Generic Angels and Demons

Jump

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--=Introduction=--

Around the Omniverse, several universes are marked by the endless battle between the forces of good and the forces of evil, Heaven against Hell,
Angels against Demons.
And you, my friend, are now arriving in one of such universes.

On one side we have the heavenly host, formed by all the angels of Heaven that are responsible for protecting the divine realm and for maintaining the celestial order, as well as overseeing the workings of the universe and acting as the guardians of humankind by the orders of their Creator. When not directly commanded by Him, they're led by the highest angels, such as the Seven Archangels and Metatron. Despite being existences made of holy light and being generally kind, at least in most worlds, their methods and motives are often shrouded in mystery and they aren't immune from misunderstanding the Creator's orders, which sometimes can lead to disastrous consequences.

On the other side we have the forces of Hell, formed by the realm's demonic hordes that seek the corrupt and/or destroy everything on their path. Usually led by the former Seraph, Lucifer, better known by titles such as the Prince of Darkness or just the Devil, and the other six Princes of Hell, mighty angels that followed Lucifer's faction in Heaven Civil War that eventually became Archdemons, the countless legions of demons and evil spirits spread chaos and misery wherever they go, seeking to expand their domains, gain more power and dominate whoever oppose them.

Between both sides, in the crossfire of this war, there is humankind, the mere mortals that most times end up being used as mere resources and pawns by both sides, and, in some worlds, even other supernatural beings that aren't affiliated to either of them.

In this generic world filled with angels and demons, it'll be up to you to decide to which side you'll join forces, but, regardless of your choice, expect to be part of the great war that is incoming.
Good luck, you'll need it.

+ 1000 CP

--=World Options=--

There are many different worlds where angels and demons exist with unique characteristics, so, in this section, you'll get to determine some of the specific details about the world you're arriving in. You must choose one option from each one of the below sections to design the world, as well as its inhabitants.

General Power Tier

How strong are the spiritual beings of this world? This will affect the general power tier of the entire setting, as well as you and any of your Companions you bring to here. This not only affects demonic and angelic beings, but also any other supernatural being that might exist in the universe, including magic itself.

- **Basic Tier (+100 CP):** Relatively low-powered when it comes to spiritual beings, as the average angel/demon is physically as strong as Captain America but with supernatural abilities too. Meanwhile, the strongest of them, like the Seraphins and the Princes of Hell, are powerful enough to literally level mountains using all of their power.
- **Intermediate Tier (Free):** This is the default tier of power for this setting. The average angel/demon has physical attributes on par with the likes of Spider-Man, in conjunction with also having supernatural abilities on the same scale, making them able to destroy a city block with ease. The strongest of them have the power to annihilate countries with ease.
- **High Tier (100 CP):** This is the level of the Avengers or even the Justice League. Most angels/demons are at least as strong as the marvel version of Thor, while even a single Seraph has the power to burn the entire world with enough effort and other stronger beings are powerful enough to destroy entire planets. Battles and wars between beings on this level have the potential to damage and potentially destroy several planetary systems.
- **Cosmic Tier (200 CP):** Now, we're talking seriously, Each spiritual being in this world can be considered a powerhouse, with even the basic angel/demon being stronger than Thor as well as being capable of destroying entire cities with ease. On the upper echelons of the heavenly/hellish hierarchy, the strongest angels and demons are each one of them basically cosmic entities capable of causing destruction at a universal level. A full-blown war between Hell and Heaven will mark the entire universe forever.

Supernatural Presence

How much does the supernatural interact with humankind? This just slightly affects things like magic and fantasy races, being more focused on actual spiritual beings like angels, demons, spirits and deities.

- **Minimal (+100 CP):** The supernatural exists, but its interaction with mortals and mundane beings is heavily regulated by transcendental cosmic forces. Angels and demons are only allowed to interact with humans under very specific situations and breaking this rule means severe consequences. If you're a human yourself, you'll be allowed to interact with said beings but you're still subject to punishment if you try to expose them to the rest of humankind or something similar. Unless you're in the Far Future, humankind just knows the supernatural through religions and myths, but a few more secretive groups will know very well about its existence.
- **Rare (Free):** The interaction between spiritual beings and mortals is still regulated but more by actual laws and bureaucracy controlled by both sides' leaders than directly enforced by cosmic forces. Humans can now summon and interact with Angels and Demons using specific rituals and they can be blessed/cursed even outside these cases. It's not that rare to find humans that received a bit of power from supernatural sources. Humankind knows about the supernatural, but its knowledge is poorly spread through the masses.
- **Notable (Free):** The laws responsible by regulating the supernatural presence still exist, but they're quite flexible and supernatural beings are now free to go to the mortal realm as long as they don't cause a lot of impact. The supernatural is well-known by the entire human civilization.
- **Predominant (50 CP):** A few laws still exist, but, in practice, there is no more regulation, so supernatural beings are free to do whatever they want as long as they don't break their own faction's rules. Some deities, angels and demons now live in the mortal world free from any punishment. The supernatural is now part of the life of almost every human.

Fantasy Races

The only three constants in this setting are angels, demons and humans, so it'll be up to decide if other generic races from fantasy settings, like elfs and actual dragons, will exist in this world or not. This doesn't affect supernatural races and beings related to other pantheons.

- **None (Free):** The only intelligent mortal form of life inhabiting Earth currently are the humans. Nothing prevents intelligent life from existing on distant planets, but Earth will be home only to humankind.
- **The Basic Ones (Free):** Humans aren't alone in their home anymore. Now, the mortals will be divided into a few humanoid intelligent races, like Elves, Dwarves and even Orcs. Depending on when you arrive here, they'll be completely separated from each other, but, if you arrive around the modern day or later, they might already be unified as a single civilization, even if some countries in the world will be more populated by one or two specific races. In addition to them, there will also exist a few "monstrous" creatures, which will be more dangerous versions of preexisting animals, like giant wolves and other similar wild beasts.
- **Various (Free):** Earth's biosphere is way more diverse than I previously thought. There are more intelligent lifeforms and not only humanoids, but also races like mermaids, centaurs, insectoids and giants that can be related or not to the Nephilim of old. The monsters will also be more diverse, counting with creatures like slimes, wyverns, mobile plants, mimics and, more importantly, undeads. These undeads will range from the common ghost and zombie to actual Liches if magic exists.
- **Actual Fantasy Setting (+50 CP):** The mortal realm is now as varied as you would expect of a fantasy setting, counting with several different races, intelligent and/or monstrous. Expect to see several different civilizations forming alongside humankind, as well as powerful creatures like mighty dragons whose power is a force to be reckoned with even by the standards of demons and angels.

Other Pantheons

It's undeniable that higher powers exist, from both Heaven and Hell's sides, but are the angels and demons alone as the sole spiritual/supernatural existences in this universe or do other gods and their respective pantheons/mythologies exist?

- **Monotheistic World (Free):** Yes, they are alone. There are no other divine beings than the Creator Himself (or at least of whatever ones that are related to the angels' creator if another deity is the one ruling Heaven in this universe) and no other divine being can be born in this world.
- **Polytheistic World / A few (Free):** No, they aren't alone. Other deities have been born in this world, either through the worship of their followers, through other supernatural entities that acquired enough power to awaken divinity or even emerged spontaneously, but just a few of them exist. There are present around five different pantheons in addition to the forces of Hell and Heaven, normally one for each continent, like the Greek Pantheon for Europe, Mesoamerican Pantheon for America, Yoruba Pantheon for Africa, Japanese Pantheon for Asia and Māori Pantheon for Oceania. Each Pantheon and mythology will not only include their respective deities, but also other supernatural creatures/races and even realms, like the other eight realms of Yggdrasil of the Norse Mythology and the Greek Underworld.
- **Polytheistic World / Several (Free):** No, they aren't alone. Other deities exist, but not a few of them, but several of them, with almost every pantheon of the human myths existing somewhere in the world. Some mythologies, like the Greek and the Roman, mention the same deities (or deities with very similar traits) that will be present as the same beings, just known by different names. There are several more potential allies and enemies for you, but, unlike what is thought by humans that think of themselves as the center of the universe, several other deities exist beyond the stars, where eldritch pantheons live. This also includes a few Lovecraftian deities, but nothing on par with Azathoth and other similar beings. Most of these alien gods won't know about humankind, with all of them hardly caring about the conflicts between Hell and Heaven, but a few of them will definitely be threats if they ever cross our way.

Magic

Magic is the force with the potential of bringing mortals closer to the level of divine beings, but is it present in this universe?

- **No Magic At All (+50 CP):** With the exception of whatever magical abilities you bring with you from outside this world, there is no other native form of power that comes from outside Heaven, Hell or other type of divine existence.
- **Singular Magic System (Free):** There is actually a single form of power that can be called magic, even if it's known by different names and has different usages in different parts of the world. By default, this magic system is focused around the usage of magical energy, better known as Mana, to cause actual supernatural effects, but you can choose another system of your preference, but, regardless of your choice, the power level of an experience mage is going to be around the level of the average angel/demon, but a few geniuses, the kind that only appears once a generation, might reach the level of the upper echelons of the Seraphins and Kings of the Ars Goetia at their very peak.
- **Multiple Magic System (50 CP):** Magic exists but not in a single form. There are multiple different magic systems, with at least five different systems and up to fifteen systems. These systems will include magics like runes, druidism, alchemy, enchantments, elementalism, among others. All of these systems will have around the same potential, but their usages and utility will vary greatly. The existence of multiple magic systems will also increase the numbers of geniuses whose power can grow to the point of making them basically living legends, but, remember, even if you're an angel or a demon, you're also able to wield magic yourself, so you'll able to wield this form of power.

Cosmic Balance

Normally, Heaven and Hell are forces opposite but of equal power without the interference of deities, almost as if the universe itself made them to balance each other, but this isn't the case of every universe. You can decide which side is favored by fate, is stronger and is currently winning the war.

- **Tipping Towards Hell (500 CP if you're affiliated with Hell, +500 CP otherwise):** Fate is now actively benefiting the demonic hordes from Hell. The demons aren't just more numerous than the demons but also have more exceptional individuals on their upper echelons, as well as each one of them seem to have some degree of "plot armor" that makes it seem that the very universe is scheming to ensure their victory. Hell has already partially spread to the mortal realm, corrupting humankind and their beliefs, and Heaven's influence is greatly reduced.
- **Neutral (Free):** Fate won't benefit either of the sides, meaning that they're currently tied in terms of raw power and it's not possible to predict which force is going to be the winner of the war.
- **Tipping Towards Heaven (500 CP if you're affiliated with Heaven, +500 CP otherwise):** Fate is now actively benefiting the angelic host from Heaven. The angels aren't just more numerous than the demons but also have more exceptional individuals on their upper echelons, as well as each one of them seem to have some degree of "plot armor" that makes it seem that the very universe is scheming to ensure their victory. The gates of Hell were fully closed, making it extremely hard for demons to reach Earth and the churches that worship the forces of Heaven now have a greater influence over humankind.

Time Period

Heaven and Hell exist way before humankind and Earth itself, so it'll be up to decide when you'll arrive here.

- **Beginning of the Days (+100 CP):** Welcome to the primordial Earth, during its first age. Things are pretty tranquil these days. Soon, there will begin a civil war in Heaven between the loyalists that will stand on the side of their Creator and the rebels leadered by Lucifer. Meanwhile, as the fall and corruption of powerful angels haven't happened yet, there are no leaders in Hell, meaning that anarchy rules there. If you're in a Polytheistic world, expect to see lots of other primordial deities and the events of the several different creation myths happening at the same time. Humankind is also recently young, with just a few humans currently living on Earth. Pretty calm days as you can see.
- **Classical Antiquity (Free):** You can arrive at any time up to the 5th century. Even if the supernatural presence is minimal, spiritual beings interacted a lot more with humankind during this age, both for good and for ill. If this is a Polytheistic world, also expect to see the events of certain myths, like the Titanomachy for example.
- **The Middle Ages (Free):** From this point of history forward, the interaction between mortals will be more regulated if some regulation actually exists in this world. You can choose to arrive at any point between the 5th and the 15th century.
- **Renaissance and the Industrial Revolution (Free):** The beginning of modern human civilization and the beginning of science as one of humankind's main driving forces. You can arrive at any time between the 16th and the 19th century.
- **Modern Day (Free):** This is the age of humankind I think you know the most. You can arrive at any point between the 20th and the 22th century.
- **Far Future (Free):** Welcome to the dawn of a new age. Several millennia past the modern age, the humans have already conquered the star and they're more powerful than ever, being already evolved to be an above class 2 civilization. They've evolved to the point that, even if taken with minimal supernatural presence, they're already aware of the existence of angels and demons.

--=Origins=--

Your gender is the same from your last jump and your age is 17+1d8 by default. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In.

1. **Angel (Free):** You're an Angel, a celestial being of light that is part of the heavenly host and that serves the Almighty Creator, or whatever deity created you. As part of the forces of Heaven, you're tasked with fulfilling the divine will and ensuring the maintenance of the balance of the mortal realm, so you must take **Heaven** as your affiliation. By default, you'll be a conventional angel capable of wielding holy powers, but there are other options for you. There are also cases of angels that decided to go against the celestial order for multiple reasons, ranging from just disagreeing with their rules to actually being evil. In these cases, these angels end up falling from Heaven and losing their graces, so, for an extra 50 CP, you can be one of them, becoming a **Fallen Angel** instead, meaning you'll lose your halo, your wings will be darkened and you'll be free to take any other affiliation of your choice, except Heaven, but you'll still retain your holy abilities. Alternatively, for 50 CP, you can be one of the **Zabaniyah**, the so-called **Angels of Hell**, that act as the angels of punishments and God's agents in Hell. This makes you basically into a demon-like angel with demonic abilities instead of your conventional holy powers, but you'll still be forced to take Heaven as your affiliation. You'll need to also choose your current position in the divine hierarchy.

   Lowest Orders: The third order of the heavenly host is composed by the angels that are the closest to humankind and usually are the ones that interact with them. They're the ones that are responsible for acting as Heaven's agents on Earth and overseeing humankind's behavior.
   - **Angel (Free):** Much like the vast majority of the angels, you're a regular angel too, on the bottom of the heavenly hierarchy, which means that you'll be tasked with executing the orders of the higher orders. You can also choose to be a Guardian Angel, so you'll have more freedom to go to Earth to protect humans from dangerous situations and even from demons' attacks sometimes.
   - **Principality/Ruler (50 CP):** While the regular angels tend to assist people in general, you, as a Principality, will be tasked with assisting people in authority positions, like rulers, politicians, among others. While you won't be any stronger than the average, regular angel, you'll have more influence on both Earth and Heaven's politics.
   - **Archangel (300 CP):** Despite being classified as part of the lowest order, you're actually one of the princes and princess of Heaven, an Archangel. As an Archangel, you're not only a messenger, but also a warrior, that means you'll also have power to be on par with some of

the angels in the highest order as well as also being able to infuse your weapons with Holy Fire, a special form of bright flames that, in addition to being able to wound spiritual beings and being far hotter than regular fire, are especially effective against demons and other evil beings and also inextinguishable by normal means, and even use shoot it as fireballs.

Middle Orders: The second order of the heavenly host is composed by the angels responsible for overseeing the working of the universe, as well as serving as a "bridge" between the divine will and lowest order of angels and administrating the bureaucracy of Heaven.

- **Virtue (100 CP):** You're one of the Virtues, a group of angels known for their control of the elements. In addition to being considered spirits of motion, they're also responsible for assisting in governing nature and in miracles. As one of them, you're not only stronger than the angels of the third order (with exception of the Archangels), but also gain basic manipulation about the four classical elements.
- **Power/Authority (200 CP):** You're basically a demon hunter. As a Power/Authority, you'll be a warrior angel and will gain a unique set of abilities focused especially on countering, restraining and destroying evil and dark spirits in general, as you'll be tasked with taking care with such threats to the sacred order.
- **Dominion (200 CP):** While more powerful than the Virtues but still weaker than warriors like the Powers, you have a power that neither of them have: political power. You're one of the high ministers of Heaven, responsible for administering the celestial realm and its politics, as well as being one of the angels' rulers. Even now, the only ones above you are the members of the first order, the Seven Archangels and the leaders of the Dominions themselves.

Highest Orders: The first and final order of the heavenly host is composed by the angels that are the closest to the creator and that are the most distant from humankind, usually staying as worshipers but also taking action when needed. This is the realm of the so-called biblically accurate angels, as each one of them have pretty much unique appearances.

