magic and rituals. Black magic tends to be more offensive with its rituals requiring sacrifices of blood, sex, and life in order to accomplish. White magic is more defensive, with the banishment of demons and the healing of ailments being a focus. Rituals of white magic are often long chanting sessions and rather time-consuming.

Master of Rituals (200 CP)
In this world, Rituals are the path to great power or work. Spending hours chanting and preparing a sacrifice for the ritual to culminate in a result that will either greatly empower the occultists involved or screw them royally (if the summoned demon isn't cooperative). With this, all of your basic rituals will succeed with little effort. Grand Rituals will have an even greater chance of success than normal. On top of this, any ritualistic offerings will always appease the spirit, demon, or devil you are invoking. You are even able to get away with a lesser offering for most of your rituals, with a necessary life offering being replaced with an offering of blood or virginity if the need arises. Summoning the Devil or a Greater spirit will always require a life offering/sacrifice though. All rituals will take less time than they would have before, with day-long rituals being satisfied in hours or hour-long rituals in minutes.

Grand Meister (400 CP)
Your skill in magic and knowledge of the occult is on the level of the greatest of names. Merlin, Aleister Crowley, you are on the same level as they are when it comes to your ability. Spells cast take less effort both magically and physically. Rituals are super-charged when you lead them. Sacrifices and Offerings mean more spiritually and magically than they did before. But that isn't all. You aren't just a magical powerhouse, but a leader of occultists as well. Those who study magic will look up to you and follow your advice more than before. You are their mentor, their leader, maybe even a figure of worship.



Equipment and Gear

All items are discounted fifty percent for their background. All 100 CP items are free for their background. Magic items require at least one Magic Ability before they can be purchased. You may import any item from other jumps into similar items of this jump for no extra cost (i.e. a bladed weapon into Ceremonial Blade).

Student

School Supplies (100 CP)
You gain a school-specific uniform along with all the necessary tools (pencils, paper, textbooks, briefcase/backpack, etc) for your studies. This can be used for areas you move to in jump as well as in future school-related jumps as well, providing you with a uniform specific to schools in your area.

Stun Gun (200 CP)
It's a handheld device that uses electricity to stun individuals within arms reach. Unlike the usual mundane device, this has an infinite charge and is capable of dialing the setting to any level you wish. At max strength, it is potent enough to knock out a full-grown adult or even some wild animals in one charge. At minimum setting, it's good enough for some electro-stim play for sexy times. At other levels of charge, it can vary between punishing shocks to torturous electrocutions. If this device were to ever be lost, stolen, or broken it will reappear in either your warehouse or current residence in six hours. If this Stun Gun were to be used against you, it will actually increase your strength temporarily. Quite a *shock* for your would-be assailants.

A Cozy Apartment (400 CP)
Having a house with a family tends to be a buzzkill when you're trying to shag the most popular girl in school. With this, you can access a single bedroom apartment with a living room, dining room, and kitchen. It also comes with laundry facilities, furniture, and all the accouterments needed for daily life. If you want, the apartment can be upgraded to a two or three-bedroom unit if you have companions with you. Each room can hold two to three companions along with furnishings to store their items. If you purchase the **Ritual Room**, you may attach it to the apartment as an extra room or even as a convertible living room. In future jumps, this Apartment is available for your use at any time. In fact, you will find this apartment in any city you move to if you need to travel around and it will already be paid for when you arrive.

Dungeon of Pain and Pleasure (600 CP)
A room that can be attached to any property you own or your warehouse, this Dungeon is quite versatile. In a positive light, it can be used as a sex dungeon for kinky bondage play. In this mode, it comes with any and all tools used for BDSM and are stored on wall racks for ease of access. It is also furnished with any type of Bondage furniture you can think of and more. Any individuals in this room will find their pleasure amplified and any pain caused will become pleasurable.

In a negative light, it can actually be used for brutal torture. In this state, it comes with torture devices both ancient and modern that are stored upon wall racks for ease of access. It may also be furnished with any large torture device you may conceive. From Judas Cradles to Racks to even large water basins for water torture. Any individual tortured in this room will become docile and will answer any of your questions truthfully and without any tricks. Of course, they'll only tell you once you've had your fill of sadism.

In order to switch between these modes, all you need to do is close the door and twist a little switch on the doorknob. This will convert the interior into either mode: Sex Dungeon or Torture Room.

School Staff

<u>License to Teach</u> (100 CP)
A Teaching License that allows you to work as a teacher for any nation, county, or local area you reside in. It's rather simple and it will work in future jumps as well. Now go out and ~~fuck~~ educate the future!

<u>Branding Iron</u> (200 CP)
This honestly isn't something you'd find a teacher owning, but you have one. It's a metal symbol (which you can change at will) on an indestructible metal rod. You would normally have to heat up the symbol before searing the symbol onto anyone you wish, but this one doesn't need to be heated. Just press it upon someone and they'll receive a mark on that location. Alone, this does nothing, but with magic you might be able to do something with such marks. Marks of lust or servitude are commonplace in Black Magic, but White Magic could provide marks of chastity or protection.

<u>Drug Stores</u> (400 CP)
Kitami was the School Nurse of the Academy but had a wide array of drugs to use against her foes. Many of these were special aphrodisiacs combined with magic that would drive others insane with lust. The perfect victims for her manipulations. In other instances, there were drugs that would make their victims climax to death. You gain a cabinet that can be carried filled with mundane medicines and special concoctions filled with Kitami's special blends. These drugs are safe for you and your companions to use though with no risk of overdose like some of the poor saps that Kitami attacks.

<u>The Academy</u> (600 CP)
You gain ownership of the Academy in this town. The entire campus (and everything underneath it) are yours to take. Of course, this doesn't include a certain Book, but you can get that later. The Academy is an inner-city Japanese school with the main building and all of its associated side facilities. It has a track and field for soccer, a pool, tennis courts, storage sheds, and more. In all honesty, the place is like one of those stereotypical high schools. The main difference between the Academy and any other school is the basement underneath it. Normally, it'd be a bloody mess going to the ritual room. Your basement is clean and contains an occult library. You may attach the **Ritual Room** to the basement if you purchase it.



While you do not need to personally run the facility, you are able to set its policies and curriculum in future jumps. Anyone that graduates from this Academy has the potential of becoming one of your Followers if you wish. Beyond that, graduates of the Academy actually gain an increase in latent intellect along with their education as well as gain whatever sort of special ability you wish. From Magic to Psychic Power to even Holy Rituals, graduates from this Academy will gain the knowledge and ability to survive in the supernatural side of things.

Holy Person



<u>Holy Raiments</u> (100 CP)
No matter your faith or position within a hierarchy, you'll need the proper attire to be recognized. The Holy Raiments you receive will be to a specific faith of your choosing. They can be changed to suit any religion in future jumps.

<u>Items of Power</u> (200 CP)
You gain an item of power that is linked to your chosen faith. It could be prayer beads, a set of sacred arrows, or even a holy blade of some sort. Either way, they are linked to your belief and will empower your prayers and rites. They are also good White Magic Foci if you were to learn magic.

<u>Spear of Longinus</u> (400 CP)
A fragment of the speartip that pierced the body of Christ, the Spear of Longinus is a powerful artifact of both religious and occult power. Given that it was anointed by the blood of Jesus of Nazareth while he was upon the cross, it can be a potent ritual catalyst for both White and Black Magic. It is said to be used in a ritual to bring about an *omnipotent being* through a virgin woman, though your version can't really do that beyond this jump. If you're crazy enough, you might even be able to produce a weapon of immense power from it, though the Christian Churches might really be put off by that.

<u>Shrine to Jumper</u> (600 CP)
What's a Holy Person without a shrine? With this, you gain a shrine, church, or temple depending upon your faith of choice. It comes with the main building for worship and ceremonies on top of hallowed ground. If you purchase the **Ritual Room**, you may attach it to the main building as a basement or a sacred space. As a place of worship, you may provide sermons or the like to local residences around the shrine. This is not only a good way to boost the power of any rituals you later hold on the grounds, but also provides an income in the form of donations (usually only a few hundred to a couple of thousand a week).

There is also a small home off to the side where your companions and you may reside. It varies in size depending upon the number of companions imported into the setting and comes equipped with powerful defensive wards against the demonic and possessed (if they can even get onto the hallowed ground in the first place).

Agent

Badge and Gun (100 CP)

As an Agent of either the local law enforcement or an anti-occult task force, you obviously get a badge and a gun. The Badge is a symbol of your authority and can be used to acquire a law enforcement position in future jumps. The gun is just a standard pistol (9 or 10 mm) that will be replaced in twenty-four hours if lost or destroyed. You also get a free supply of ammunition that will be restocked every day after use (maximum of five magazines of ten to fifteen rounds).

Capture Gear (200 CP)

Normally, an Agent would just get a set of handcuffs or zip ties to bind their suspects for transport to a holding cell. That wouldn't be quite as fun if that were the case here. Instead, you gain an assortment of bondage and capture gear ranging from ropes to shackles to even leather bindings. It's all stored in a special duffel bag where you can pull out whatever style of restraint you would prefer. Heck, there might even be a chastity belt or two laying around. What makes these accouterments better than the standard fair, other than indestructibility, is the fact that it can channel magic spells for anyone that knows magic. So you could literally spell them to shock people if you wish.

Anti-Occult Tactical Gear (400 CP)

Tokken wasn't an actual law enforcement agency during the Longinus Incident, rather it was more of an investigative agency. This meant they rarely had any weaponry which led to the inevitable invasion of occultists on their headquarters. You aren't that easy of a mark, Jumper. With this gear, you'd be able to face a small contingent of magic-wielding jerks easily. Appearance-wise, this outfit is very similar to the tactical gear used in the SWAT or special tactical units of law enforcement agencies. You get a kevlar-lined helmet, a pair of goggles, a balaclava, a tactical vest made of kevlar with ceramic-composite plates, a tactical belt for equipment, and then the usual battle fatigue-style uniform worn underneath it. The entire outfit is done up in any color scheme you wish, keeps you at a comfortable temperature no matter the environment, and weighs less than its mundane counterpart.

The entire outfit is lined with runes and protective charms that cancel mind-affecting magic and reduce the effects of offensive magic upon the wearer. The goggles have a specific charm that enables the user to detect magical sources within a kilometer radius, even through walls of metal or reinforced concrete. The tactical belt comes with all of its tools which includes: a radio that can be set to any military/law enforcement frequency, an expandable baton, a pouch for either handcuffs or zip ties, a holster for your sidearm of choice, and pouches for two extra magazines for your sidearm. The tactical vest comes with a vest camera, an attachable flashlight, and has pouches that can hold up to four magazines of your choice of longarm (rifles, SMGs, etc) as well as pouches of miscellaneous items such as maps, notes, etc.

While your sidearm can be acquired from the **Badge and Gun** item or any gun you might bring from other jumps, this outfit comes with your choice of longarm. You may acquire either a civilian-model assault rifle, a submachine gun, or a shotgun. Each weapon is capable of not only dealing with light body armor but is also imbued with the ability to pierce magic barriers to strike at hostile targets.

Branch Office (600 CP)
As an average agent, this will provide you with a single-occupancy office in whatever organization you have joined. This includes all the furnishings needed: desk, chairs, coffee table, coffee machine, and plenty of shelving and cabinetry. It will also include several hiding places for high-value items you own that can only be accessed by your companions or you. In future jumps, this will allow you to have an office in any organization you join.

If you were to pick up **Task Force Commander**, the Office becomes an Office Building. This building can be in any architectural style that fits the setting you import it to and contains plenty of furnished office space for your recruits. The major facilities contained in this building include a set of holding cells, a lobby to greet guests, a garage with enough vehicles for your Task Force, an armory for standard weapons of the setting, a file storage/library area, and a communications center that will enable your forces to keep in contact with each other either technologically or magically (this will include scribes and messengers in settings that have neither).