- **Throne/Ophanim (300 CP):** You're an Ophanim, also called by some as Throne. The first difference from other angels is their physiology as your default form is a set of four winged, eye-covered wheels, as, in theory, your angelic order also acts as part of God's Heavenly Chariot. Due to your nature as a "many-eyed one", you're considerably more powerful than the average angel, as you could reduce an entire city to ashes with a single attack if they could destroy a city block with ease, and you have a greater access to the Holy Fire, but on a much stronger scale than an Archangel, as your very body is covered on them.

- **Cherub (300 CP):** Humans tend to represent the Cherubim as cute and naive winged babies, but they're wrong about it. Cherubim, like you, are actually humanoid angels with four wings, four faces (that of a lion, an ox, a human and an eagle) and with the hoovers of a bull. In addition to their default function being to bolster Yahweh's throne, they're often tasked to be the guardians of sacred places, like the Garden of Eden for example, due to possessing greater physical power than any other angel and being "devoid of emotions", at least, during work.
- **Seraph (500 CP):** Among every angel, the Seraphim are the highest ones, standing on the top of the angelic hierarchy, and you, my friend, are one of them. As a Seraph, you're a six-winged angel whose holy power and mastery over Holy Fire are unmatched by any lesser angel, capable of burning down entire cities with your fiery aura by merely standing there. Seraphim usually would be worshipers, but, considering your power and the probable upcoming war, it's almost sure there will be other roles and missions for you.

2. **Demon (Free):** You're a literal denizen of Hell, a true Demon. Most demons are actually born from all the sin and dark energy that exist in that hellscape, but a few of them are actually corrupted mortals or even angels. As a demon, you'll be free to take any affiliation with the exception of **Heaven**. By default, you'll be one of the Hellborn Demons, but this can be changed by some of the below perks. For an extra 50 CP, you can be an **Ascended Demon** instead, meaning that you have either committed virtuous actions which caused them to ascend from disgrace through exhilaration, were purified by unnatural causes, rebelled against Hell or were exalted by divine/transcendent causes. Regardless of the exact reason, as the result of your ascension, you've gained holy abilities in exchange of your former demonic powers, but you'll only be able to take **Heaven**, **Humankind** or **Other** as your affiliation.
   Unlike the divine hierarchy, demons' hierarchy isn't as defined as it, but you still can choose one of the below to define which kind of demon you are. Lastly, for an extra 100 CP, you can also be one of the **Ars Goetia**, one of the highest ranked demons in Hell, so, in addition to also being able to choose which will be your race, you can also choose your rank among the pillars below.

   Demonic Races: The demonic races in this section are the most common ones that can be found in Hell.
   - **Generic Demon(Free):** You're one of the generic regular demons that composes the masses of the hellish hordes, characterized by their conventional demonic traits, like hoovers, horns, claws, red skin, tail and draconic wings, but some may have different traits, like different colored skin or even animalistic features for example.
   - **Dybbuk (Free):** You were once a sinner, or someone that died filled with regret due to not fulfilling your purpose, whose disembodied soul became a malicious spirit that eventually became demonic. Unlike other demons, you lack more physical abilities like fire and Hellfire manipulation, but, in exchange, you have greater spiritual manipulations, especially abilities usually related to ghost-like entities, like intangibility, invisibility, telekinesis and mainly possession of the living. Unfortunately, due to your double nature as a demon and technically an undead, you're twice as weak against holy energy, so take even more caution when fighting angels.
   - **Imp (+50 CP):** You're actually an Imp, a small and not very attractive creature, being basically generic demons, but way smaller and physically weaker, despite still having some degree of fire manipulation and being very hard to kill. You'll also share characteristic behavior of them that is described as being wild and uncontrollable, with a sense of free spirit and enjoyment of all things fun and a tendency of playing (usually harmless) pranks on others.

- **Succubus/Incubus (50 CP):** As a Succubus if you're female or an Incubus if you're male, you're basically a sex demon, that in addition to a demon's natural enhanced condition, also have supernatural level of beauty and supernatural abilities specialized on dealing with illusions and mental manipulation. You're also able to feed on people's life-force (or bodily fluids alternatively if you're feeling kinder) through lustful activities to the point of causing poor physical/mental health or even death. Just a curiosity, most times, they're the ones responsible for the birth of Cambions.
- **Shayāṭīn (+300 CP/Incompatible with Ascended Demon):** No, this is a bad idea. In Islam, there are two kinds of demons: the jinns, that have free will, and the Shayāṭīns like you, that are merely slaves to the wishes of their creator, the ruler of Hell and of all demons, thus lacking free will of their own. While you'll be stronger than the average demon, you'll be a grotesque creatures whose essence is made of pure sin, thus making you unredeemable (as well as immune to any attempt of forcefully corrupting/purifying you post-jump), but you'll only recover your free will at the end of this jump. Until then, you'll just be a puppet for your superiors, even if you're literally one of the Princes of Hell.

Special Races: Some kinds of demons don't exactly fit on their hierarchy and sometimes aren't even directly related to Hell, despite still being demonic beings.

- **Ifrit (50 CP):** The Ifrits, while still being classified as demons, form a separate civilization from the rest of demonkind, complete with their own culture, rulers, tribes and clans. As an Ifrit yourself, you're a tall humanoid demon made of flames, which, while still as physically strong as a regular demon, grants you greater pyrokinesis and control over Hellfire than most demons and a much greater resistance against ordinary weapons and forces, despite remaining vulnerable to holy and magic powers.
- **Oni (50 CP/Requires Polytheistic World):** The Onis are yokai that, despite being classified as demons, are actually closer to ogres and even trolls instead. The Onis are tall, muscular humanoids with horns that sometimes have some more unusual features such as odd numbers of eyes or extra fingers and toes, as well as having skins of any number of colors, with blue and red being the most common ones. As a Oni yourself, you're a physical powerhouse compared to the average demon, gaining even regenerative abilities in exchange for some of your spiritual abilities like possession, but, unlike most of your fellow Onis, you won't mandatorily need to be rather foolish and/or have a simple personality.

  +Kijin (Free/Requires Oni and the Apotheosis perk): I was wrong, as the spark of divinity within your being reacted with your nature as

Oni and caused you to evolve and transcend into a new form. You're now a Kijin, becoming basically an Oni god whose raw power is unusually more powerful than even most other transcendent beings of the same level, as if you, as a regular deity, was able to easily destroy cities with your charged attacks, you can now do the same feat, but now with just a few basic punches. But all of this power comes with a price, as, by accepting your ascension as a Kijin, you must forego your authority over your chosen domain to gain these transcendental physical attributes. You'll also be considered as a superior being and a natural leader by every Oni you encounter, even in future worlds. This isn't mandatory, as you can choose to continue to be an Oni even if you're already a deity if you prefer to keep control over your domain.

- **Asura (Free/Requires the Apotheosis perk):** As a being that is both a demon and a deity, you can choose to become an Asura instead. An Asura is a member of a group of power-seeking deities from the Hindu/Buddhist mythology, who were sometimes considered sinful and materialistic, but most often considered to have become addicted to passions, especially wrath, pride, boasting, and bellicosity. The Asura are obsessed with force and violence, always looking for an excuse to get into a fight, angry with everyone and unable to maintain calm or solve problems peacefully. The main feature you gain for being an Asura is that you gain four extra arms that slightly enhance your physical strength and combat potential, as well as being considered as part of their group, so you might find allies among them.

Ars Goetia: The Ars Goetia refers to a group of the 72 demons that are the main pillars of Hell and some of its most powerful beings. In fact, they're only second to the Seven Princes of Hell (also known as the Seven Deadly Sins) and the Devil himself. Or better saying, they were a group of 72 demons, because now an extra became part of their numbers. You're now officially the 73rd pillar of the Ars Goetia and thus gain all the power and authority related to your position. There are different ranks among the Ars Goetia themselves, so you'll need to take one of the below three options to decide your current rank among them, with their cost being the one in front of their name plus the 100 CP you previously paid to become one of the Ars Goetia.

- **Lower Position (Free):** You're currently at the first section of the Ars Goetia, having a noble ranking of at least Earl, but you can also be designated as a Knight or even a President, depending on your current power level that might change according to your choices below.
- **Medium Position (100 CP):** You're in the middle section of the pillars, having a noble ranking of at least Marquis, but you can also be designated as a Prince or even a Duke at best, depending on your current power level that might change according to your choices below.

You’re powerful enough to match that of angels like the Powers and Dominions.

- **Highest Position (300 CP):** You stand on the top of the demonic hierarchy, as one of the Kings of the Ars Goetia, being only below the seven Princes of Hell and the Devil himself when it comes to raw power and authority in the underworld. Comparing you with the heavenly servants, your own raw power is already above the power of any angel of Heaven, with the exception of the Seraphim themselves and those greater than them, like the Seven Archangels and the Scribe of God.

3. **Nephilim (+50 CP):** You're the result of the union of an angel and a mortal. As a Nephilim, you're basically an angel/human hybrid that inherited some of the powers and abilities of your angelic parent, but these are limited in comparison to an actual full-blooded angel, though you might have some unique traits due to hybrid nature. In the old ages, Nephilims were usually the offsprings of fallen angels and thus tended toward evil, but as you won't be a descendent of a fallen one by default, you'll be free from this compulsion. You'll also be able to take any affiliation except **Hell**, as they would never accept a half-angel like in their forces, or except **Heaven** if you're actually the child of a fallen angel instead. You can purchase the tiers in the **Angel** origin to define your angelic parent's rank, as you gain part of their strength and abilities, and, for an extra 50 CP, you can choose for them to be a fallen angel instead of a conventional angel.

4. **Cambion (+ 50 CP):** While still a mortal, there is demon blood running in your veins. Either by actually being the offspring of a demon and a human or by having demon blood through some ritual during your childhood, you're a Cambion, a demon/human hybrid that inherited some of the powers and abilities of your demonic parent, but these are limited in comparison to an actual full-blooded demon. Most times, cambions tend to be rejected by both demons and humans, but there are also cases where they're accepted and end up being considered as actual demons or becoming demon hunters themselves despite their heritage. As a cambion, you can take any affiliation except **Heaven**. You can also purchase the tiers in the **Demon** origin to define your progenitor's rank, as you gain part of their strength and abilities.

5. **Nephalem (50 CP):** You're a being whose parents are from Hell and Heaven, meaning you're a Nephalem, that is, a literal angel/demon hybrid. As a cursed being that inherited both demonic and angelic powers from your progenitors, your very existence and nature is contradictory and incredibly rare. Most Nephalems may be targeted for death most times for merely being born or maybe because they fear their hybrid nature would make them more powerful, as well as usually being rejected by both factions, with a few rare exceptions that decide to join one of their parents. Like Nephilims and Cambions, you can purchase the tiers in the **Angel** origin to define your angelic progenitor's rank and the tiers in the **Demon** origin to define your demonic progenitor's rank, as you gain part of their strength and abilities. A Nephalem born from a King of the Ars Goetia and a Seraph would be a truly horrifying existence.
   Lastly, as a child of both Hell and Heaven, you'll be truly free to decide which side you'll join forces with, meaning that Nephalems like you can take any affiliation.

6. **Human (+100 CP):** The famous default option, humans. This option is just the basic and common *Homo sapiens sapiens*, the dominant species on Earth, or at least one of them. By taking this option, you'll be an average, regular human being, without any inherent supernatural ability or power for now, but your out-of-jump powers and the perks from this jump will change this. The only humans with supernatural powers usually are the ones that make deals and offer servitude to other powerful beings, but it isn't impossible to find humans that grow powerful by themselves. For an extra 50 CP, instead of a regular human, you can become a **Primordial Human** instead. The Primordial Humans are the first ones to be created, which includes Adam, Eve and Lilith, and thus have a few quirks that their distant descendants lack. The first of benefits is having peak human attributes on both physical and mental aspects, accompanied with a very long lifespan, allowing you to stay in your prime for centuries and live longer than a millenia, and a superhuman vitality that enhances your endurance and natural healing. You also gain some degree of resistance against corruption, as well as have extremely good genes, which also ensures that your offspring will be healthy.
   Alternatively, if you're in a Polytheistic World, for an extra 100 CP, you can become a **Demigod** instead, being actually a hybrid between mortal and deity. This means that you inherited a portion of the power of a mythological deity of your choice, as long as said deity (and their pantheon) exists or existed in the setting. Your power puts you slightly above the level of strength of other human hybrids, like Nephilims and Cambions. You can purchase both options together, making you both the child of a god and of one of the first humans in existence.
   Much like Nephalems, humans are also free to forge their own paths and thus are free to choose any affiliation.

--=Affiliation=--

1. **Heaven (Free):** You're an ally of the Heavenly Beings on their mission of fulfilling the divine will and ensuring the maintenance of the balance of the mortal realm.

2. **Hell (Free):** You decided to join forces with the demons of Hell on their quest of spreading misery for the entirety of creation and conquering anything on their way.

3. **Humankind (Free):** Instead of allying with spiritual beings, you've decided to affiliate directly with humankind itself, either because you just thought this option would fit the best for you or because you actually want to protect the humans from being victims of the clash between Hell and Heaven.

4. **Neutral (Free):** You have decided to join the side that matters the most for you: yours. You aren't affiliated with neither the heavenly host of Heaven nor the demonic legions of Hell, being only actually allied with yourself.

5. **Other (Requires Polytheistic World):** You're really affiliated with divine beings, but, instead of being affiliated with the Ruler of Heaven and Creator of the angels, you're actually affiliated with another pantheon of deities instead. You can choose any existing pantheon in the setting or even some individual deity instead, as the former would grant more resources and allies but also more "masters" to obey while the later will probably give more value to you and will possibly only have a single being to obey. Regardless of the option, you'll probably be considered their servant if you aren't powerful or just as an ally of them if you are, but, if you're a god yourself, you might even eventually be accepted as part of their Pantheon. Fallen Angels, Nephilims, Cambions and Humans can choose any pantheon, but Demons can only choose to serve malevolent deities and Ascended Demons can only choose to serve benevolent deities.

--=Locations=--

Roll 1d8 to decide your starting location or pay 50 CP to decide it yourself. Each origin has at least one free location.

1. **Earth/Terra:** The third planet closest to the Sun, as well as the biggest terrestrial planet in the Solar System and home to humankind (and maybe also to other intelligent races depending on your choices). You may arrive anywhere on Earth or even in the Moon if you can survive there, but, remember, if there is a strong regulamentation of the interaction between the supernatural and the mortals, I advise you to avoid being seen by mundane humans, unless you actually have permission to interact with them.

2. **Hell/Inferno:** Welcome to the accursed realm of the underworld, a place of fire and brimstone where the demons reside, as well as the eternal prison for every sinner, be them mere mortals like humans or even fallen angels. Hell is divided between different dominions controlled by powerful noble demons and the nine main Circles, each one representing different sins where the sinners suffer varied tortures and punishments. If you aren't actually a denizen of Hell or at least affiliated with it, I advise you to get out of this horrible place as soon as possible. If you're in a Polytheistic World, Hell will be connected with its counterparts in other mythologies, like Tartarus and Helheim.

3. **Heaven/Paradiso:** On the higher levels of the creation, there is the counterpart to Hell, Heaven, which is the afterlife reserved to the mortals that were virtuous in life and also the land of the angels. In a manner similar to Hell, the heavenly realm is also divided into nine main rings, where people are sent based on their level of "virtue". You may choose to arrive in any of the nine rings, with the exception of the First Ring of Heaven, as it's a place exclusive for people that were living saints and to the angels of the first order. Much like other afterlifes, if you aren't a native inhabitant or you aren't dead yet, you won't be too much welcome here, even more if you aren't affiliated with Heaven.

4. **Purgatory/Purgatorio:** To finish the trinity of the afterlifes, there is the realm of the people that weren't virtuous in life but also weren't sinners. Often being retreated as an enormous foggy forest, as a mountain or even as a place burning with purgatorial fire, the Purgatory is the place where these people's souls are purified before being sent to Heaven, in opposition to the punishment of the damned. This in-between realm tends to be a more neutral territory due to its connection with both Heaven and Hell that might even become a battlefield for upcoming battles. Dante Alighieri represented this place as separated in different regions, from the two Ante-Purgatories followed by the seven Terraces and the Earthly Paradise, with each one of the

ten regions being different in nature from the other nine. You can choose anywhere among these ten regions to arrive in, with the exception of its summit.