If you were to learn Magic, you would also find a deactivated protective ritual in the Office Building's Basement. If you were to complete the ritual, the Building would gain the ability to warn anyone in the building of hostile intruders as well as weaken or counter any magic not performed by members of the task force.



Magic

*Coven Attire (Free with Purchase of the Perk **Black and White**)*
These are robes of black, red, or any color you prefer. They are quite durable and can handle everyday usage without damage or soiling. They aren't meant for combat, so actually fighting can damage them. However, you'll get a replacement robe within a period of twenty-four hours. This comes with amulets that have whatever symbol you would prefer

Ceremonial Blade (100 CP)
Whether in the form of a dagger or a sword, a Ceremonial Blade is used in rituals that often require live sacrifices as a catalyst. They normally have minimalistic ornamentation and black in color, but you may customize your own Blade as you wish. While not a potent combat weapon, it can be used to fight. Your blade is indestructible in combat but doesn't have much else. In the realm of rituals though, this blade will super-charge a ritual and provide better results overall.

Ritual Room (200 CP)
This is a simple room that can either be attached to the property you already own or replace one of the rooms in your home as a convertible room. As a standard room, the Ritual Room is large enough to fit a dozen people inside of it at once and is good for both rituals, orgies, or ritualistic orgies. The room comes furnished with a stone altar large enough to fit a person and surrounded by magic circles both underneath and above it. These circles may be reconfigured at will and be used for any sort of ritual you wish to perform. Candle Stands and various drapes and tapestries are also provided for ambiance. As a convertible room, the two magic circles are hidden under a decorative rug (the floor) or drawn in a type of paint that is invisible unless shown under a blacklight (ceiling). The Altar is made of metal with cloth drapes and is actually hidden in a small closet. It can be rolled out and unfolded when needed. This same closet holds all the necessary decorations and ritual gear as well.

Within this Room, any demonic entities and spirits that are summoned are instantly docile towards you. The spiritual forces that protect this room essentially make any attempts at assaulting you against your will impossible. They are also unable to possess anyone unwilling. This makes summoning rituals nearly safe for all participants (sacrifices do not count as participants in this instance).

Bible Black (400 CP)
This is probably why you came to this world, Jumper. Well, it probably is if it wasn't for the sex. The actual title of this tome is unknown and it was named by the members of the Rose Cross, a high school occultist club. It was rumored to originally be owned by the Knights Templar before their destruction. It is also said to be the most comprehensive collection of black magic spells and rituals. An olive green book sealed with a chain that has a hexagrammic medallion, it is written in several languages ranging from Latin to French and even contains passages in Hebrew, Greek, and Gaelic. It also has plenty of standard illustrations of talismans and magic diagrams mixed with even more bizarre illustrations of sexual deviancy between humans and monsters.

Your copy has everything written in the language of your choice and is capable of being summoned to you at will through a dark portal. With this grimoire in your hand, you have instant knowledge of all black magic and rituals, if you don't have the perk **Black and White**. With the perk, your ability with those spells increases exponentially with the Bible Black in your hands. If the Bible Black were to ever be destroyed, you may access it from your summoning ability after a twenty-four hour period. With enough study (say fifty years), you may even gain the ability to cast the Raising Dead Spell within its pages. This is the only method of actually learning this spell and it will allow you to revive a single non-companion once a Jump. If your Companions study this tome, it will allow them to revive you once a Jump, but only if they are sufficiently powerful.

Companions

Import (50 CP each / 200 CP)
You may import any of your companions into any Background for the cost of 50 CP. They receive all freebies and 400 CP to spend on their abilities/items. They also receive 400 CP to spend on Magic abilities/items should you desire it. You can also spend 200 CP to import eight companions in bulk with the same restrictions as above.

Friends Made Along the Way (100 CP each)
There are quite a few individuals available for you to befriend, Jumper. For a single one of these canon companions, it is 100 CP. They don't really receive any special benefits like those imported or created, but they'll pick up some skills on their own.

Class (200 CP [discount Student/School Staff])
You may create new companions for yourself using this option. For the cost of 200 CP, you may create up to 16 Students and 1 School Staff to act as the teacher. All companions in this are restricted to the Student and School Staff Backgrounds and receive Freebies plus the 200 and 400 CP abilities. *They cannot receive any magic abilities or items though.*

Cabal (200 CP)
You may create new companions for yourself using this option. For the cost of 200 CP, you may create up to 8 Companions of any Background that receive all that Background's freebies plus **The Potential** and **Black and White** Magic abilities and the **Coven Attire** Magic Item.

Task Force (200 CP)
You may create new companions for yourself using this option. For the cost of 200 CP, you may create up to 8 Companions of the Agent Background for free. They receive all the freebies of that Background plus the 200 and 400 CP abilities. *They cannot receive any magic abilities or items though.*



Scenarios

The following are scenarios you can pick up for extra difficulty. You will be rewarded with both extra CP and special items/companions. Chain failure is dependent upon the scenario(s) chosen.

Occult Origins (+100 CP)

Available to Students and School Staff with Magic Perks. Available in All Eras and between them.

You've always been interested in the Occult, Jumper. It's easy to tell. Libraries of books on Astrology, Magic, and other supernatural things are your favorite places to be. So it was inevitable that you would wish to create a club at school about it. However, there are quite a few issues revolving around getting what you want.



The three in the front from left to right: Saki Shindou, Hiroko Takashiro, and Rie Morita.

In the Origins Era, you have two choices to start out. One is that you could be a part of the original and unofficial Witchcraft Club with Hiroko Takashiro, Saki Shindou, and Rie Morita. In this situation, you are less the boss and more the fourth founding member. The other is to be another occult club that is also unofficial and in direct competition with the Witchcraft Club. You can name the group however you want and recruit whoever you want to join. Either way, you wish to form an official culture club in the Academy. Yet, there is someone who stands in your way.



Student Council President Nami Kozono

The Student Council President, Nami Kozono, is highly dismissive of anything magic-related (even if she showed a brief interest in tarot cards). When the Witchcraft Club applied for Club Recognition, her lover and fellow member on the council, Junko Mochida, was the one who denied it on the grounds that the school wouldn't allow such a silly club. If you are a part of the Witchcraft Club, you have the capability of influencing where to go from here. You could go down the line that they did in the original timeline, which would probably end up with the murder of everyone if you aren't careful, or you could come up with your own method of getting past the President.

In the original timeline, the Witchcraft Club uses the *Bible Black* to essentially humiliate and ruin all that would oppose them. Once done, they would gain the recognition needed to become a school club. From there, Nami Kozono will unofficially join the Witchcraft Club and use them to learn the darker arts. This culminated in the use of Kitami Reika as a sacrifice in a failed attempt to summon the Devil (don't let thugs rape your sacrifices, they'll fuck it up). With the failure of the ritual, Nami will kill every member of the Witchcraft Club before being killed by Kitami.

If you have your own group, you will be in conflict with the Witchcraft Club as the two of you fight for recognition. In all likelihood, you may end up in *actual* conflict, if the Witchcraft Club starts to abuse the power of the *Bible Black*. Or you might hold the same book and use it to your advantage.

Either way, there are many ways around this issue. For one, Nami Kozono is a lesbian and a rather flirtatious one at that. If you were female and attractive to her, you might be able to seduce the President into giving you recognition. A rather simple, yet effective method. Another way would be the boring method of appealing with the proper paperwork, though you might still have issues with Nami. But there are other ways to gain Council Recognition if you are creative and cunning enough.

Beyond this, you must maintain above-average grades and a club membership of ten or more individuals to maintain your status as a School Club. If you maintain this throughout your entire academic career at the Academy, you will successfully complete the scenario. Rewards for this achievement will be mentioned at the end.



The Saeki Coven from left to right: Jun, Kaori Saeki, and Mai.
Also, a random virgin professor that is about to get milked.

In the Walpurgisnacht Era, the only real magic powers in school are the coven run by Kaori Saeki, Hiroko Takeshiro with her self-assigned quest to insure the *Bible Black* is hidden, and Kitami Reika with her desire to live past her pact with the Devil. With no Magic Club competing with you, surely you'll be able to fulfill your goal in making a school recognized magic club, right?

Well, considering the last magic club got butchered in the basement, you'd be wrong about that. There's a reason Kaori's group is a group that gathers outside of school. It's actually much harder to get your own Magic Club in this Era. You'd have to have a School Sponsor in order to even get the paperwork read. Luckily, you have two potential sponsors: Hiroko Takeshiro and Kitami Reika. Each sponsor has their own goals and is willing to have assistance in fulfilling those goals.

Hiroko Takeshiro: Former Member of Rose Cross and Art Teacher →



If you are sponsored by Takeshiro, you will be obligated to help her stop anyone from gaining the *Bible Black* and ensuring that abusive ritualistic shenanigans are kept to a minimum. If you were to find the *Bible Black*, you would have to protect it with the aid of Takeshiro. Just be warned, joining Hiroto Takeshiro will cause Kitami Reika to recruit Saeki's Coven. This would mean that to successfully protect the *Bible Black*, you will have to defeat the coven and either break it or subsume it. Without any allies, defeating Reika is rather easy when you have numbers on your side. However, your club is also in peril of being defeated and subsumed by Saeki's Coven through the use of drugs and kidnapping.



← Kitami Reika: Former Victim of Rose Cross and School Nurse

If you are sponsored by Kitami Reika, you're bound to get into some real kinky stuff and be involved in setting up a virgin for her to transfer her soul into before she dies. Naturally, Takeshiro would recruit Saeki's Coven in order to stop you. Defeating and either breaking or subsuming that coven will give Kitami more strength and power in order to perform the necessary ritual. Her target of choice will always be Kurumi Imari, Taki Minase's Childhood friend. If you were to take the ***Imari's Issues*** Scenario along with this one, joining up with Reika might not be conducive to your survival.



Taki Minase: Protagonist →

While you are able to prevent it, the *Bible Black* will eventually be found by Taki Minase in this Era. If you were to find it first, Minase's only part of this would be trying to protect his best friend Imari. If he does obtain the *Bible Black*, you'll be in for a rough time as he's pretty much a wild card. Many of his activities will end with the deaths of others, especially if he ends up joining Kitami's cause.

Either way, after accomplishing your sponsor's goals, you will need to maintain above-average grades and membership of ten or more individuals until you graduate from the Academy. Only in this manner will you succeed. Rewards for succeeding will be mentioned at the end.



← An older Kaori Saeki as a Teacher.

Trying to create an Occult Club in the Longinus Incident Era is quite possibly the hardest to accomplish. This is mostly because there already is an official Witchcraft Club active in the Academy under the sponsorship of Kaori Saeki. This was a bit more benign than the last two attempts, to say the least. It seems like their main goal is just to find the Spear of Longinus. It's a shame they keep getting blocked by Jody Crowley, the descendant of the famed Aleister Crowley. There are a variety of ways to make your own Magic Club in this Era if you're creative. However, there are a couple that would be quite apparent.



The First Method would be to join the current Witchcraft Club and take it over from the inside out. You would need to be patient and rather sneaky in order to accomplish this since you'd have to not only take power away from your Teacher, Kaori Saeki, but also the major members of the current Club. The most influential member is Kiriya Saki, the Student Council President (*image to the right*). A rather sadistic individual, she is quite fond of torturing others. A member of the Academy Swim Team, Todou Yuki is another member, who is one of the first to tragically fall to Jody Crowley's assaults (*image below*).