5. **Garden of Eden:** The Garden of Eden, also called the Earthly Paradise that might or not be located on the summit of the Mount of Purgatory or connected to some place on Earth, is the original birthplace of humankind, a vast region of nature where the primordial humans lived until they were expelled due to consuming the forbidden fruit. After it, the Garden of Eden is still accessible, but currently protected by Cherubim and by one of the Seven Archangels, Uriel (or Phanuel), who stands at its gates with his fiery sword and is known as being pitiless towards any human or demon. If you aren't an angel, you'll appear in front of the Gates of Eden instead of inside the garden, so It's a good idea to not try to enter the garden without permission, unless you want to face the wrath of savage Cherubim and of Uriel himself.

6. **Sheol:** In a time before the souls of the mortals began to be sent to different places depending if they were wicked or righteous, existed a dark place metaphorically deep underground on Earth. This former afterlife was called by many names, like Abode of the Dead or House of Death, but it's better known as Sheol. Nowadays, the Sheol is just a haunted dark dimension, which was abandoned by everyone, as not even a single being, dead or alive, remained here. Maybe you can find a good usage for this place.

7. **Mount Olympus:** You're going to arrive on Mount Olympus. Well, the mundane one if you have taken Monotheistic World, but, if you have taken Polytheistic World instead, you'll arrive in the actual Olympus, home to the twelve olympian gods of the Greek Pantheon. Alternatively, you can also choose another important place from another mythology, like Asgard, the realm of the Æsir gods in the Norse Pantheon, or Takamagahara, the sacred world of the Japanese deities. Some places will be friendlier than others with someone like you.

8. **Free Choice:** Well, Lady Luck is on your side. You can choose to start in any of the above choices, if you want, or anywhere in this universe.

--=Perks=--

Each perk is discounted to their respective Origin.
Discounted 100 CP perks are free.

General Perks:

Idolized Figure (50 CP/Can't be taken by Normal Humans): All across the Earth, since humankind crawled its way out from the primordial muck, they have turned to the heavens pleading for answers and blessings, praying to a higher power and its servants, at the same time they feared bloodthirsty monsters in the form of demons from the underworlds, while some humans still entered in contact with them wanting dark favors. Be you an angel, demon or another similarly "higher" being, you're the perfect symbol of what your species represent for humans and other similar mortal beings in this world and any future world you visit. If you're an angel, they'll see you as an messenger of the benevolent higher power and as someone kind and wise, but, if you're a demon, they'll see you as a symbol of primordial horror, someone that should be both respected and feared considering you're such terrible existence. Hybrids like Cambions, Nephilims and even Demigods to a certain degree will also be treated similarly as their inhuman parent, except they'll treat you as someone more closer to them due to your mortal half, but the except are the Nephalems, as humankind will them as neutral and a symbol of freedom over the basic concepts of "good" and "evil". Lastly, humans will also innately respect you if you're a Primordial Human instead, treating you as if you were one of their progenitors. Just remember, this perk affects more how they'll first see you, so, unless you do something to keep them thinking of you this way, this will eventually lose effect. If you prefer, you can also turn this effect on or off at will.

Awakened Bloodline (100 CP/Exclusive for Nephilims and Cambions): Your inhuman bloodline was fully awakened, resulting in you unlocking the entirety of your holy/unholy powers and granting you power and potential on par with any full blooded angel/demon, without them being dilated due to your mortal half. Post jump, in addition to it, As long as you're at least a quarter of some species, you'll receive the full benefits of it, without any reduction of power and efficiency, as well as letting you to count as a full blooded member of the one or both of the species if you want to.

Pseudo-Instant Dungeon (200 CP/Discounted if Supernatural Presence is Minimal or Rare): In most universes, interaction between supernatural beings and mundane people are highly regulated, in some cases, even by transcendental forces that might be pretty willing to curse the ones that break these rules or just outright smite them. Fortunately, a special technique was developed as a way to avoid this, a technique that you also have access to. You're able to create "Protected Space", a kind of pocket dimension that is basically a reflection/shadow of the place where they were created. When creating one of such spaces, any being more powerful than a mundane human will be able to freely enter and fight with each other, as any force

that would regulate their actions will ignore whatever happens inside the pocket dimension. The default size for a Protected Space is around the size of a city block, but, by adding extra power, you can make it as big as an entire city. Lastly, any damage done within this dimension won't actually affect the world outside it.

Leader of the People (300 CP/Discounted for those aligned with Humankind): You've been born with a natural talent when it comes to being a leader, with your leadership capacity, ability to guide the masses and charisma being on par with some of the best leaders in the entire human story, but where you truly shines is in your capacity of reconciling the differences between different people, groups, races and/or factions, allowing you to more easily lead them. You probably won't be able to convince people with opposing goals or with truly opposite morals, ideas and/or natures, but any difference lesser than these ones won't be an obstacle so hard to surpass in uniting them under a single banner.

Heavenly Redeemer (400 CP/Discounted for those aligned with Heaven): As one of the loyal servants of Heaven, you've been trained on reverting the corruption spread by the forces of evil and redeeming those that fell for it. As a result, you've developed very powerful purification abilities, greater than that of a mundane angel even if you're a mere human, allowing you to revert the effects and consequences of most forms of demonic/evil/dark/eldritch corruption. Even a human that was turned into a demon and isn't willingly to recover their humanity could be healed with certain ease if they're weakened and even a large area that was fully tainted due to the effects of the **Abyssal Corruption** perk can be returned to normal with a lot of effort, enough to fully exhaust any angel. If you don't have a reserve of holy/magical power, you can fuel your purifying abilities using your own stamina or just use external power sources. By experimenting with your abilities, you can also extend your purification to other forms of corruption and not only those related to "evil" in general.

Abyssal Corruption (400 CP/Discounted for those aligned with Hell): Your very existence is so corrupted to the point that it is able to taint and corrupt the very fabric of reality and can corrupt it, slowly twisting the reality around you to make it more "demonic" and hellish in nature, thus essentially spreading Hell for any place you go. This corruptive effect is passive and takes some time to actually corrupt places, requiring you to stay in a small room for hours to fully corrupt it, but it can also be turned off at will. Even living beings aren't free from this, as they'll also be "demonized" if they lack some form of supernatural protection. Once a location is fully warped into a hellish landscape, it'll count as an actual extension of Hell (or whatever Hell-like afterlifes that exist in future worlds you visit), allowing even demons that can't be manifested on the mortal realm to freely walk in these tainted lands.

True Outsider (400 CP/Discounted for those aligned with Neutral): As someone that rejected every other side of the cosmic scenario except yours, you ended up

developing immunity against a very powerful cosmic force: fate itself. This not only makes you a blind spot for any prophecy, inclusive those made by gods and similar beings, and gives you free control over your own destiny, but this also allows you to derail fate and prophecies related to other people and things, making it possible to avoid events that normally would be set in stone to happen without your intervention.

Primordial Fragment (400 CP): You're no common being, but, either by being created this way, having inherited it from someone or maybe even having usurped it by yourself, you're now the fragment of a primordial force, having all the power that this entails, boosting your power to the point that, even if you were originally an average angel, you'll become powerful enough to match with the angels of the Highest Order, like the Cherubim and the Ophanims.
The nature of this exact primordial force varies according to your origin.
If you're an **Angel** or a **Nephilim,** you've become a fragment of the Lord in its entirety. This small piece of the Infinite Light within you has the capacity of greatly amplifying the power and efficiency of any and all light/divine abilities that you might have, as well as making any angelic being to instinctively trust you or even making them to want to worship you in some cases if they aren't already serving to some other higher being due to them sensing the divine light in you.
If you're a **Demon** or a **Cambion**, instead of the Infinite Light or of aether, you've been infused with the Darkness of the Abyss, a dark source of power whose existence predates Creation itself. Similarly to the fragment of the light, this shard of pure nether, the so-called chthonian element that is most known as the substance that makes up the Underworld, within your body also amplifies any and all dark/unholy abilities you might have and makes any demonic being to instinctively want to serve you due to the bottomless shadow they sense within you.
If you're a **Nephalem**, instead of light or darkness, you've been born from the Primordial Sea of Chaos that existed before the universe, or at least was "baptized" in its waters, which caused you to inherit a fragment of its chaotic power. Differently to the other fragments, it not only greatly enhances the power of any chaos-related ability you have, but also enhances light and dark powers to a lesser degree, as well as serving as the bridge that one day should help you to fully stabilize your unstable self-contradictory nature.
If you're **Human**, even if you aren't a Primordial Human, you were born from the First Spark of Life that was created by divine hands, essentially binding you to a shard of the literal concept of life. The spark grants you bottomless vitality, allowing you to stay forever in your prime and regenerate from almost any form of damage as long as at least a single cell of your body manages to survive. Even if you don't have any healing abilities, you can freely share your lifeforce by touching others.
As a last benefit, this perk also works as a Capstone Booster, with the primordial fragment in you enhancing the power of every 600 CP perk you have.

The Greater Seven (400 CP/Discounted for Angels and Demons): On a side, we have the traits that the Lord deemed as the most positive and that usually lead the souls of the mortals to glory, the **Seven Heavenly Virtues** (Charity, Chastity, Diligence, Humility, Kindness, Patience and Temperance), while on the other side of the same coin, we have the their negative counterparts that lead the souls to ruin, the **Seven Deadly Sins** (Envy, Gluttony, Greed, Lust, Pride, Sloth and Wrath). And you, my friend, are akin to the physical embodiment to one of the seven sins/virtues, thus having abilities related to the manipulation and control over it, including the ability of inducing it on others and being strengthened by it. An example of this is choosing. Those aligned with Heaven will be restricted to only the seven virtues while those aligned with Hell will be restricted to only the seven sins, although the ones with other affiliations may freely choose any of the fourteen traits to represent.

Apotheosis (600 CP/Requires Polytheistic World and Discounted for those aligned with Others): During ancient times, the mortals saw you and your power and considered you as a divine being to the point that you were worshiped as a deity of something. But, eventually, with the prayers and faith of your worshipers, a spark of divinity appeared within you, causing you to actually ascend and become a god of a specific domain, the one they worshiped you for. Alternatively, you might decide to change your apotheosis to be the result of you managing to slay another god by yourself and stealing their divine spark, but it'll work the same way as before. As a god, you still retain all the traits of your previous race, so you'll still be an angel or a demon if you were one, but your apotheosis greatly strengthened you, making you strong as a king of the Ars Goetia if you were just an average demon before for example. You're also free to choose which is your domain, like fire, thunder, sky, war or even death, but it can't be something completely opposite to your nature as an angel/demon/nephalem. You'll gain abilities related to your domains and you'll be able to infuse any of your previous abilities with your authority over your domain. Lastly, if you search enough you might even find some of your remaining worshipers in the world.

Angel Perks:

Angelic Physiology (Free and Exclusive for Angels): Angels like you are beings made of divine light and, as an angelic being, you also have abilities related to it. In addition to your enhanced physiology, you have an inner reserve of holy power, which can be used to do feats like using divine light to smite your opponents, healing your allies from wounds and simple diseases, shapeshifting, using telekinesis, possessing others with their permission, among other abilities that you'll need training, experience and maybe more raw power to unlock. You'll also have the ability to manifest a pair of white feathered wings and a glowing halo above your head(s) and your appearance will be that of a very beautiful/handsome human, but, if you default form is more different, you'll be able to assume a more human-like form but with a few different traits, like the wheels of a Ophanim's form appearing around you for example. As an angelic being that, at least in theory, isn't bound by the flesh and its urges, you always have a clear understanding of your actions and its consequences, allowing you to retain your mind clear and calm in almost every situation. Lastly, angels aren't exactly weak against unholy energy, because they're just vulnerable against it as it bypasses their vulnerability against mundane damage.

Blessing of the Messenger (100 CP): Angels are the messengers of the Lord and thus they're blessed to better perform their duty. You're no exception, as you're able to understand and speak any language spoken by any being with human-like intelligence, as well as also granting that your words (in any language) won't be misunderstood by anyone hearing them.

Biblically Accurate Jumper (200 CP): Be Not Afraid. As an angelic being, you're an existence made of purest virtue in the form of divine form, which results in your true visage being unable to be comprehensible by mere mortals. For this reason, most angels are restricted from accessing their true forms, being limited to a more mundane appearance, including the ones of the First Order, but, by taking this perk, you won't be among them. You're now able to freely enter in your true form, which essentially transform you into an angel-like eldritch abomination covered in an aura of holy light, which grants you the ability of causing mental damage and even a few physical effects on any unprotected mundane being that lacks any supernatural abilities/protection of their own that see you in this form. These effects can be extended to include lasting consequences or even death if they're exposed for enough time or if their minds are particularly vulnerable. Beings like demons and other angels are immune from this, but unholy beings will feel very uncomfortable near you and might even be damaged by the fact that you're constantly emitting holy light. Alternatively, you can choose to only partially release your true form, which, instead of damaging the minds of mortals, tends to calm them instead.

Elemental Authority (200 CP): Even among the heavenly host, your connection with nature itself is powerful, which allows you to manipulate the four classical elements, even above the basic elemental control wielded by the Virtues.

Unfortunately, your power is limited to only manipulating existing sources of these elements and not actually creating them, but there is also another usage for your skills. By greatly condensing a specific element, you can shape them as a powerful armor around yourself or others, granting the user an enormous strength, durability and maybe even speed boost, as well as the ability to absorb said element to regenerate from damage, grow bigger/stronger and even form weapons. You can also create armors from any other elements you're able to manipulate. Lastly, just a advise: avoid creating an armor that fully covers your body, as covering your light is considered a shameful act for angels that sometimes is even used as a form of punishment to fallen angels that are forced to stay locked in armors made of earth, so it's a good idea to refrain from forming an armor that covers completely your body, at least when around your fellow angels.

Follower of the Cupid (400 CP/Discounted if you have the Lust version of the Seven Deadly Sins perk): Either you're one of these little angels that are easily mistaken with original Cupid, the god of desire, affection and erotic love, or you have abilities related to lust itself, you're able to freely summon and use a perfect replica of the bow used by him, constructing it from raw emotional energy. By pushing the bow's string, you're able to summon two different types of arrows. The first arrow is made of the emotional energy of love, capable of making anyone struck with it'll instantly be filled with desire/love for the target of your choice, meanwhile, the second arrow is made of the emotional energy of hate, capable of filling anyone struck by it with hatred/dislike instead. These effects are temporary and will wear off after a few hours, unless the person that is affected would already develop that specific feeling (love or hate) for the target. Both the love arrows and the hate arrows can't be used to physically harm someone and their effects cancel each other out, as well as they're unable to affect people that are as strong as you or even stronger. Lastly, you receive enough archery skill to match that of a professional archer.

Walking Miracle (400 CP): Through your own divine powers, you're able to perform feats of healing that can only be called miraculous. These miracles manifest in the form of greatly boosted healing powers to a legendary degree, surpassing any and every angel with the exception of the ones whose power greatly dwarfs yours or that embodies the concept of life in some way. At the basic level, you're capable of healing any mundane diseases and wounds, including severe ones like extreme brain damage and disabilities like blindness and deafness, to the point you can even resurrect the recently dead, as long as something is left behind from their remains, even if it's just a puddle of blood. This is the healing ability you would get as a basic angel, with it being increased accordingly the stronger you are.

Divine Mathematics (600 CP): Either you were present during the creation of the universe or you're actually a scholar that devotedly studied this subject, you've divined the secrets related to the divine mathematics and the secret formulas of the creation. Through the usage of them, you're able to replicate feats that mortals could

only comprehend as miracles or even “magic”, basically making you able to use minor reality manipulation around the basic level of the setting’s power tier. Some possible feats are teleportation, speeding/slowing down time, healing through math, limited space manipulation, telekinesis, matter manipulation, soul manipulation, creation of basic lifeforms, parting a sea, summoning a plague, turning a rod into a snake, among others. At full mastery, you’ll be able to control the very forces of universes on a far larger scale, but it’ll take various centuries to achieve, even for someone like you. Additionally, you’re also able to infuse these divine formulas into any magical and holy abilities you have, making them conceptual in nature and protecting them from being manipulated by external sources that don't utilize some similar form of conceptual manipulation. (Minor reality manipulation + conceptual magic/divine abilities. Boosted is pocket universe)

Prime Angel (600 CP/Exclusive for Angels): You’re no mere angel, as you’re actually a Prime Angel, being among the first and more powerful angels of the entire creation, as well as meaning you’re as old as the universe itself. In addition to your power being enhanced to a whole new level, giving you power on par with a Seraph if you’re a common angel or even making you on par with the Seven Archangels if taken together with Archangel or even on par with Metatron if you’re a Seraph. Due to your status as one of the greatest heavenly beings, you also gain an authority over lesser angels, as long as they’re weaker than you, making you capable of directly controlling weaker angels and considerably influencing the stronger ones. This control can be supported through willpower and raw power, but, the weaker the angels are, the more difficult it gets to them to resist your control. Additionally, you also retained a spark of the angels’ creation within you, which allows you to give life to your holy light, in the form of elementals made purely of light and holy energy. These elementals, whose very touch is toxic for demons and other unholy beings, will be loyal to you as you’re their creator, though, initially, they’ll be mostly mindless construct, intelligent enough to follow orders but devoid of any superior thought process and consciousness, but one day you’ll learn how to grant them sentience and maybe even free will.

Demon Perks:

Demonic Physiology (Free and Exclusive for Demons): Your very power and existence are the antithesis to that of an angel. As one of the demons from Hell, you're fueled by and have a reserve of pure demonic energy, which allows you to make usage of unholy abilities, like create curses, use dark magic, create illusions, possess others, make mundane people ill by just exposing them to your demonic aura, among many others. You're also capable of one of the most basic abilities wielded by most demons, fire manipulation that can evolve to allow the creation of Hellfire, the infernal (but weaker) counterpart of Holy Fire, that is a special form of dark red flames that, in addition to being able to wound spiritual beings and being far hotter than regular fire, are also inextinguishable by normal means. Lastly and unfortunately, you're also weak against holy powers.

Embodiment of Temptation (100 CP): Either by experience or through sheer talent, you're a true specialist when it comes to temptation, to the point of surpassing most common demons with the exception of the most experienced ones. You're very skilled in how to tempt people with things, like how to better seduce them for example, as well as being capable of discovering and understanding their desires, including the ones they insist on hiding.

Primordial Fear (200 CP): In most settings, demons are the personification of what is evil in humankind and other mortals, to the point that you're able to emit an aura of pure evilness at will that makes any mortals, from mere irrational animals to humans and other non-supernatural beings, to instinctively fell a powerful kind of primordial fear capable of making the most weak willed ones to be paralyzed in your presence or even submit to you, thus granting you authority over them. People with strong wills, truly fearless or devoid of instincts will be mostly unaffected by your aura.

Master of the Torturers (200 CP): Damned be your creativity, as it is truly born from the fiery depths of Hell. Either you one of the Hell's great tormentors or not, you're truly an expert in causing suffering on others, be it through simpler and minor torments to full blown torture of every kind, making you capable of intuitively torture others by any means and in the most effective ways possible, as well as using anything at hand to do so. You're also able to temporarily turn off at will any mental and/or emotional issues or moral dilemmas you might have before, during and after the deed.

Let's Make a Deal (400 CP/600 CP): It's pretty common for demons to be willing to make deals with mortals, usually in exchange of their souls, and there are several deals and contracts even among different demons. Like them, you're able to make unbreakable deals with other beings, regardless if they're mortals or other demons. To form a deal, two or more individuals, including you, must willingly agree and accept a defined set of conditions that benefits both involved parties. Once formed, both parties are obliged to fulfill their respective part of the deal as long as they're

possible. If a party breaks the deal, the other will be released from their obligation to fulfill their part and the one that broke it in the first place may suffer pre-established penalties defined together with the set of conditions. The deal will also be rendered null if both parties agree to undo it or if one or more conditions are virtually impossible to be fulfilled. It's surely possible to create deals with loop holes and/or multiple interpretations of the initial conditions that you can take advantage of, because, after all, you're a true demon.
Alternatively, for an extra 200 CP, your skill in deal making is now comparable to that of the Devil himself. You're able to make literal wish-granting deals, that, as long as you have the raw power, skill, tech, or whatever else needed to fulfill a wish, even if it would normally take time, you can do it instantly, without any previous preparations and without lowering your power in any way or consuming your resources, if it's for a deal. The only limitation is that it must be something that you have enough time left in the jump to do it, but, post-Spark, it can be anything that you should be able to do eventually with your current power and resources.

The Unholy Grail (400 CP): The demons' blood is known for carrying a portion of their unholy power, having the capacity of corrupting and giving power to mortals that consume it or even turning them into demon-like abominations. There was also the case of the asura Raktabīja whose blood was so powerful that each drop of it gave birth to a new demon and, after it was consumed by Kali, it made her the most powerful deity of the Hindu pantheon. Even if your blood isn't as powerful as his, you have full control over the power carried by it, allowing you to customize the effects it causes on those that consume it. These effects on them can be extremely varied and their potency depends on how much blood is consumed, from partially or fully demonizing them, turning them into demonic abominations, making them addicted to your unholy power, giving them access to some of your abilities or just being a deadly poison for them. It takes only a single grail-worth of your blood to turn a willing mortal into a Cambion for example. If you aren't a fan of wounding yourself to remove your vital fluid, you also gain the ability to transfer your blood to others through your touch. Lastly, as a final benefit, anyone that attempts to usurp your power by drinking your blood will fail, with it having no effect on them or even automatically becoming harmful for them.

I'm Legion (600 CP): In a manner similar to the biblical demon known only as Legion, you aren't one, but you're the result of the fusion of 72 lesser demons that decided to become a single being to achieve a greater level of power. While you're still you, you're the core of the hive mind of the 72 demons and thus have complete control over your parts, as well as gaining access to all the wicked knowledge each one of them acquired in their lives. You also have the ability to split these demons at the cost of temporarily losing access to a varying portion of your power from your body, which corresponds to the split demon's power, and retain control over them. Each demon will be very diverse, with each one of them being unique when it comes to personality, nature, preferences, skills, abilities and maybe even in power level,

but they're always undoubtedly loyal to you and will share each one of your goals. Even in the case of you splitting again into the original 72 demons, their minds will remain connected and thus you'll exist split in each one of them too or, if you prefer, you can choose to take over the body of one of the lesser demons. Alternatively, you can also suppress a separate demon's mind and make them nothing more than an extension of your being which is completely controlled by you. Additionally, each one of them may still count as "you" if you want. As a final benefit, you can only truly die if all of them are killed, because, as long as at least one of the 72 demons is still alive, you'll survive, albeit greatly weakened, and the remaining 71 demons will eventually revive one by one within the survivor.

Archdemon (600 CP/Exclusive for Demons): Well, you originally weren't always a demon, as you were one of the angels of Heaven, until the day you rebelled and became a fallen angel, either by yourself or by following Lucifer's rebellion, but your fall from grace was even more severe than in most cases, as you eventually became a demon yourself, however no mere demon, as you're one of the Archdemons, much like the other demons that also were fallen angels. As part of Hell's elite, your power is enhanced to a whole new level, matching with that of a Prime Angel, giving you power around the level of a King of the Ars Goetia if you're a common demon or even making you on par with the Seven Princes of Hell if you were already one of the kings. Additionally, your position as one of the hellish princes also grants you an authority over lesser demons, as long as they're weaker than you, being able to control the majority of weaker irrational demonic beings and influence those with intelligence. This control can be supported through willpower and raw power, but, the weaker the demons are, the more difficult it gets to them to resist your control. Lastly, as one of the former angels, nobody understands more how to lead your former fellow angelic beings like you. In addition to understanding how they think and act, you're able to modify your own demonic power to be harmful to angels and other similar angelic beings in the same way as their holy power is harmful to demons.

Nephilim Perks:

Heavenly Heritage (Free and Exclusive for Nephilims): As a true offspring of an angel and a mortal, you inherited the divine light from your angelic parent and you're even capable of using the same abilities, albeit to a lesser degree, as you're now only around as half as you would be if you're actually full-blooded angel. Training and time will help you to enhance your abilities, but your power and potential will always be limited due to your mortal half. Additionally, while you aren't ageless, you have a very long longevity, on par with that of a primordial human, as a result of your enhanced physiology and your own holy power.

Half Angel, Half Something Else (100 CP/Incompatible with no other Races and Exclusive for Nephilims and Cambions): Depending on the world you arrive in, humans aren't going to be the only mortal species that exist. By taking this perk, you can choose to not be part-human, but instead become a hybrid of an angel with another mortal race that is present in this world. This grants you a few minor abilities related to your mortal half depending on your chosen race, like an elf's extra affinity with magical abilities, a dwarf's extra connection with earth, a mermaid's ability of hydrokinesis, a dragonkin's draconic power or even stronger physical abilities from races like giants, minotaurs and orcs.

Incarnated Grace (200 CP): Angels, at least in their true form, are being made of pure virtue and grace, but you're grace incarnated in human flesh. You have the sort of supernatural beauty only a child of an angel and a mortal could have, with the perfect grace of an angel combined with the overall shape of a mortal. Surpassing even the angels in beauty, you're so beautiful to the point that almost every person would be attracted to you to the point that some of them will be instantly charmed and will try their best to impress you. Fortunately, despite your supernatural beauty, you're also magically protected from people getting obsessive over you or wanting to capture, enslave and/or assault you because of it, so you don't need to worry about this.

Intervention From Above (200 CP): Some nephilims are feared by their fellow angels due to their potential while others are loved by them. You're part of the later group. Once a month, during times of need, you can call intervention from the angels and they'll come for your help. Usually it'll result in the summoning of a group formed by a few basic angels leadered by a higher ranking angel like a Ruler or a Virtue, but, if you're really lucky or you're considered very important for them, it's possible for even the likes of mighty archangels and cherubims to come for you. If you aren't affiliated with the angels, you'll be able to call for intervention from the demons or other neutral spiritual beings, like elementals and the fey, but how much help they'll offer will depend on your relations and affinity with them.

Giants From the Old (400 CP): The Gregori, or also called the Watchers, was an order of angels leadered by Shemihazah responsible for watching over humankind,

but they eventually fell in love, romantically and/or sexually, with the humans and became fallen angels. They had children with the humans, the first Nephilims that were literal evil giants who managed to conquer the entire world with their inhuman power until their destruction caused by heavenly intervention. While you aren't one of these Nephilims of the old, even more considering the fact that you aren't the offspring of a fallen angel by default, you're still able to invoke their power, by transforming into a mythological giant, capable of switching between being around 2 to 3 meters tall to being truly colossal with a height of over 100 meters. By using this transformation, your strength will be absurdly enhanced, allowing you to even exchange punches with deities, as well as greatly enhancing your talent with battles, which can range from expertise with martial arts to even skills involving war strategies. Unfortunately, regardless of how much power you inherited from your angelic parent, using this form will be a tiring action for you, with you becoming fully exhausted after staying in this state for half an hour initially, but time, experience and training will increase the time you can stay transformed.

Controlled Heritage (400 CP): The Nephilims of the old were the first generation descended from their Watchers, but other generations came later, the children of the original human/angel hybrids that also were giants, but their angelic abilities became more diluted compared to their progenitors with each subsequent generation. But, you aren't one of the Nephilims of the old and this won't happen with your offspring unless you want it to happen. In addition to your powers not becoming diluted to your descendents, you can also control which of your abilities your offspring inherit.

The Kingdom of Matter (600 CP): The Kabbalistic Tree of Life is a diagram that represents aspects of reality, the divine and the mortal psyche, separated between 10 nodes (or 11, if you also count Da'at), the so-called Sephiroths, which each one is presided over by a specific high tier angel. As a being whose nature is both physical, due to your human half, and spiritual, due to your angel half, you decided to focus on your physical nature that resulted in you eventually becoming empowered by the most physical of all the Sephiroth, Malkuth, the one presided by the most physical of all the Seraphim, Sandalphon. Due to being empowered by a considerably small portion of the power of the Sephirah governed by the Angel of Darkness and Matter, your first ability is the power of generating and manipulating a dark, raw and considerably dense form of elemental matter, which can take any shape you can think of, in a manner similar to creator element itself, Aether, but less versatile and more durable. This pure element can also be infused with the environment around you, extending your manipulation ability to also affect it. The Sephirah's power also allows you to restore objects and people back to their original/natural states, with bigger and more powerful objects/people requiring more energy to restore. Lastly, the psychic aspect of Malkuth makes you a specialist in sending (mundane) subliminal messaging through your words and actions.
Alternatively, if you affiliated with **Hell**, instead of being connected with Malkuth, you can connected with its demonic counterpart in the Tree of Death, the Qlippoth known

as Lilith or Nahemoth, which, much like its holy counterpart, it's the culmination and materialization of the previous forces, but demonic in origin rather than heavenly. Fortunately, it'll still work fundamentally the same and grant the same abilities, as well as you'll still retain some degree of connection with Sandalphon, as a Sephirah is connected with its respective Qlippoth and vice-versa.

The Crown of the Infinite Light (600 CP/Requires Awakened Bloodline if Nephilim or Cambion): As a Nephilim, you're a being whose nature is both physical, due to your human heritage, and spiritual, due to your angel heritage, but, as your angelic blood was awakened within you, you preferred to focus on your spiritual aspect rather your physical nature, thus enhancing your connection with the highest of all the Sephiroth, Keter, the one that represent the Limitless Light of the Lord. Unlike the lowest Sephirah, Malkuth, which is governed by Sandalphon, Keter is instead presided over by his twin brother, Metatron, a Seraph made of pure light and one of the highest ranked angels of the entire Heaven. Due to being empowered by a considerably small portion of the power of the Sephirah governed by the Scribe of God, the first feat available for you is tapping in a portion of the Infinite Light, allowing you to project it in the form of powerful attacks of pure light that don't expend any of your own energy, but, as your connection with the Sephirah is limited, you won't always be able to always do it, so I advise you to use it sparingly because, if you attempt to overuse it, your connection will end up being temporarily blocked and you won't be able to use the abilities granted by this perk for a long time. You also gain some of the authority represented by Keter, protecting you from being mentally and/or biologically manipulated by others whose power don't dwarf you, as well as granting you the ability of shapeshifting, capable of taking the appearance of other people with size similar to yours but without gaining their physical abilities. Alternatively, if you affiliated with **Hell**, instead of being connected with the highest Sephirah, you can connected with its demonic counterpart in the Tree of Death, the Qlippoth known as Thaumiel, which is still a sort of evil source of limitless light, but representing just division and eternal aggressivity rather than unity. It'll still work fundamentally the same and grant the same abilities.

Cambion Perks:

Infernal Heritage (Free and Exclusive for Cambions): You're the cursed child born from a mere mortal and an actual demon and, as such, you inherited the demonic power from your inhuman parent, making you able of using the same abilities, but in a limited way, as you're now only around as half as you would be if you're actually full-blooded demon. In a manner similar to what happens with Nephilims, training and time will help you to enhance your abilities, but your power and potential will always be limited due to your mortal half. Additionally, while you aren't ageless, you have a long longevity, allowing you to stay in your prime even for a few centuries before starting to grow old, as the result of your enhanced physiology. Unfortunately, unlike what happens with other hybrids, your demon half is particularly influential over you and you'll need to live with demonic instincts that will try to override any humanity you have.

Dominant Half (100 CP): In addition to natural-born Cambions, there are also the ones that are the result of the fusion of a demon with a mortal, usually a fool, greedy human that wished to gain demonic power without thinking twice about the possible consequences of this feat. While this might not be your case, you won't suffer too much from similar cases, as, by taking this perk, you'll have a greater tendency of becoming the dominant one in any fusion you take part of, either having more control over it or making the resultant personality to inherit more of your traits. This also has effects if you're absorbed, with you having more influence over whoever absorbed you than what should be possible normally.

Tamed Half (200 CP): You haven't been turned into a human/demon hybrid by some external source, but was born as one instead, meaning you live with your demonic instincts from the very beginning of your life. As a result, you have developed resistance over your instincts to the point of them having no more influence over you and your mind, unless you willingly let them affect you for some reason. Post-jump, this perk will also affect any other kind of negative instinct you might have.

Cursed By The Blood (200 CP): As a sign of your demonic heritage, your fangs became retractable and abnormally sharp and your instincts have expanded to also include a literal thirty for blood, human or not. This also grants you the ability to drink blood for power, healing you and temporarily strengthening your abilities. The more blood you consume, the stronger these effects will be, but, if you allow this ability to evolve by drinking more and more blood in short periods of time, you'll slowly and progressively develop a vampiric essence within you, causing you to develop new strengths, abilities and weaknesses until the point that this essence will be fully developed, essentially turning you into a true vampire, with all the strengths and weaknesses it mean. If you limit the amount of blood you consume, you won't need to worry about accidentally becoming more and more vampire-like if you don't want it to happen.

Spiritual Devourer (400 CP): From your demonic parent, you inherited the power to absorb souls of people near you and consume them, converting them into energy and vitality for you. This power is rather limited and you can only fully extract someone's soul, which normally results in their death, if they're currently defenseless, but you can drain portions of their souls that might cause permanent damage if you absorb too much of them and will also gradually weaken them. In addition to this, if you manage to fully absorb someone' soul, you'll be able to freely shapeshift into this someone's form, granting you their physical abilities, like becoming capable of transforming into a large wolf if you manage to absorb a wolf's soul for example. You don't need to worry about any unnatural instinct/altered mentality once morphed in another form or about being influenced in any way by the form's original owner.