Either way, if Kurumi Imari finds herself possessed again by Kitami Reika, you'll soon find yourself in a bit of a situation. After all, Kaori Saeki is a servant of Reika and will stop at nothing to use Tokken Agent Ichikawa Aki to fulfill the 'lady in red' prophecy of giving birth to an omnipotent being. This requires the use of the Spear of Longinus in the ritual. Of course, if you have the Spear, you might be targeted by the Coven. Tokken will do everything in their power to stop this ritual from occurring. Meanwhile, Jody Crowley stays in the shadows in an effort to usurp the ritual for her own gains. This essentially means you have two choices when it comes to making the Coven yours. One, you could slowly usurp command of the Coven in secret until the very moment of the ritual where you could take out Saeki and a Reika-possessed Imari. Thus you would find yourself in command of a rather powerful coven to turn into your own Magic Club. Two, you could keep the seal on Imari from breaking or exorcise Reika from Imari ahead of time before dealing with Saeki's Coven. Dealing with them in this manner may lead to a fight, but if you're powerful enough you could conquer the Coven and become its leader. Of course, that does nothing to



stop Jody Crowley (*image to the left*). In this case, you might need to regroup with your new Coven to match her with numbers. Jody and her servants are quite powerful though so it will be a difficult battle, you could nudge Tokken in her direction and use them as an aid to stop her. Gaining the Magic Club in this manner might satisfy the goals of the **Lady in Red** scenario if you are allied with Tokken.

The Second Method of gaining a Magic Club would be to sabotage Saeki's Coven in the eyes of the Academy Staff and Student Government. If you were to whistleblow their acts and deliver evidence to not only the Academy but to Tokken as well, you could essentially destroy their reputation and remove them from the school. This does nothing to stop their plans, but it would allow you to push for a more conservative Magic Club that would be monitored by trusted (by you) Staff. Of course, you could still try to do rituals and stuff, but you might want to do them off-campus for a year or two. Again, you must maintain above-average grades and membership of ten or more until you graduate in order to succeed in your goals.

If you are able to keep your Magic Club (stolen or created) as an official club for your three (or less) years of academia, you will be granted the **Witchcraft Club** as a group of followers that can come with you to your next jump. When imported, they will become either a Coven, a Guild, or even stay as a School Club depending upon the jumps setting. The Witchcraft Club will always have membership ranging between ten or twenty individuals with all of them gaining the **Black and White** perk and the **Coven Attire** item. None of them are counted as Companions unless you import them.

If you were to accomplish this in the Origin Era, your **Witchcraft Club** will be dependent upon your actions. If you were a member of the Rose Cross, any surviving members will be a part of your version. If you created your own club to counter the Rose Cross, they will be the people you recruited. You will also gain the young **Hiroko Takeshiro** as a companion. She has the Student Background with the following Perks: **Honors Student**, **Horny Teenagers**, **The Potential**, **Black and White**, and **Master of Rituals**. She will also gain **Coven Attire** and a **Ceremonial Blade**. If you are not able to stop the canon events from happening, she will also gain the condition **Devil's Brand**. This condition raises her libido greatly and she may attract more demonic entities in the future. Any demonic entity attracted to her may be commanded by you for a period of forty-eight hours, whether it be for combat, magic ritual, or just plain sex.

If you were to accomplish this in the Walpurgisnacht Era, your **Witchcraft Club** will be dependent upon your actions. If you acquired Saeki's Coven, they will be a part of your Club as well as those you recruited. However, the main change will be your choice of sponsor. If you choose to ally with Hiroko Takeshiro, your Club will lean more towards White Magic than Black. You also gain an adult **Hiroko Takeshiro** as a companion. This version has the School Staff Background with **Honors Student** and **Horny Teenagers** being swapped out for **Educated** and **Strangely in the Know**. If you allied with Kitami Reika, your Club will lean more towards Black Magic than White. You will also gain an adult **Kitami Reika** who is no longer bound by her pact with the Devil. She will have the School Staff Background with the following Perks: **Educated**, **Fucking Authority**, **Black and White**, and **Grand Meister**. She will also gain **Coven Attire** and **Drug Stores**.

Accomplishing your goals in the Longinus Incident Era will mean something similar occurs for your **Witchcraft Club**. Breaking Saeki's Coven will mean your Club is full of your own recruits while taking over the Coven will mean that they will become your Club. Either way, you will gain an adult **Kaori Saeki** as your companion. She will have the School Staff Background with the following Perks: **Educated**, **The Potential**, **Black and White**, and **Master of Rituals**. She will also gain **Coven Attire** and **Ritual Room**. If you already have a Ritual Room, the two will be combined and become more potent than they would separately.

It should be noted that failing to successfully create and maintain a Magic Club does not mean Chain Failure. Because of this, the amount of CP awarded by this scenario is quite low.



Imari's Issues (+600 CP)

Available to Students and School Staff. Only available in the Walpurgisnacht Era. Must be Female.



Kurumi Imari is the quintessential damsel in distress for this world. In the Walpurgisnacht Era, she is literally the prime target for Kitami Reika's ritual. A virgin that needed to be sacrificed in order for Reika to live beyond her pact with the Devil. In the original timeline, Imari would be captured by Reika and the Coven, given enhanced aphrodisiacs, and be the victim of near-constant anal rape. Oddly enough, she grew to enjoy it, but that's the setting for you. Maybe some magic was involved with that? Either way, she would be rescued by her childhood friend, Taki Minase, and her Art Teacher, Hiroko Takeshiro. Of course, in some timelines, Kitami Reika would be hidden within Imari's body, sealed away, until some decade or so later. But that's a story for another time.

By taking this scenario, you opt to either *become* Kurumi Imari or replace her in the role of Reika's Sacrifice. You become Kitami Reika's sole target for her ritual. In essence, you gain the **Potential Sacrifice** Drawback, which is included in the CP awarded by this scenario. Since Kitami Reika is looking for girls specifically, you will be female if you choose this scenario. Your goal is survival. Kitami and her minions will try everything in order to capture you and make you pliable enough to be a sacrifice. Usage of magic and drugs are the minimum amount of effort you will see used against you. Kitami is cunning and resourceful enough to try and slip dangerous substances into food, drinks, and objects you'd touch without your notice. She'll even subjugate your friends and family in order to lower your guard. If you were the original Imari, you wouldn't stand a chance. But that's the thing. You are the Jumper. With all the power and ability one possesses.