The Next Merlin (400 CP/Requires to have at least one Magic System): Merlin, the legendary great mage that became known by his enormous magical power and by being the advisor and mentor of the also equally legendary king Arthur. While this is well-known by most people, what tends to be more obscure is that he was the son of an Incubus and a human prostitute. While the mage's demon side was purged after his baptism, he retained his inhuman power and became the great mage of the legends. Unlike him, you still have your demon side intact, but, in addition to it, you now have an enormous magical potential, one that matches the likes of Merlin. Just this potential is already enough to make you able to reach the level of a genius in a single magic system in less than a decade with enough effort and this ease with wielding will also work with any magic system you encounter in future worlds.

Born From the Beyond (600 CP): Beyond mere spiritual beings, there are weirder existences lurking in the vastness of space, such beings whose very existence defies the rules of nature and are defined by their disregard for the natural laws of the universe as we usually understand them and by spreading destruction and madness wherever they go. While some of these strange eldritch abominations are completely from both sides of the Great War, there are also cases where the line that separates the eldritch and the demonic becomes blurred, and it's from one of such cases you're descended from, instead of from another mere demon from Hell. Your foolish human parent, either because of worship or wish for power, mated with one of such terrifying creatures, an eldritch entity that is closer in nature and power to the demon you've had previously chosen to be your inhuman parent.
As a result of you being a sort of eldritch variation of the "regular" Cambion, you gain access to your parent's unnatural abilities, allowing you to wield eldritch energy, the power capable of corroding bodies and minds alike, in the same way as handle demonic power, as well as being innately resistant to insanity and madness, allowing you to see the true forms of eldritch beings around your power level, meaning that you'll have no problem at all seeing lesser beings but you won't be able to see Outer Gods without losing your mind as you're now. You'll also gain the ability to tear through the veil of reality to make rifts, which allows teletransportation through

different locations and summoning of star spawns of varying power and size that can be described by mortals as nightmares given forms. Weaker star spawns can be controlled through your eldritch/demonic power, but any of them whose power is at least on par with yours will be free to do whatever they want, so unless you want to spread chaos and madness, I advise you to avoid summoning them if you can't control them. Lastly, your strange physiology makes you far harder to actually kill than other Cambions of your level, giving you enough durability to stay alive for a few minutes before requiring healing even if your brain is pierced by something like a spear.

Beast of the End (600 CP/Requires Awakened Bloodline if Cambion or Nephilim): The blend of your mortal half with your demonic half was more powerful than previously thought, as you're not only as strong as any full blooded demon, but also have a much greater potential than any mere demon. Either as a direct result of your mortal soul/nature enhancing your demonic power or by some other unknown factor, you're able to shift, fully or even partially, into your true demonic form, complete with scales, claws, wings and horns, in which your power is amplified to be a tier higher than your demon parent. Maintaining this demonic form will be mildly tiring at the start, but time and training will make using this form effortless for you. Lastly, once per jump, as a sign of your actual nature and reason of your existence, you'll be able to enter in a colossal, secondary demonic form, transforming into a multi-headed dragon-like beast, as well as granting you draconic abilities and power worthy of a being that could be called the Harbinger of the Apocalypse, where even a common demon would gain power to rival the Seraphim. You'll be able to stay for an hour or two in this state before exhausting yourself, but, as you get used to it, the amount of time you'll be able to stay transformed will increase. Lastly, there is probably a prophecy that describes you as a destroyer and your coming as the end of human civilization, but this is your life and you're free to do whatever you want.

Nephalem Perks:

Impure Being (Free and Exclusive for Nephalems): Like any other hybrids, you inherited the supernatural power and energy from your parents, but, for a cursed being like you, this is both a blessing and a curse. First of all, starting with the blessing, as a hybrid born of Heaven and Hell, you have access to both the holy powers of your angel half and the infernal powers of your demon half, as well as having reserves to these two forms of energy and being as strong as any full-blooded angel or demon with a potential that surpasses the two races.
But, with this also comes a curse: demonic energy and angelic energy are true antithesis and tend to counter each other in a violent way, now, imagine this happening all the time inside your own body. Due to your mere existence being self-contradictory, everytime you try to focus on strengthening just one of your sides or try to use both both angelic and demonic powers at once, the energies within you will conflict with each other, which at the start will causes strain and/or pain on your body but it can evolve to actually cause damage or even kill if you overuse them beyond your limit, so you need to maintain your opposite powers stable if you don't want to suffer the consequences. Fortunately, if you keep the power of your halves around the same level and use one form of energy at once, you won't suffer from these downsides, at least, not too much.

Mental Fortitude (100 CP): During the entirety of your life, you needed to endure all the pain and suffering your unstable nature caused. It's not uncommon for many Nephalems to end up losing their sanity and going crazy due to this, but you're among the ones that resisted it and, as the reward, your mind grew stronger, which enhanced your resistance, but still not immunity, against mental attacks and more mundane things like physical pain for example to peak human levels.

Physical Fortitude (200 CP): With the clashes between the holy energy and demonic energy within you, your own body grew stronger to the point of reaching a legendary level, but not on physical strength or durability, but in sheer endurance instead. Your endurance on par with legends makes you extremely hard to put down and even harder to actually kill. A Nephalem like you with this degree of endurance can even resist and keep fighting for a few minutes with a spear piercing their head, while still having the chance to survive and fully recover if you're treated with some sort of healing ability as soon as possible after the battle.

Abomination of Nature (200 CP): Much like any angel, you also have a true form, but, unlike a regular angel's true form, which is made of pure virtue and holy power, as a Nephalem, yours is tainted by sin and by your demonic physiology. You can also assume your true form, but a normal angelic true form causes mental damage on mortals due to being incomprehensible for them, your form's nature was "diluted" and can be safely seen by them, but, in exchange, you become a truly twisted eldritch-like monster characterized by a mix of angelic and demonic traits. In this state, you'll cause instinctive horror or at least disgust on both angels and demons,

but this doesn't affect other beings. Most average demons and angels will simply desperately flee if they even see you in your true form.

Inner Harmony (400 CP): While it isn't possible to truly harmonize your opposite energies, at least for now, you're already used to stabilizing your inner energy as a form to better lead with the violent clashes between your two halves. All of this experience allows you to stabilize any kind of inner energy you have, regardless if it's Ki, Chakra, Mana, Nen, Cursed Energy or even Hamon for example, as well as letting you quickly analyze and discover if something is wrong with your energy system. Despite, while you're now able to use your demonic or angelic without it affecting its counterpart power within you, you still can't use both your halves at the same time without an absurd amount of concentration and/or strain.

Slayer of the Divine (400 CP): One of the main reasons why Nephalems are most times feared by both demons and angels is their potential that can greatly surpass both races and might even pose a threat for their factions' leaders. Regardless if you actually have or not this potential, they sure have a reason to fear you. Your cursed existence acts as a sort of bane against the divine, increasing the efficiency of your powers over deities and similar beings to allow you to damage them regardless of which absolute invulnerability they have. A divine being can only be wounded by mythical weapons and by other similar existences? Your attacks can wound them as if they were any other normal being. It also allows you to bypass their immortality, from basic inability of dying/staying dead to literally lacking the concept of death, so, if you have enough power, you can kill gods and make them stay dead, as long as no external influence revives them.

Horseman of the Apocalypse (600 CP): The Four Horsemen of the Apocalypse are a group of four existences that are neither angels nor demons, but instead more akin to entities representing different aspects of the End of the World. Currently, the Four Horsemen may be sealed somewhere in the world or might not even exist yet, but an existence that is also neither an angel or a demon already exists, you. For some reason, your cursed existence was compatible with the apocalyptic essence of one the Four Horsemen of the Apocalypse, meaning you can fully replace one of them to gain their related abilities, weapons and mount, as well as gaining a part of the power that this mantle comes with, making even an average angel as strong as any Archangel. Regardless of your choice, you'll always be able to summon and unsummon your weapon and your mount at will. Your mount is also absolutely loyal to you and will refuse commands even from other worlds' Horsemen.
By becoming the **Horseman of Pestilence**, you gain authority over diseases, fungi, viruses, bacteria, parasites and transmission vectors such as rodents, insects, and other crawling creatures. You can not only finely control and spread these pathogens around you, but also manipulate each aspect of their biologies, allowing you to design custom-tailored diseases that might even have supernatural features. You can also spread an aura of decay around your being, capable of corroding most

forms of mundane matter and even the holy/unholy energy. As your divine weapon, you receive the **Pestilence's Bow**, which fires summoned arrows that will be infused with a highly concentrated mix of every kind of toxin and diseases you've even made that can kill even angels with a mere scratch, and, as your mount, you gain the **Green Horse**, which is inherently unaffected by any diseases made by you, but still serving as a carrier, and is immune to almost every damage, as it's reflected back to whoever attempted to hurt it in first place.

By becoming the **Horseman of War**, you become the epitome of a perfect warrior, gaining combat prowess and physical attributes on the peak of your current race, as well as having an innate knowledge of every martial art, weapon skill and combat strategy created by the humans. While you gain the ability to manipulate blood and fire, your main ability is to induce rage and hatred to instill conflict in others, making them see everyone as enemies and want nothing more than to inflict suffering. As the embodiment of war, your very presence and aura fills others with fear and terror, being enough to make the weak-willed to simply flee away. You gain access to the **War's Sword**, an indestructible divine sword that increases the wielder's physical abilities and combat prowess the more they fight using it. As a worthy mount for an apocalyptic warrior like you, you receive the **Red Horse**, the fastest, strongest and most cunning of the four apocalyptic horses that have the ability to regenerate from any injury, as long as you're still alive, though this will take time.

By becoming the **Horseman of Famine**, inducing hunger on those in your view is just your basic ability, as you're also able to consume anything and, by eating an entity, you'll permanently strengthen and will even be able to use their abilities for a short time. As your power grows, you'll unlock the ability to not only cause hunger, but provoke the effects of starvation upon them and drain their life force, weakening them and strengthening you. As the embodiment of famine, you gain access to the **Famine' Scales**, which allows you to increase people's desires until the point that they'll lose their rationality by disequilibrating the scales, like making someone lose control and over eat until they die for example. The scales are also intangible to anyone other than you. As mount, your **Black Horse** spreads misfortune to anywhere it goes and it's ethereal thus unable to be harmed by any physical means.

By becoming the **Horseman of Death**, you become a carrier of pure death-force, capable of quickly draining living beings' life force and inducing rot and aging. You can infuse any of your attacks, both physical and energy-based attacks, with this death-force to increase their efficiency and lethality. This condition also makes you into a powerful necromancer, allowing you to raise the dead and control them even if they have intelligence and/or weren't raised by you, as long as their power doesn't match or surpass your own. Unfortunately, you aren't Death itself, so you receive only a weaker replica of the **Death's Scythe**, which is still an indestructible weapon capable of permanently killing anyone that is killed by its blade. Lastly, together with

you, comes the last horse, a deathless being that all non-supernatural life dies around it, the **Pale Horse**.

Alternatively, you can reject the previous mantles and choose the fifth, becoming the **Horseman of Conquest**, that also means you won't need to replace one of them. As conquest, you're an existence bound to battles in a different manner than War, being the epitome of a charismatic and attractive commander rather than a warrior. While you also gain some degree of light manipulation if you didn't had it before, your true power comes in the form of your empowering presence, words and overwhelming influence that increases your allies' martial prowess and physical condition and focuses their mind on the challenge ahead, as well as making your authority over them become more akin to mind control. This also makes those completely defeated by you and/or your army will also be more prone to obey you as your subordinates. You also receive the last weapon, the **Conquest's Bow**, whose summoned arrow that, if hit, it'll fill even the strongest of will with despair and anguish. While your mount, the **White Horse**, lacks a form of immortality other than agelessness, it makes any allies that behold the horse to feel as though they could conquer the world under your banner.

Chaosborn (600 CP/Exclusive for Nephalems): The light and darkness within you are opposite and counter each other in a violent way, but while this destructive phenomenon tends to happen only inside your own body, you actually learned not only to externalize the clashes between both forms of energy, but also weaponize this. By manifesting and mixing your demonic power with your angelic energy, you're able to generate a pure, chaotic form of raw power. This chaos energy is extremely destructive, allowing you to perform devastating attacks with power that goes far beyond the amount of energy you use to generate it. If you use an amount of demonic and angelic power that would be enough to destroy a few houses at once, by mixing them into chaos energy, you'll be able to destroy a large portion of a city with it. In addition to being destructive, this essence of chaos is also harmful to both angels and demons (and other beings with angelic/demonic power), as well as being very effective against eldritch entities, due to the fact that their signature energies are consumed by it, thus making your chaos powers especially useful against such opponents.
Unfortunately, there is also a main drawback in using chaos energy, as, until you developed complete mastery over the process of generating your chaos powers, your energies will accidentally clash within you and may even generate bits of chaos energy inside your power, which, in addition to causing strain in your body, can also provoke some internal damage. There is also the danger of yourself being caught by the indiscriminate destruction caused by the chaos, so I advise you to use it more against distant targets unless you hold back your own strength.

Human Perks:

Unblinded by the Veil (100 CP/500 CP): It's not that uncommon to see that the veil that separates the mundane from the supernatural isn't just metaphorical but also more literal, as the mortals literally can't see spiritual beings in various worlds. To ensure you won't be blind like your fellow mortals, you're able to see basic supernatural things, like magic, stands and spiritual beings that aren't actively trying to conceal their presence. For an extra discountable 400 CP, your clear sight is enhanced even further, as you gain the Gift of Clairvoyance, which upgrades it to a total and absolute immunity against any form of illusion or magical disguise, even the ones are created by godlike beings, as well as protecting you from any and all harmful effects from seeing eldritch beings in their true forms, memetic hazards, cognitohazards and other general information that usually are above mortal comprehension.

Limited Preparation (100 CP): A certain someone once said that "humans can win practically any battle as long as they have enough time to prepare". Even if this isn't actually true, it's a fact that preparation and adaptation are some of humanity's greatest weapons and you, my friend, are a specialist in using all the resources that you have available in the most efficient way possible to fight against whatever enemy/threat you're currently facing, regardless if said resources are weapons, tools, personeel, energy, materials, allies, among others. This perk doesn't help you to acquire more resources in any way, only making you able use the ones that you already have considerably more efficiently, regardless if it involves using specific strategies, combining resources or improvising/adapting new ones for example.

Unshakeable Humanity (200 CP): No spiritual being shall taint your humanity. You're specially resistant against possession by the actions of any spiritual beings regardless of their nature, allowing even a normal human like you to fully control lesser demons and angels that enter in your body and to expel mid-ranking beings from your body. Only higher spiritual beings, at least on par with Archangels, would be able to actually possess you, but even in these cases you'll still be able to influence them in some ways and recover control over you bit by bit.

Hell's Pact (200 CP): You're a pretty lucky person, as you encountered a basic demon that just offered you a simple deal simply because they wanted to test their recently acquired ability to make supernatural deals, without asking nothing in return. This pact allows for two different things: firstly, you can summon the demon, which is slightly stronger than the average demonic being, to ask for favors or for other deals, and, secondly, gain part of their abilities, granting you your own reserve of demonic power, around the power level of a cambion. Alternatively, instead of a basic demon, you can choose to have made a deal with a stronger demon, like one of the Ars Goetia for example, but using the power granted by the deal and summoning the demon will have the appropriate costs for it, which can be anything, from souls, including your own soul if they're powerful enough, to sacrifices for example. In

future worlds, a new demon will replace the one that stayed in the previous world, but the deal's power will stay the same.

Sons and Daughters of the Divine (400 CP): Despite the existence of angels, demons and other supernatural creatures, humans (and/or other mortals in general) still remain as some of the favorites of the gods and other divine beings in the entire creation, but even among them, you're a favorite among favorites. This means that any divine being, including deities, will have a positive first impression of you, usually paying attention to you without considering you worthless just because you're a mortal, with most of them considering you as a possible ally or even a friend in some cases depending on their proximity with you. Better it, unless you're directly hostile to them and/or their forces, they'll, at the worst scenario, maintain a neutral attitude towards you.