Success is measured in a variety of factors. The primary objective for you is survival. Kitami Reika requires a virgin sacrifice in order to enact her ritual since the ritual revolves around her taking said virginity. Any attempts to have someone else take your virginity will fail. For some odd reason, Imari's body is quite sensitive to anal sex. This has unfortunately (or fortunately) been transformed into any interested party only looking for anal sex from you. They'll be satisfied with other sexual acts as well, but they will always eschew vaginal sex. Being captured, sexually tortured, and then possessed doesn't mean an automatic failure though. If Kitami does get her hands on you and possesses you, you will have another opportunity to escape her clutches. Exorcism exists in this world and gaining the assistance of someone with that ability will enable you to escape Kitami's clutches. Of course, her spirit will find another body to possess unless banished. Since she's already taken your virginity at this point though, she won't need a ritual to repossess you though. She forged a connection with you, meaning your soul is open to her. You will have to stay unpossessed or be exorcised again before the end of your time here. If you stay unpossessed until then, you will have succeeded. If Kitami Reika were to inhabit your body before then, it would be a chain failure. She will be removed at the end of the jump, but you will be heading home after.

There are also a couple of secondary objectives you can perform for extra rewards. The first being the defeat of Kitami Reika before you are captured and possessed. The second would be keeping Taki Minase away from the *Bible Black*. The first can be accomplished in a variety of methods ranging from the mundane getting her fired from the Academy to the more drastic of getting the School Nurse killed. You could even settle for the many methods in between. Keeping the *Bible Black* away from Minase is a bit more difficult though since he will have an almost supernatural pull towards the book. If anyone in the school were to obtain the *Bible Black*, Minase will find some way to inadvertently acquire it for a period of time and get corrupted by it. The best way would be to move the grimoire somewhere else, but the *Bible Black* will also have a strange tendency to reappear in the area when you least expect it — even if it were in your warehouse. Keeping it away from Minase will be an exercise in constant vigilance. Failing in the secondary objectives would not be a chain failure, but you would not acquire the extra rewards.

If you succeed in maintaining your Reika-free lifestyle, you will automatically gain the Title **Unpossessable**. This essentially makes spirits of any kind unable to inhabit your body unless you allow them as well as make you resistant to soul binding effects. If you were able to keep yourself from being possessed at all, you will gain a young **Kurumi Imari** as your Companion. She will gain the following perks: **Honors Student**, **A Gut Wound isn't so Bad**, and **The Potential**. You will not be able to receive Imari as a companion if you were possessed at any point in time during the scenario.

If you were to defeat Kitami Reika, you will gain the young **Kaori Saeki** as a companion. She will have the Student Background and have the following perks: **Honors Student**, **The Potential**, and **Black and White**. She will also gain the **Stun Gun**, **Coven Attire**, and **Ceremonial Blade**. Her best friends are not a part of the deal. Saeki is a rather vindictive and flirtatious girl, but she will be completely loyal to you.

If you were to succeed in keeping the *Bible Black* away from Minase, you will gain **Taki Minase** as a companion. He will have the Student Background and the following perks: **Honors Student**, **A Gut Wound isn't so Bad**, and **Unpossessed, yet Demonic**. If you haven't purchased it already, you will also gain the **Bible Black** as an item.

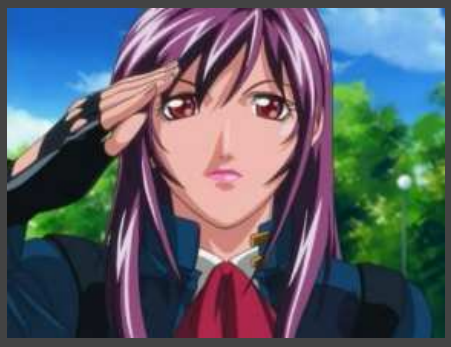


Lady in Red (+400 CP)

Available to all Backgrounds. Only Available in the Longinus Incident Era.



The situation in this Era is SNAFU (Situation Normal, All Fucked Up). With three different forces vying for their own goals, it would certainly be difficult to forge your own path alone. In the original timeline, a sorceress by the name of Jody Crowley, descendent of Aleister Crowley, subtly manipulates everyone from the shadows. Meanwhile, Kaori Saeki and her Coven seek the Spear of Longinus under the orders of Kitami Reika, who is sealed within Kurumi Imari. Then there is Tokken, a paranormal investigation organization led by Yuge Toru (*shown on the left*), that is investigating a series of strange murders caused by occult-like activity. All of these events revolve around the prophecy of the Lady in Red, also known as the Scarlet Woman or the Whore of Babylon. A prophecy from the Book of Revelations, the Lady in Red was said to be the one to give birth to an omnipotent being. In the beginning, only Jody Crowley suspects who the Lady in Red actually is and Tokken has no idea what exactly is going on other than supernatural murders. Whether you started in another Era due to the "**Three Rituals, Sundered"** drawback or in the Longinus Incident Era, you will be unaligned in the beginning. Because of that, there are fourth paths for you to follow.



You could join Tokken in their investigations as either a third-party consultant, a police officer, or even as an agent recently hired by the organization. Your task is to find the killer responsible for a string of strange murders (spoilers: it's Jody) and stop them. Of course, finding out about the prophecy and the crazy cult rituals going on will probably distract you. If you're able to figure it out (or already know about it), you'll also have to protect your coworker, Aki Ichikawa (*shown on the right*). She's mostly a researcher and information gatherer rather than an officer/agent, but her destiny as the Scarlet Woman is the reason why she's in danger. So keeping her safe will be a priority. You could also protect your other coworker, Kurumi Imari, as well. After all, having the spirit of Kitami Reika awaken inside of her is a catalyst for Tokken being assaulted by cultists. To aid you in your investigations, you may also recruit a Nun by the name of Hiroko Takeshiro, a former Art Teacher who retreated into religion to deal with her demonically-heightened libido. However, with Jody Crowley lurking in the shadows playing puppetmaster, you'll have a difficult time doing any of that. Finding her before she gets frustrated enough to interfere more directly would greatly hinder her ability to act, but I hope you are either a really good spellcaster or very resistant to magic. After all, Jody is one of the most powerful sorceresses in the world at the moment. The fact she has a pair of really powerful servants as well doesn't help matters either.