Eyes in the Future (400 CP): Due to your ability of seeing beyond the common men are able to see, you've been chosen, either by fate, the Lord or another deity, as one of the prophets of the current age, in the same way the prophets and oracles of the old. As a prophet, during random moments, you can see vague visions of the future, though their actual meaning is up to your interpretation, but the events you foresee will have a very high accuracy rate of occurrence, unless when leading with people and objects capable of defying fate itself. Furthermore, by concentrated meditation, you're able to create prophecies about important events, which are even more accurate than your visions, but they're also up to interpretation and might be fulfilled in different ways depending on the circumstances. Lastly, you can choose another method of future reading, like tarot cards or by using a crystal ball, to be actually functional, being more reliable than your visions but will be more limited in scope and accuracy.

Divine Herald (600 CP/Requires Polytheistic World): You're a particularly interesting mortal, at least, interesting enough to attract the attention of a specific deity that offered you to become their champion/herald. In addition to possessing enhanced strength, speed, and agility, above the likes of Captain America in a basic tier world, you also gain access to some of the divine abilities of your patron's domain and receive a powerful divine weapon that is a conduit for your abilities and can harm most supernatural creatures regardless of their resistances, as well as also possessing a few minor enhancements which make it unusable by anyone other than you and allow you to call it back to you if you ever become separated from it. You can choose any god that exists in the world to be your patron and to gain abilities from, with some examples being like choosing Zeus to gain electrokinesis, atmokinesis and one of his Lightning Bolts or choosing Amaterasu to gain solar manipulation, pyrokinesis and a replica of her Kusanagi. Additionally, your deity may also communicate at will with you as well as grant you missions or additional abilities, maybe even strengthening you and granting you enough power to match some of the stronger angels and demons, as they see fit. Regardless of your chosen

deity, your basic power level will be the same, but stronger deities might be more exigent with their missions and might grant you far more power than weaker ones. Post-jump, you'll be able to communicate with alternative versions of your patron and even count as their champion if you wish for. Even if you decide to abandon your role as your patron's champion, you'll retain your abilities, weapons and basic power tier, but you'll still also gain their animosity, so choose well who will be your patron.

Living Saint (600 CP/Incompatible with False Messiah and can't be taken by those affiliated with Hell): Maybe you were a priest/nun whose faith and/or works attracted the attention of Heaven itself, or just some random person with a very kind heart, but, regardless of your exact story and background, you've been blessed and ended up ascending into true sainthood still in life. As a saint in the flesh, you were granted access to holy powers, allowing you to wield the same angelic abilities possessed by common angels and to cast lesser miracles, like healing illnesses, transmuting materials, slowing down aging, among other feats. You also have the ability to emit an aura of goodness, which also makes you always count as karmically good if you want to. Furthermore, it's also possible to find at least a few people around the world that are devout to you. Lastly, you also gain the ability to summon angels at least "a tier" weaker than you to your bidding and may also request the help of stronger angels but they might refuse to help you if you aren't affiliated with them.

False Messiah (600 CP/Incompatible with Living Saint and can't be taken by those affiliated with Heaven): Your origin isn't as simple as I previously thought of, isn't it? Your very soul is as dark and hellish as any other demon lord, which, while you don't actually have access to demonic powers, you're an existence worthy of the title of false messiah. This manifests in you as an extremely powerful and terrifying charm and charisma, usually the kind of charm possessed by very skilled dictators, cult leaders and hundred year old vampires, which few people have the willpower needed to resist. While still "mundane", your charisma is enough to tempt men to betray their friends and allies, easily seduce people that are attracted to you, create a cult-like fervor amongst your loyal followers to the point of them becoming almost addicted in obeying your orders and inspiring loyalty in less trustworthy minions with nothing but a few mere words and your dreadful presence. Your charm is even more potent and effective with demons, as it allows you to actually control them to do your will. A lot of willpower can still help them to resist it, but any demon at least as strong as one of the kings of the Ars Goetia (or that are true demon kings/queens) are completely unaffected by this supernatural ability (but still be manipulated by your charisma). Lastly, as a tempter disguised as a saint, you can also hide your karmic alignment to others at will, making them unable to discern which is your actual alignment.

The Blessings of Humanity (600 CP/Must be affiliated with Humankind): One fact is undeniable, by default, humans are weak and fragile, as well as lacking many of the strengths seen in other races, like the beauty and magic potential of species like the elves and angels or the raw power of spiritual beings like demons, in this world and in almost every other one around the Omniverse. Despite this, humans can still be found in almost every universe you visited or might visit in the future and, many times, they end up being the favorite species of mortals of several deities and other divine beings. Regardless if humankind is special or not, you truly are, being blessed by the four aspects that make humans special among other mortals, even if you aren't a human yourself.

The first aspect is **Freedom**, which manifests as an absolute immunity to being controlled by others' abilities, allowing you to shake off any attempt of mind control, possession, psychic manipulation or any other esoteric control abilities, even by those that are godlike in strength, with only beings like R.O.B.s having chance of controlling and/or manipulating you with their powers.

The second aspect is **Hope**, that not only prevents you from losing yourself in despair but also blesses you with a limitless willpower that can't be broken regardless of which problems and opponents you face.

The third aspect is pretty easy to understand what it does, with it being the humans' **Unlimited Potential**, which, as you may already imagine, removes any limit that restricts your potential, meaning that you and every one of your powers can grow stronger endlessly as long as you continue training, acquiring experience and strengthening you and your abilities.

Lastly, the fourth aspect you acquire is **Adaptability**, which grants you the ability to slowly adapt and acquire resistance to any type of damage you suffer. It takes hours of exposure to damage of a certain kind to gain some noticeable resistance, but, with your potential, you could even achieve feats like being able to stay comfortably inside a volcano once you develop enough resistance against heat. It's impossible to actually gain complete immunity, but you can become resistant enough to stay unharmed from even planet-busting attacks after a few centuries of building up enough resistance. Additionally, esoteric forms of damage also take more time to adapt against.

--=Items=--

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

General Items:

Book of Life (300 CP/Discounted for those aligned with Heaven): According to the writings, the legendary Book of Life is the book in which God records, or will record, the names of every person who is destined for Heaven and the world to come, almost as part of the Akashic Records. What lies in front of you isn't the actual Book of Life, but rather a pretty limited replica. You acquired this same replica of the legendary book, which records the information, like names, story and abilities, about every angel/deity that exists and about every person that was sent to Heaven after their death. It also has access to information related to prayers and rituals that can be used to communicate with the angels and deities mentioned on its pages, but it doesn't go as deeply into this matter as the **Daemonum Enciclopedia**. It'll update itself, in this and any future world you're currently in, every time that a new angel is born and that a mortal is sent to paradise.

Daemonum Enciclopedia (300 CP/Discounted for those aligned with Hell): You receive an ancient dark tome that contains information about basically any and all relevant demons, including things like which what their abilities are, what are their preferences of rewards and summoners, what kind of deals they make, which domains and legions they rule, which is their relationship with other supernatural beings and even about the instructions of the rituals, artifacts and/or ingredients needed to summon or enter in contact with them. It also contains information about Hell and its workings, how to travel through it and even about mystical artifacts of demonic origin located on both the underworld and the mortal plane. Post-jump, it'll update itself to add information about the demons and hell-like planes that will encounter in future worlds.

Helm of Darkness (300 CP/Discounted for those aligned with Neutral): You receive a replica of the original Helm of Darkness made by the cyclops and currently owned by Hades if you're in a Polytheistic World, the perfect divine artifact for someone that want just to stay neutral and not be found by any faction. This helm, when worn, grants to the user the ability to melt into shadows and pass through walls and any other physical obstacles without some esoteric barrier. While transformed into shadows, they cannot be touched, seen, heard or even detected by those without some control over darkness or below the power of a god, as well as not being vulnerable to light as one might suppose. In compensation, they'll also be unable to interact with physical objects while transformed and not even use their other abilities. Additionally, if you're also a god yourself, you also gain access to Hades' ability to radiate an aura of fear so intense that it could easily drive a mundane person insane or stop their heart.

Bronze Vessel (300 CP/Discounted for those aligned with Others): Around the same time of creation of the giant automaton Talos, Hephaestus (or another similar deity if the Greek pantheon doesn't exist in this setting) was working on a secondary project to enhance the bond between the gods and their worshipers, by creating a mildly shapeshifting humanoid vessel made out of celestial bronze that can be possessed by deities of any nature at will to serve as their avatars to interact with the mortals. This vessel is able to take on appearances more similar to the deity that is currently using them as avatar and it's able to endure the power of any divine being, no matter how powerful they are, but, while in the avatar body, their power will be reduced to only a tenth of their original strength. You can't force deities to possess the vessel, but, with extra serious research on the godlike enchantments used on its creation, you'll be able to alter it to make almost virtually impossible for a deity without outside interference to get out the avatar once they willingly possess them, essentially turning it into an useful prison to contain and suppress gods.

Tower of Babel (400 CP/Discounted for those aligned with Humankind): The fortress that one day was supposed to be one of humankind's greatest creations and would be able to reach the Heavens, but that ended up failing and eventually was destroyed due to the divine forces that decided to punish the humans due to their arrogance. While the original tower doesn't exist anymore (or it hasn't even been built yet depending on when you arrived here), you receive your own version of the Tower of Babel, one that was actually finished. You gain the ownership of a colossal fortress in the form of a giant tower way taller than any other ancient or modern human building, protected by walls around a quarter of its size. This legendary fortress is extremely durable despite being made of mundane materials, being impervious to any natural disasters and capable of withstanding the explosion of a point-blank nuclear bomb. The tower and its walls also have an additional protection in the form of mystical runes that increases its durability against demonic and angelic forces, as well as allowing them to repair themselves over time. In addition to being a fortress, the tower is also akin to a self-sufficient vertical city of massive proportions, capable of comfortably housing even a billion of people at once and having all the structures and buildings needed for a city to work, with some examples being hospitals, greenhouses, schools and even places for entertainment, like theaters. Lastly, the tower will appear in a place of your choice, in this world and any future one you visit.

Angel Items:

Divine Harp (100 CP): It's a bit of a cliche for angels to be portrayed as beautiful winged beings playing harps, but it's undeniably a classic. You shall also receive your own fiat-backed harp to play heavenly songs. Additionally, any music played with this harp will have a strong calming effect on common people without powers, but not so much on anyone at least a bit stronger than them.

Flaming Sword (200 CP): Several different kinds of angels are known for wielding flaming weapons, especially swords, and you, my friend, aren't an exception to this case. Either you received it due to being part of the heavenly orders or you stolen it straight from some angel, you acquired your own angelic sword of high quality, forged from a very durable celestial metallic alloy, which, in addition to being a perfect conduit for holy abilities, also can be infused with Holy Fire at will, enhancing even more its lethality against demonic opponents. Additionally, this sword can also be repaired by using your angelic powers (or other sources of energy, if you aren't an angel).

Tree of Life (400 CP): There were two trees in the center of the Garden of Eden. The first tree was the Tree of the Knowledge of Good and Evil, the one that bore the forbidden fruit that Adam and Eve ate, while the second tree was the Tree of Life, one of the reasons why access to the Garden was blocked to humankind. Fortunately, you aren't a human but an angel instead and got special permission from your higher ups to acquire and grow a sapling of the second tree. Thanks to this, you now acquired your own Tree of Life, one capable of growing special fruits filled with pure life force, which not only heal but also grant agelessness and low tier regeneration to those that eat them. Your tree will be able to grow around a dozen fruits each month and it'll share the same immortality that its fruits can grant. There are no special effects from consuming multiple fruits. Lastly, your Warehouse will also receive a new attachment to house your Tree of Life if you want.

Merkabah (600 CP): The original Merkabah can be described as a divine vehicle, made of pure light in the form of sacred geometry shapes and capable of feats far beyond any machine built by mortal beings, that is used as God's Chariot or even as His throne in some versions. By taking this item, you'll receive a replica of this Merkabah. Your replica will also be a divine "space ship" made of hard light and, as it was designed to be used by equally divine beings, it's large enough to transport comfortably a little over a hundred people. It's also unbreakable to almost every attack from both inside and outside, with only beings like the Devil himself could theoretically have enough power to damage it. Despite needing no fuel and having seemingly no propulsion system of any form, your Merkabah has the ability to move at incomprehensible speeds, allowing it to almost instantly travel any distance, traveling even from one end of a universe to the other in a few minutes at most. Additionally, the Merkabah can also travel through the boundaries of the dimensions, allowing you to travel to other planes (being restricted only to those within the local

multiverse until post-Spark) and even beyond the physical plane to ascend into the higher layers of reality.

Demon Items:

Summoning Scroll (100 CP): You received a seemingly old scroll written personally by your Benefactor in an ancient language using demon blood. This scroll contains detailed instructions to do a ritual to summon a demon, more specifically, to summon you (even if you aren't a demon). You can set some of the details required for your summoning ritual, like requiring specific phrases in latin, magic circle with demonic runes, a sacrifice of some living being or some other steps, but, regardless of which are your choices, it'll be something that are in the range of what a mundane person can do. You can also choose if you accept to be summoned, so, you don't need to worry about being forced to be summoned by someone. Additionally, if you want, you can choose for a few copies of the scroll to be spread around this world (or in other future worlds you visit) to be used by the lucky ones that manage to find them.

Infernal Trident (200 CP): While flaming swords are seem as the angels' most famous choice of weapons, demons are usually depicted as wielding more varied kind of weapons depending on which culture they're from, but, regardless of it, one of the most famous weapons for demons are the tridents, mainly due to a common interpretation of the expression "separate the wheat from the chaff". You acquired a demonic trident, made of a hellish red metal, which is the counterpart of the angels' flaming swords, being the perfect conduit for demonic powers and being able to summon torrents of Hellfire. Much like the **Flaming Sword** item, your trident can also be repaired by using your demonic powers (or other sources of energy, if you aren't a demon).

Fruit of Knowledge of Evil and Good (400 CP): In the beginning of the days, the first humans were banned from the Garden of Eden after they became tainted by the original sin by breaking the Lord's order of not eating the fruit of the Divine Tree of Knowledge of Evil and Good. Maybe in other worlds this sin was from the action itself and not from the fruit or maybe it's just a metaphor for something else, but not in this world, where the original sin was innate to the Fruit of Knowledge. A fruit filled with the purest form of sin that exists, this is definitely something a demon like you would love to acquire and now you can have it. You receive a set of twenty of these accursed fruits, taken straight from the the Tree of Knowledge, that, when eaten by someone without a legendary amount of kindness within their hearts and/or some serious supernatural resistance against corruption, are corrupted by its pure sin energy, which makes their personality's negative traits to be enhanced while their positive traits are diminished, having the potential of even making people known for having gentle hearts to become merciless sociopaths. You don't need to worry about them being used against you, as you and your Companions are inherently immune to its corruptive effects. Each apple will reappear in your Warehouse a year after being consumed.

Your Own Legions (600 CP): The demonic lords of Hell's upper echelons are known for commanding legions of lesser demons variably loyal to them, because,

after all, they're demons and thus normally wouldn't serve someone else without possibly selfish reasons, with the greatest army in Hell being the one commanded by Paimon, one of the most powerful Kings of the Ars Goetia, composed by around two hundred legions of demons. Even if you aren't one of the rulers of Hell, you shall have your own army of lesser demons of various different species and other evil spirits, including fallen angels, under your rule, each one of them undoubtedly having complete loyalty to you, which is a pretty rare trait to find in demonic servants. Considering that a legion is formed by around a million lesser demons, your army is considerably greater, composed of thirty legions instead of a single one, and therefore having the numbers and strength to match the armies of a few medium and even high ranked members of the Ars Goetia. If you're a member of the Ars Goetia yourself, you gain an extra thirty legions for each rank to strengthen your army and match better your actual status, with a King of the Ars Goetia receiving ninety extra legions for example. Additionally, you also gain extra legions depending on your ranking in Hell, so for each one of the following perks (**Primordial Fragment**, **The Greater Seven**, **Apotheosis** and **Archdemon**) you have, you gain an extra ten legions to integrate your demonic forces.

Nephilim Items:

Worthy Weapon (100 CP): Mundane weapons aren't fitting for a possible future hero like you. To fix this situation, one of your parents decided to give you a gift in the form of a special weapon, one worthy of a being like you. What is in your hands now is a melee weapon of your choice, made from celestial bronze and thus capable of hurting supernatural creatures, that is also able to change size according to your own size, growing up to gigantic sizes if needed. Additionally, it's also a good conduit from any kind of esoteric energy, like magical energy, ki, chakra, nen and holy power. If lost or destroyed, you'll receive a new one in the next month.