Joining Kaori Saeki and her Coven also means allying yourself with Kitami Reika as they search for the Spear of Longinus and the Scarlet Woman. You could just let events play out as they do in the original timeline up to a certain point. After all, Reika will awaken due to the manipulations of Jody Crowley. That event is a bank holding the Spear being occupied by cultists who then use a ritual of sex and violence to awaken Reika's spirit in Imari. However, you could also speed things along yourself by awakening Reika yourself. Reika will first attempt to fulfill the Scarlet Woman Prophecy by luring Imari's partner Aki into the Academy basement where Saeki's Coven resides to

impregnate her with the Spear of Longinus. Normally, Jody interferes in this ritual from the shadows, but you could be the one to stop her. If you can't, a second attempt is made after recapturing Aki from Tokken. This is normally the ritual Jody would interrupt and take over. However, if you're able to stop or stall her, Kitami can complete the ritual and properly impregnate Aki. This will lead to the Apocalypse of course, but you'll probably survive that as a servant of Reika, who will somehow have transferred her soul into the omnipotent being born from Aki.

Allying yourself with Jody is very similar to that of joining the Coven, except you will be just another agent from the shadows. You could just allow the events from the original timeline to occur, but that would end with Reika and Jody's souls being taken by the Devil. You'll just have to stop Kitami from pushing the Spear into Aki's vagina to stop that from happening. From there, Jody would be the one to impregnate Aki with the omnipotent being. Though, instead of possessing the being with her own soul, Jody will merely be a servant of it along with you.

Then again, you **are** the Jumper. A being that forges their own path through the power of the Jumpchain. Why settle for anything but success for yourself? You could stop the ritual by yourself, though that would mean facing both the Coven and Jody alone. Or you could hijack the ritual yourself. Why settle for being a servant when you could either transfer your soul into the omnipotent being or just be that being's Daddy/Mommy/whatever. Having a god-like being calling you their parent would be too hilarious to pass up!

Your success in any goal, whether stopping or causing the Apocalypse, will net you the **Spear of Longinus** as a reward. If you were to have purchased the Spear already, you will gain an upgraded version called the **Lance of Longinus**. The Lance comes in the form of an actual weapon instead of just a spearhead. This will be a weapon of anti-divine properties capable of harming god-like entities. You can also break off the head to use as a ritual catalyst (though still not for creating god-like beings) and the head will appear back on the Lance the next day.

If you were to join Tokken and stop the Apocalypse from happening, you will gain **Yuge Toru** as a Companion. He has an Agent Background with the following perks: **A Trained Professional**, **Not Your Ordinary Beat**, and **Task Force Commander**. He also comes with the **Badge and Gun** and **Anti-occult Tactical Gear** items. He's the only companion you can grab like this, even if you save Aki and Imari or recruit Takeshiro. You'll have to settle for purchasing them as Companions if you want them.



If you succeed in causing the Apocalypse with the Coven, you will receive **Saeki's Coven** as followers. This is a group of ten high school girls with the perks **Black and White** and **Honors Student**. Some well-known members of this group are **Kiriya Saki** (the Student Council President) and **Todou Yuki** (resurrected Swim Team member). They will be completely loyal to you and attracted to you no matter your gender. If you already acquired them through the **Occult Origins** Scenario, you will instead get **Shiraki Rika** (*on the left*) as a Companion. She has the School Staff Background with the following perks: **Educated** and **Strangely in the Know**. She will also have recovered from her torture at the hands of the Coven (if it happened).

Joining **Jody Crowley** in Apocalypse-land will net you her as a Companion and her two **Bodyguards** as Followers. All three of them gain the perks **The Potential** and **Black and White**. Jody Crowley will receive **Master of Rituals** and **Grand Meister** on top of that.



← Jody and her Bodyguards

But what if you saved the World on your own? Well, you gain a specialized Perk called **Mage Hunter**. This perk gives you a natural resistance to any harmful magic spells cast upon you or in your general direction. While not completely dispelling them, they won't cause you as much harm and you gain magic energy from those spells, empowering you both physically and magically.

If you were to cause the Apocalypse yourself, you have two choices of rewards. If you were to transfer your soul into the omnipotent being, you will gain the Perk **God-like**. This will essentially make you physically immortal against disease and give you everlasting youth once you hit your twenties (or any age you prefer). God-like will also empower you magically and spiritually to the level of Gods. No, you're not omnipotent and real gods would probably wreck you if given a chance. However, you are exponentially more powerful than a mere mortal. If you didn't transfer your soul, you will gain a Companion known as **The Being**. This is an immortal being with the **God-like** perk that will be subservient to you. Or they will just be your child and you can raise them.

Failure to save the world from the Apocalypse or cause the Apocalypse (depending upon your choice of allies) will mean the end of your chain.



Drawbacks

You may pick as many drawbacks as you prefer for more CP. Taking too much might make your stay here nearly impossible. There are also some drawbacks that cannot be taken together.

Three Rituals, Sundered (0 CP)
Rather than sticking around for only ten years, you're going to be here for all three Eras, Jumper. Or maybe you just want to be here for two of the three Eras. That's fine too. This means you'll be starting off in either the Origins or Walpurgisnacht Eras. It's twelve years from the end of Origins to the beginning of Walpurgisnacht and another twelve years to the New Testament Era. In total, you'll be here for a good thirty years maximum. Best make the most of it. This unlocks all Scenarios across the Eras, so long as you meet their origin requirements. If you already have a time extension drawback, you do not need this one so long as you start in the Origins Era.

Another Story, Entwined (0 CP)
While this setting spans several decades, there really isn't much else to it. By taking this drawback, you may add another urban fantasy setting to the mix. Maybe the Bible Black is a well-known dark artifact among Wizards and an older Harry Potter is getting involved. Or Devils are tired of their kind being randomly summoned by owners of the book and are sending Hyoudou Issei to investigate. The possibilities are endless. The CP pools of both Jumps must remain separated.

Learning Disability (100 CP)
Reserved for Student Backgrounds. Well, this is disconcerting. You were born with a learning disability, Jumper. Whether it's one of the four major disabilities (dyslexia, dyscalculia, etc) or something else, you're going to have an awful time in school. For your time here, the **Honors Student** perk and any perks that improve your learning capability will be locked. You'll need to work really hard to do well in the Japanese Education System.

Bullied (100 CP)
Whether it's your fellow students or your co-workers, you seem to have a sign taped to you just begging for others to put you down. For your time here, you will suffer humiliations and torments from a group of your peers. While it will never escalate to maiming, you will be physically and emotionally abused. Sexual abuse might occur too, just needed to warn you about that.

Mark of a Devil (200 CP)
At some point, you have been involved in a ritual to summon demons. That ritual has marked your soul in such a way that it even affects those around you. Your libido is now incredibly powerful and really distracting. Your imagination will run wild with lewd scenarios that make you hot and bothered. It will even get to the point where you'll be running off to a restroom to masturbate at least once a day. Still, it doesn't stop there. Men and Women alike will be drawn to you sexually. They will molest you, harass you, and even assault you if you are not careful. To make matters worse, you'll probably enjoy every minute of it regardless of whether you want it or not.

Magical Dud (200 CP)
You know how everyone in this world has the capability of learning magic, right? Well, that's not true any longer. Your ability to wield the blackest or whitest of magics is nil. It is nonexistent. You are essentially magic-deprived. Even the weakest of spells cannot be cast by you. This does leave you quite vulnerable if you are up against a coven after your sperm, but you still have your wits and physical prowess — right?

Cabal Target (400 CP)
For some odd reason, you've pissed off the local coven. Whether they be the Rose Cross of Origins or one of their descendants, you have a target placed on your back. They won't try to kill you, though, that would be too easy. Instead, they're going to torment you and ruin your reputation. Only when you are at your lowest point will they sweep you up and pretty much enslave you. Of course, you can fight back against this. You can even defeat the Cabal out for your hide. However, as soon as they are out of the picture, a new one will take their place and find you offensive.

Potential Sacrifice (400 CP)
There's something about you that is appealing to the occult. It could be the fact you are a virgin or you are prophesied to birth an omnipotent being or even the fact you are a Jumper with loads of power behind you. Either way, every Coven, Cabal, or occultism group will be after you. They want you as the main attraction for whatever ritual they wish — whether it be the center of a massive orgy that will leave you drained and weak or the blood sacrifice to summon the devil. Of course, you could run or defeat the group after you. Another will just take their place eventually.

Deal with the Devil (400/800 CP)
Well, rather than be marked by a Demon or the Devil in a ritual, you've made a deal with one. This has some rather interesting implications for you. On the one hand, for 400 CP, you've made a deal with a lesser Demon. This deal allows them to call upon you, so to speak. You will be given tasks by the lesser demon and you **must** fulfill those tasks or face consequences. These tasks aren't minor gathering quests either. These will often involve rituals involving sacrificing the virginity of girls, the blood of animals, up to even the lives of others in order to empower the demon you now serve. Punishments for not fulfilling these tasks are not chain ending but will range pain-inducing acts to being raped by the demon to even being forced into becoming a cum toilet for its amusement.

Now, for an extra 400 CP (800 in total) you will have made a pact with the actual Devil itself. This sort of thing isn't for the faint of heart because the Devil doesn't need empowerment. No, he merely made this deal on a whim and your soul will be collected by the end of the jump. That is unless you find a way to stop this. Any perks you may have received from previous jumps that could help you do not work for this case. You must solve the issue in the current jump with what is available to you. The Head Nurse of the Academy had an interesting idea of soul transfer, but it's up to you whether you want to ruin some poor, innocent person's life or not.

Possession (600 CP)
This cannot be taken with Possessed. You've certainly landed yourself in a pickle now, Jumper. You no longer have a body of your own! Luckily, for you, you can share one with another soul. You now possess a random person in this world that is going to be close to the action. They won't be one of the major characters of the story, and they certainly won't be one of your companions, but a known side character is a possible target. Needless to say, you won't be in control all the time and the person you possess will actively fight your control if they realize what you are doing. You could make a deal with your victim, but you'll have to be rather convincing. You'll also have to watch out for holy people, coven members, and anti-occult agents. If they catch wind of you, they will most certainly try to exorcise you, which will force you to find a new body and start the process all over again.

Possessed (600 CP)
This cannot be taken with Possession. You have been possessed. The spirit possessing you will either be a lesser demon or the soul of one touched by black magic. Either way, they will take over your body at the most inopportune of your times. You can attempt to fight them, but they'll be just strong enough to overpower you with effort. The one that possesses you will do some rather horrible things with your body from corrupting others around you to raping your significant other to even outright murdering people. To make matters worse, if you successfully exorcise them from your body, a new daemon or soul will take their place 72 hours later. You're in for a rough time, Jumper.

However long you have been here, there will come a time when it is time to make a choice. Are you going to…

Stay?

The world is very similar to your own and you've quite enjoyed your time here. Your drawbacks fade away and you get to keep everything you have gathered on your journey so far.

Head Home?

You're weary of your travels and wish to see some familiar faces. Whatever ails you vanishes and you return home with all the boons and gifts that were heaped upon you.

Continue on your Chain?

Nothing will stop you from your goal. Even if it's just the journey itself. Your complications are gone and you've gathered your collection. It's time to head off to your next destination.



Changelog

- 2024/8/10
    - Grammar and spelling errors corrected.
    - Drawbacks:
        - Expanded description of **Three Rituals, Sundered**
        - Added Drawback - **Another Story, Entwined**