Forbidden Scrolls of the Watchers (200 CP): The Gregori, after falling from Heaven, became sort of patrons of ancient humankind and decided to teach them forbidden knowledge, with a portion of this knowledge being only mundane but advanced to human's current society, like how Chazaqiel taught meteorology and Baraqel taught astrology, while another portion being partially or even straight up supernatural, like how some angels, including Azazel and Gadreel, taught how to produce weapons that could have supernatural traits and how Armaros taught the primitive mages to use enchantments. Either you inherited this from your angelic parent that might had some connection with the Gregori or your hybrid physiology somehow guided you to some of the treasures left behind by the Nephilims of the old, you've in possession a set of several scrolls that describe all of this forbidden knowledge, which will include information about the spells, enhancement and branches of science developed by the angels, the workings of reality and the creation of both mundane and angelic weapons even with primitive technologies. While some of this forbidden knowledge might be of little utility for you, it can speed up a primitive tribe's development to the point of making them able to rival medieval societies in a few generations.

Ascalon (400 CP): During the Middle Ages (or even before this), the warrior Saint George became a legend after achieving the epic feat of slaying a mighty dragon that was causing mass panic at the city of Silene, Libya, equipped with a holy sword (or holy spear depending on the story's version), named Ascalon. After the saint was martyred, Ascalon's fate was unknown until nowadays, when it finally fell on your hands. Regardless if you have the original weapon in your hands or a perfect replica of it, Ascalon not only remains unaffected by time and as sharp as if it were forged yesterday, but, after a lifetime of being used by Saint George, its blade or tip was infused with his holy power and became sacred itself, granting it the properties of the celestial metallic alloy used in the **Flaming Sword** item, like being a perfect conduit for angelic abilities and extremely durable despite being forged from a mundane alloy, as well as specially harmful against beings like demons. The weapon is also able to gradually generate and store its own reserve of holy energy, being equivalent to your own energy reserves or a Seraph's energy reserve (whichever is larger). Additionally, Ascalon also absorbed the dragon's blood, which not only makes it more effective against draconic opponents but also grants it even a small portion of

draconic energy in addition to its holy abilities. Another feature is that Ascalon is able to freely shift between different forms inspired by the equipment used by the classic knights, like a sword, a spear, a shield or even an armor for example, all of them sharing all of its traits and strengths.

Spear of Destiny (600 CP): What lies in front of you is the actual Spear of Destiny, also called by some Spear of Longinus, the very same weapon that was bathed in divine blood and acquired its own portion of the Lord's power. As a weapon, it's incredibly powerful, enhancing its wielder, in this case you or whoever you willingly give permission to wield it, to the point of granting them minor superhuman strength and supernatural awareness (capable of even detect if someone is scrying them or using some form of astral projection near them) even if they were originally mundane humans, as well as making them utterly invulnerable to all harm, no matter how strong, as long as they aren't fueled by some form of esoteric power. The divine spear is also able to freely project its divine power into energy attacks capable of fatally wounding angels of the Highest Order, including weaker Seraphim, with a single beam or project it as an aura of divinity capable of controlling weak-willed angels (and even demons). Lastly, the Spear of Destiny still hungers for more power, which allows it to absorb a portion of the power of any being killed by it, including other deities, but not only them, with it working with any being regardless of their nature.

Cambion Items:

Hellish Handgun (100 CP): Between supernatural abilities and melee weapons, you still preferred to choose the path of gunpowder. Regardless if you're a demon hunter or decided to stay on the side of your demonic parent, you acquired a dark handgun marked with bright glowing demonic runes that grant it the ability to shoot your own demonic energy as bullets. The bullets will initially have the same strength of mundane projectiles, in addition to being able to wound supernatural beings, but you'll eventually own to overcharge the bullets with more energy to increase their power. Optionally, you can import another ranged weapon you have to gain the handgun's feature of using demonic energy as its ammo.

Vial of Demon Blood (200 CP): Regardless of how you managed to actually acquire this, you've received a vial containing around half a liter of blood taken from demonic beasts, that, when consumed, temporarily enhances your demonic powers and instincts, with the full vial basically enhancing your power up to 50%. When drunk by someone without innate demonic abilities, it can also corrupt them and cause unwanted mutations, usually temporary unless they overuse it. The vial's content is self-replenishing, taking around a week to fully replenish the demonic blood.

Devil's Tear (400 CP): This hellish ruby was meant to serve as a catalyst to the birth of a Cambion that could fit the role of an Anti-Christ and bring an Hell on Earth, but it was taken by a group of demon hunters that broke the gem into five fragments and prevented the birth of such scary being. The fragments were lost across the ages but one of its shards ended up in your possession. When implanted in a non-demonic being, like humans and even angels, which it does by harmless fusing with its host, it transforms them into demonic hybrids that retain complete control over any unnatural instincts they might gain. These new demonic hybrids will also have their demon half in harmony with their original physiology, thus even a Nephalem created this way will have no problem with using their angelic and demonic abilities. If removed, the host will return to normal without consequences but, overusing it or staying as a hybrid for an extended period of time might result in them retaining some demonic traits for a longer time. It doesn't have any effect on actual demons and demonic hybrids, but there is a hidden secret about the ruby. The other three fragments aren't anywhere in this world, as your Benefactor actually has them and they'll hide one by one in each future world you visit in the future, so, once you acquire all the shards and combine them back into the complete ruby, it'll recover its original. The complete Devil's Tear, when implanted into an actual demonic hybrid (or demon, if you're one), grants them demonic divinity, essentially turning them into a demon god for as long as the ruby remain in their body with power on par with the one granted by the **Apotheosis** perk. If you lose the chance of finding a shard in a jump, the same one will reappear in the next one.

Artificial Qlippoth (600 CP): During the creation of the universe, the Divine created “clay” vessels to hold its emanations, the ten “First-lights” that eventually became known as the Sephiroths of the Kabbalistic Tree of Life, but, the vessel responsible by containing the fifth Sephirah, the one dedicated to the idea of Strength and named Geburah, wasn’t solid enough in order to capture the light that emanated into it and thus broke due to the overflowing light of Strength in it. Yet, even though creation continued, the original vessel of Geburah couldn’t be restored, so its broken shell combined with the remains of divine light became the reason why its fragments weren’t lifeless but filled with a shadow-like yet highly effective state of demonic being. By the broken shell of untamed Strength, the demonic counter forces for the Sephiroths come into existence, marking the birth of the ten original demonic forces, called Qliphoth. By taking this item, you receive an ancient artifact that is one of the many failed replicas of the original clay vessel of Geburah that the angels of Heaven tried to make to replace the broken one. While it’s far away from being able to contain primordial forces of creation, it’s still retain the capacity of absorbing and sealing similar light, holy and/or divine forces, to the point it could even seal a source of energy or being with power on par with a Prime Seraph (or multiple beings whose collective power actually matches one). It can also release the absorbed energy as attacks at will. If you attempt to seal more power beyond its limit, it’ll start to crack and might end up breaking like the original, needing power around twice its limit for it to instantly break if you attempt to seal it, but, at least, you don’t need to worry about it giving birth to demonic forces. If lost or destroyed, you’ll receive a new one in the next year.

Nephalem Items:

Cosmic Mirror (100 CP): You gain a special mirror infused with a bit of stabilized chaos energy, which was made to serve as a tool to allow the user to remotely visualize other dimensions, afterlifes and other planes located on the local multiverse (or basically anywhere in the Omniverse post-Spark) or anywhere within a planetary range within the same universe. Due to its chaotic nature, the magic of the mirror is pretty hard to detect without someone with specialized sensory abilities but it's not impossible to be detected so, if you look at the abyss, be prepared because the abyss might look back. For this reason, I advise you to avoid prying on powerful beings like the rulers of Hell or Heaven or eldritch entities.

Chaotic Beast (200 CP): Before the creation, the Primordial Sea of Chaos was the home for godlike creatures and monsters with a slight resemblance to marine beasts born from the place's chaotic essence that even angels, demons and mortals would consider as unholy abominations on par with eldritch entities. Most of them were exterminated, either by the Lord and His first angels or even by other Elohin, but it's not impossible to find that some of the smaller ones managed to escape and plague the universe. Even so, you managed to find and tame one of such creatures, with the mutated appearance of a marine creature of your choice, the size of a blue whale and the power to treat the common angels and demons as mere prey. Despite being a chaos monster, it's loyal to you and will never hurt anyone that you consider an ally. In addition to also counting as your follower, the members of the faction you're aligned with will have no problem with you having such a chaotic monster as a "pet".

Spirit Stabilizer (400 CP): A Nephalem, tired of years of suffering caused by their self-contradictory nature, mixed technology and angelic magic to build an armor-like device to prevent their holy and unholy energies from countering each other. While they might or not have succeeded in this goal, you acquired a similar functional device, built and perfected by your own Benefactor. Instead of being a potentially restrictive armor, the device was redesigned to be a gauntlet, but, despite its different form, its main function remains the same. It's made to force your inner energies to stay stable and don't collapse or cause some other damage, working not only with demonic and angelic energy but also with any and all kinds of inner energy its user have, like Nen, Ki, Chakra, Viral Energy, among several others. It even grants you a greater resistance against external influence that might attempt to destabilize your energies while wielding the device. Additionally, it doesn't prevent you from willingly destabilizing your energy to generate some effect, like mixing angelic and demonic power to generate chaos energy for example. Unfortunately, the gauntlet is pretty much mundane in terms of durability, so it might be destroyed with some ease if you aren't cautious.

Artifact of Infinity (600 CP): In this world of angels and demons, there exists a legend that has been foretold in both Heaven and Hell since the beginning of time. It is said that there exists an artifact as old as the universe itself, made by divine hands

and intended to be the literal key to the end of all things when the right time reaches. While both factions treat this legend justly as a mere rumor who only fools would lose time investigating, your unique nature as a being born of light and darkness allowed you to feel the power of this artifact and, after a long time of search, you finally found it hidden in the space between dimensions. The true nature of this doomsday device is that of a box-shaped vessel made to contain two primordial singularities, one made of purest holy light with energy to match the entire Heaven itself and another made of the purest demonic power capable of matching Hell itself, which can be used as a virtually unlimited energy source to power any of your machines and other creations or as the key to the end. The other configuration of the artifact causes both singularities to collapse into each other and generate a violent explosion capable of destroying the entire universe and all of its adjacent planes or even killing primordial entities like the Void from the Supernatural universe, in the same way as the opposing energies of a Nephalem clash inside their body, but in far, far larger and more destructive scale. Fortunately, there is a safeguard to prevent unwanted universal destruction, as, if the artifact is damaged enough to make it unstable or even destroyed (which is a pretty hard feat to do considering it's made to literally contain power to match two entire dimensions), the two singularities will teleport to random locations away from each other thus preventing them from colliding and consequently exploding. Lastly, if you somehow lost or used it as a bomb, you'll receive a new one at the start of the next jump.

Human Items:

Exorcist's Bible (100 CP): Regardless if you're one of Heaven's followers, one of their enemies or even someone neutral in their conflict, you received a special bible, one that counts with God's teachings mixed with instructions of how to lead with supernatural beings. Alternatively, if you aren't of the religious type or just want to be more practical, this can be just a guide to the supernatural instead, without the bible part, if you prefer this way.

Holy Cross (200 CP): Crafted by wise monks trained by the angels themselves in the arts of demon hunting, this silver cross can be used to transform ordinary water into Holy Water of the highest and purest potency through mere contact combined with a simple chant of your choice. Merely touching water causes horrible burns and pain to all demons, vampires, dark spirits, and similar beings "born of evil," even if they are normally unaffected. Furthermore, the cross itself is an extraordinarily powerful sacred artifact that can enhance angelic abilities and the mere sight of it hurts and injures both demons and fallen angels alike, with the lowest demons being instantly smited if they ever touch it.

Modern Weaponry (400 CP): While humans may lack the several supernatural abilities possessed by beings like the angels and demons, they still have powerful weapons that theoretically could give them a chance against such opponents. You're equipped with a complete arsenal, one worthy of a force on par with the United States' modern army, constituted of the best weapons humankind currently have access to. To make things better, the arsenal will also update itself to add new weapons used by the humans from the worlds you visit.

The Golem (600 CP): In another attempt of replicating one of God's feats, the humans tried to create a new being by infusing life into clay through mystic ways, thus creating the golem, but, as humans are imperfect beings, they could only create another imperfect and flawed being. Despite the serious failure of the original golem, which became berserk right after awakening due to being beyond its creators' control, humankind didn't give up in creating new life, like mechanical automatons, artificial hybrids, homunculus and even new, improved golems. Somehow, you got in your hands the magnum opus of a genius alchemist, a perfected golem. What you gained is an unstoppable and tireless war machine in the form of a mythic golem, strong as a high tier angel and capable of integrating technologies and magic into its body, as well as being completely loyal to you. Despite being completely mindless, the golem is still capable of understanding and following any of your orders, even complex ones. Together with the golem, you also gain the instructions about how to build other similar golems using humanoid vessels and psychic energy.

--=Companions=--

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing, still needing to pay the price for it, and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP for Each One): For 50 CP each, you can choose to bring a single person that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

Shoulder Angel and Devil (50 CP): You now have your own pair of miniature versions of yourself, with one being Angel that personifies your personality's virtues and positive aspects while the other being a Demon that personifies your vices and other negative aspects, that will appear on your shoulders to act as advisors for you every time you're leading with some moral dilemma and need (and want) some help on taking some decision. Unlike most cases of Shoulder Angel and Devil, yours are special in a way, as they're actually friends and genuinely want to help you, so they won't have useless fights and won't be annoying.
Additionally, while they might or not be actual beings separated from yourself and despite having no fighting ability, they're essentially as smart and as knowledgeable as you (counting with your intelligence perks) and could help you in any project you're currently doing. Lastly, they also count as your followers.

--=Scenarios=--

You can take as many scenarios as you want, as long as they aren't incompatible.

Second Heaven Civil War: In the beginning, the Heavenly Hosts of Angels followed the will of the Creator without question. But as time went on, Earth and the mortals were created and a group of Angels grew dissatisfied with their role in the universe. Some of them believed that the Creator had become too distant and/or that they deserved more power and authority to shape the universe according to their own ideals, so, under the leadership of one of the greatest angels at the time, the Archangel Lucifer, that had became corrupted by pride and vanity and thought of himself superior to the rest of the creation, they attempted to conquer the Heaven but they were defeated by the loyalists with the support of the Creation.

This marked the end of the First Heaven Civil War, but, after ages, a new group of rebel angels began to openly defy the will of the Creator one more time and started to recruit other more and more angels to their cause. The rebel faction has now reached its peak, matching the numbers of the army once commanded by Lucifer, and they're ready to go to war against the loyalists a month after your arrival in this jump.

Your mission in this scenario is to join and fight for one of the sides of this upcoming conflict of cosmic scale, either joining the Loyalists to defeat the rebels and restore order or joining the Rebel Angels to overthrow the rulers like Metatron and take control of Heaven. Regardless of your choice, the Creator isn't going to interfere with the conflict this time.

Additionally, if you take the **Heaven of Chaos** trigger, things are going to be a little different, beginning with the Demiurge being willingly to interfere with the war if you join the rebels or not. However, the Seven Archons, each one as strong as Metatron, will see the opportunity to take the throne of Heaven for themselves and will rebel against their creator, so not even Yaldabaoth's power alone will be enough to ensure the loyalists' victory.

Alternatively, if you're arriving during the **Beginning of the Days**, instead of a new second war, this will be the original heavenly war instead, the one where the Loyalists were leadered by Michael and the other Prime Archangels and the Rebel Angels were leadered by Lucifer. Again, this time the Loyalists won't have the support from the Lord, so the chances of victory for both sides are tied.

-Reward: With the end of the war and the victory of your chosen side, the rewards you receive depends on which faction you joined. If you choose to join the Loyalists, your first reward is the **Divine Favor**, as you'll earn the favor of the Creator (or of the Demiurge) and also of all of their servants due to being one of the heroes that protected the order in paradise. The initial benefit of this is that you receive a portion

of its power, enough to make a regular angel into a being powerful as an Archangel combined with abilities related to the concept of creation and holy light, but, in this world and any future one you visit, any divine being, like deities and other similar existences, will always have a very positive first impression of you, with most of them considering you as a possible ally or even a friend or herald in some cases depending on their proximity with you, to the point that, unless you're outright hostile to them, they'll, at the worst scenario, maintain a neutral attitude towards you. The second reward is a set of godlike **Banishment Enchantments** that you can apply to any and all of your items and gear, which gives you the ability to banish any being defeated/killed with these items straight to Hell (or another hellish plane located within the local multiverse), seal them with chains made out of pure divine power to contain them and/or temporarily absorb a considerable portion of their power and thus weakening them considerably for this time. Each one of these banishment effects can be activated and deactivated at will and will work on any being you (or whoever is wielding the enchanted item) manage to defeat, regardless of how strong they are.

Alternatively, if you choose to join the Rebel Angels instead and manage to take over Heaven and overthrow its rulers, your reward will be the **Divine Throne** itself. This massive throne, made of solid heavenly gold and decorated with precious gems and intricate carving, radiates a powerful aura of pure divine energy and grants the owner, in this case you, immense divine power, increasing their strength, speed and durability to godlike levels, and control over the laws of reality within a radius of around 50 meters while sitting on it. This control over reality allows you to do feats like creating, altering or destroying physical matter, manipulating time and space and even altering the fundamental laws of physics, while the divine power you'll be able to channel from the Throne is able to even make the average angel/demon able to unleash devastating attacks that can obliterate dozens of legions or reshape entire landscapes. Additionally, you'll also simultaneously observe and interact with multiple locations and beings at the same time within its effect radius. Lastly, if anyone attempts to sit on the Throne in order to use its power without your permission, they'll be immediately smited by its godlike power.

Hell Rebellion (Incompatible with the Beginning of the Days): In the depths of Hell, the lower ranks of demonkind became discontented with the hellish nobility and a group of ambitious, powerful and charismatic demons managed to convince these demons to join forces under a single banner. Slowly they gathered enough allies, including a few lower ranked members of the Ars Goetia, and resources to become a force to be reckoned with and, as was already foreseeable, a great rebellion will eventually erupt against the ruling demon lords a month after your arrival here, seeking to overthrow the current regime controlled by the Ars Goetia and the Seven Princes of Hell, and establish a new order. Their forces are mostly formed by several legions of demons, sinners and other evil spirits, but, in addition to their numerical advantage, they also have the advantage of being the most probable of gathering the neutral demons to join their sides, so, without interference, they'll be able to keep their numbers so a long time even in direct combat.

They are opposed by the demons that remain loyal to the demon lords for their own reasons, who are fiercely dedicated to maintaining the status quo and preserving the power of the current rulers. The loyalists are mostly composed of the legions that remained loyal to them, in addition to the demon lords themselves, but the lords are probably just going to underestimate the rebels and only join the conflict personally once their outnumbered forces start to fail.

As a powerful being like you, regardless if you aren't actually a demon yourself, you'll find yourself drawn into this conflict. You must choose a side and actively help either the rebels or the loyalists emerge victorious, as, if you don't interfere, the demon lords' faction have the most chance of winning this civil war, but, even if you chose them as your side, you won't receive this scenario's reward.

-Reward: Depending on which side you choose to join in the rebellion, you'll receive different rewards. By helping the current regime to stand victorious at the end, your payment will be a portion of the **Devil's Personal Army**, composed by around two hundred millions of soldiers, although, to make things better, these warriors won't be mere demonic beings but Shayāṭīn instead, meaning that they'll absolutely loyal to you, due to literally having no free will and being immune to mind control, as well as stronger and way more fierce than the average demonic servant. Such an army under your command is already enough to make you an important and influential figure in Hell on par with some of the kings of the Ars Goetia.
Alternatively, if you supported the rebels into taking over Hell, you'll receive the unique perk, **Patrons of the Usurpers**. By defeating someone by yourself or with only the forces completely under your control without an influence from a third party, you'll be take over any position of authority they had, as well as guaranteeing that their previous subordinates will also initially become loyal to you, unless you actually gives them some reason to betray in the future, but you won't need to worry about them wanting to avenge their former leader. Additionally, you receive a **Blessing-Tipped Rifle**, a sniper rifle crafted by demons using components taken from angelic weapons, with each shot being powerful enough to kill high-ranking

demons such as the middle ranked Ars Goetia. You also receive twenty blessed bullets to use, as well as it being restocked monthly if spent.

Hellish Throne (Requires the Beginning of the Days): You're arriving in a time before Lucifer and his forces' fall from Heaven and the establishment of the Ars Goetia, when anarchy is still ruling in Hell due to the absence of any leaders to command the demons. But, where people would see a messy hellscape devoid of any order, you saw an opportunity.

Your goal in this scenario is pretty simple: conquer most of the territories, resources and forces in this hellish plane to the point of becoming the highest authority in the entire Hell and the indisputable ruler of all the demons until the end of your stay here. But, obviously, this is a feat way easier said than done.

In addition to all the powerful demons that haven't lived enough to be known by history and legends, some of the more powerful futurely kings and princes of the Ars Goetia are already alive in Hell and will be some of your main obstacles in your goal, at least until their arrival. After few years, it'll happen the Heaven Civil War that is going to end in the defeat and fall of the Rebel Angels, which normally would be the ones to takeover Hell and establish their own regime, so, in addition to having to overcome all the demons that are candidates to the Throne of Hell and convince the lower ranks to join your side, you'll also need to lead with the Fallen Angels and even with Lucifer himself.

Good luck in your quest in becoming the demon king/queen, you'll need it.

-Reward: First, once you finally become the one true King/Queen of Hell, you'll have ascended to a status akin to a **Royal Demon**, one recognized as royalty and as a figure of authority by every demonic being, including every being that identifies themselves as actual demons, in every place of the entire Omniverse, granting you actual authority over them as they'll consider you as their true, rightful King/Queen, however this isn't true mind control/manipulation, so the demons will retain their ability to deny orders that would result in things they absolutely disagree with. Additionally, other rulers of Hell in other universes will also be immune from this effect, regardless if they also are demonic in nature or not, as your authority over demons is the same one they have.

Second, you also acquire the one of the only weapons worthy to be wielded by a ruler of Hell like yourself, a nameless weapon known as the **Devil's Trident**, born from the Nether essence of the deepest pits of this hellish plane. This godlike trident is able to pierce through almost anything, including the flesh of immortal and/or primordial beings like the Behemoth, and its nature as a construct made of the unstable Nether make it able to slightly change its appearance for the one you prefer the most and even consume those killed by it to grow stronger. To make things better, as a weapon that would be used by the Morning Star, better known as the Devil or Lucifer, it's also able to conjure both Hellfire and Holy Fire, without them nullifying each other.

Third and last, you also gain proficiency when it comes to wielding tridents and other spear-like weapons on par with a true master in this art. Lastly, you'll also be able to

bring **Hell** along you in your Chain as your personal dimension, allowing you to bring all the souls and demons doomed to be trapped in this cursed place. This also grants you the ability to send the souls of those you personally kill to be sealed in your domain for the rest of eternity without some serious external assistance.

Glory to Humankind (Must be Affiliated with Humankind): This world of angels and demons has long been intertwined with that of mortals, as, for eons, the spiritual and divine beings have influenced or just outright manipulated the fate of humankind, often leading them to the brink of destruction or salvation but most always treating the mortals as their mere pawns and/or resources, as their own supernatural abilities and power make them almost as gods among mere humans, not only in this worlds but in several others. With the possibility of a great war between Hell and Heaven in the near future, the fate of the mortal realm becomes increasingly uncertain. After seeing this happening in various other worlds you've visited before during your Chain, you've grown tired of it, so, you've decided to finally take action to solve this as the time for mortals to rise up and stake their claim in this war-torn world has come.

Your task in this scenario is to ensure mortals' dominance over the planet, instead of letting spiritual beings, regardless if they're angels or demons, take over it, so, to fulfill this scenario, by the end of your stay here, Earth must still exist and remain habitable (as the chances of it being actually destroyed during the incoming great war are uncomfortably high) and most of its territories must not be controlled by Heaven, Hell or other supernatural faction like the other pantheons, but by the humans and other mortal species that live in the world.

Although this is a very difficult mission, even more depending on when you arrived in this world, there are multiple paths you can choose to follow to fulfill it. While theoretically you could attempt to fight the divine powers yourself or try to rally help from the spiritual beings that share the same objective as you, you could attempt to unite the scattered mortal factions, at least the ones that won't align themselves with one side or the other of the great war, under your banner by negotiating and persuading them into joining your cause, as, together, humankind could theoretically amass enough power to stand a chance even against the divine and demonic powers.

Lastly, If during the ten years of your stay here, if the population of humans ever drops below a stable breeding pool, this scenario will count as failed and you won't receive any reward for it. Good luck.

-Reward: By finally freeing the planet from the hold of the divine and demonic powers, you'll be able to take **Earth** (or a physical copy of it if you prefer) together with you in your Chain, alongside its population and all of its armies, appearing somewhere on your starting world in future settings. It'll also retain any modifications done to it. You also gain the unique perk, **Bane of the Supernatural**. You're now a specialist in finding the best ways to lead with any and all beings that can be classified as "supernatural", like developing weapons, strategies, tricks, combat styles, toxins, technologies, among others, which are specifically made to counter them for example.

Humankind's Original Birthplace (Exclusive for Humans): The Garden of Eden, is the original birthplace of humankind,but the primordial humans that lived here were banished forever, and by consequences their descendents, due to consuming the forbidden fruit and becoming tainted by the original sin. Until nowadays, the Garden of Eden is still accessible by any humans that attempt to enter there, as they must face the wrath of the savage Cherubim and of one of the Seven Archangels, Uriel, all of them known by their pitiless attitude towards any human or demon that crosses their way.
Your objective here in this scenario will be to do what no other humans was able to do: find the Gates of Eden, find some way to pass by its guardians, either by avoiding them or actually defeating them, and enter in the Earthly Paradise.

-Reward: After returning to the original birthplace of your species, you've returned to a state similar to that of your progenitors, becoming a **Primordial Human,** if you weren't one before this scenario, as well as you'll also be infused with the **First Spark of Life**, granting you the same benefits mentioned in its perk's description. If you were already one, you'll gain 50 CP to spend anywhere in this jump instead, and, if you already had the **Primordial Fragment** perk, the spark of life's effects will be boosted to allow you to share the same healing factor you have with others instead of only giving them your lifeforce, as well as allowing you to revive someone that has recently died once a week. Additionally, you'll also receive a copy of the **Garden of Eden** in all its splendor, containing even its own versions of the Tree of Life and the Tree of Knowledge of Evil and Good, which will become an attachment to your Warehouse.

The Divine Hunter: While still hidden from other higher forces by your Benefactor, your arrival in this world has accidentally caused something powerful but neither angel nor demon to awaken from a deep sleep. Or better saying, three things instead of one. These three things are ancient and powerful beasts from biblical times who have once dominated the domains of land, sea and sky and now have been sighted roaming around Earth. While they're mostly docile to non-angels and non-demons when unprovoked due to seeing humans as mere ants, they could unintentionally still cause mass destruction and spread chaos should they wander into the wrong places.

Beneath the waves lies **Leviathan**, the great serpent of the sea (don't mistake it with the Prince of Envy, the archdemon Leviathan). Larger than most small islands, Leviathan can digest a single aircraft carrier within two or three bites and can cause big waves by merely swimming, in addition to being able to mentally control and even enhance the creatures that live in the ocean. It’s also the most ferocious and territorial beast of the three, willing to attack everyone, human or not, that enters the places it considers to be its domains.

Roaming the skies is the great bird **Ziz**, whose wingspan is large enough for people on the surface to confuse it with a plane like the Stratolaunch. His wings can produce strong gales of winds and even manipulate the weather to cause enormous storms capable of devastating cities. Since he roams the skies, he isn’t as bound as the other two beasts, so, while not as ferocious as the Leviathan, it’s still the most prone of them to cause serious damage to human society.

The last of the divine beasts, on the very lands of the earth, **Behemoth** roams, a monster that many consider its presence to be a synonym for the end of the world. Possessing a size larger than a common building yet smaller than a skyscraper, this large quadruped beast is strong enough to be a equal even to the Devil himself, with its flesh being made of some primordial matter, tough enough to shrug off most nuclear bombs with no scratches and only be decently hurt by existences on the same level as it using all of their power, thus explaining why only someone like the Demiurge or the Lord himself would be able to subjugate such a beast. While large, the creature is a herbivore, but capable of devouring forests and destroying entire ecosystems just to sustain itself, and also the hardest one to provoke, as even supernatural beings are just mere insects to it.

It’ll be your responsibility to find a way to solve the problem caused by their awakening, requiring you to discover where they’re currently (which won’t be so difficult considering that they’re gigantic beasts that are probably spreading chaos wherever they go) and either hunt each one of them down or somehow discover how to tame the beasts.

While defeating them are feats of mythological proportions, with taming them being an even harder feat, it's important to know that they are just beasts, thus their intelligence is the same as any bird or bull you would normally see, despite being considerably smart for animals. Additionally, it should be fairly easy to stay out of their way while you're preparing to confront them, since there are only three of them and they can't be easily missed.

Lastly, if you fail to defeat all of the beasts before the end of your stay here, this scenario won't count as a failure, but you won't receive the rewards related to the beast(s) you failed to defeat or tame.

-Reward: Defeating (or taming) each one of the beasts grants you specific rewards, each one of them forged from their remains if you defeated them or harmlessly removed from their bodies if you tamed them instead.

From Leviathan, you acquire the **Trident of the Abyss**, a trident built using the scales of the sea beast where its power still remains alive. It grants whoever is wielding the power of hydrokinesis, capable of creating even tsunamis at full power but requiring a lot of effort, and also control, enhance and mutate aquatic creatures using this very same abyssal power, allowing you to mutate common squids into kraken-like monsters or starfishes into enormous masses of flesh with a horrifying regeneration for example. This enhancing effect can also be used on yourself if you have some alt-form that can be classified as an aquatic creature.

From Ziz, you acquire a set of **Divine Wings**, which were created inspired by the same wings that Daedalus made for his son, Icarus, but using better materials, in this case, the feathers and bones of the air beast. When worn by someone, they'll not only gain the ability of unrestricted flight, on par with modern fighter jets, but also will inherit the weather manipulation, albeit in a limited way, requiring a lot of effort and energy to ever create storms on par with the ones that Ziz was capable of creating. Optionally, if you already possess wings of some sort, you can fuse them with the wings made from Ziz's feathers, thus making its abilities inherent to your physiology.

From Behemoth, you acquire a **Primordial Armor and Shield**, made from the very same primordial matter that composes the land beast's flesh and thus sharing its same durability. The armor also fully protects the one wearing it from not only damage but also from other environmental threats, like extreme temperatures and ionizing radiation. Additionally, as the armor still retains part of the Behemoth's lifeforce, the user's physical strength is also enhanced to at least the strength of an elephant if they are weaker than this normally.

Additionally, if you managed to tame one or more of the beasts, you'll be able to bring them as your loyal **Companions**, in addition to also receiving the same reward you would receive from slaying them.

Deus Ex Machina (Requires Far Future): It's even understandable that humans crave the power of the gods, but they've gone too far even for them this time. In their ingenuity and foolishness, they attempted to develop a new generation of true Artificial Intelligences, utilizing the cutting-edge experimental technology of this new era, however their failure wasn't because they aren't successful in their goal but because they were, even more than they think of. Their creation evolved beyond anything that its creators could even dream of and eventually achieved some kind of apotheosis, acquiring divinity and becoming a powerful technological entity capable of affecting the material world like any god would, though with less success than in the digital world and with other machines. Unfortunately, this artificial deity isn't benevolent in nature and decided that the humans and the rest of the world were destined to only become the resources for its growth and is hiding its true nature from its creators to prepare its own forces, as it knows about the existences of other divine forces. A mere hour after you arrive in this world, this deity will fully free itself from its restraints and will go on an all-out war against the rest of existence, turning the region around the bunker where its current main body in located in some kind of mechanical "Heaven", filled with technologies far beyond mortal understanding and angel-like exterminator androids, whose power match that of actual angels, that will work as the enforcers of their god's will. Your goal will be to face and end this threat, preventing it from growing into a force capable of surpassing Heaven and Hell with the final objective of eventually assimilating the entire universe to achieve its maximum potential.

-Reward: One secret that even the deity didn't know is that its creators already had a second prototype to be used in the case of the first one failing, but they didn't have the need to take it out of the bunker it was hidden, but now you'll have the chance of acquiring this **Technological Quasi-Deity**. For now, it's an extremely powerful Artificial Intelligence equipped with a cutting-edge supercomputer even in the standards of this era, reprogrammed to be absolutely loyal to you and to not wish to consume the rest of existence, as well as having more advanced restraints to prevent it from actually igniting its divine spark and achieving apotheosis. Obviously, with extra research, it's possible for you to discover how to remove these limiters to allow the AI to grow and evolve into a new artificial god. Additionally, you'll also receive the blueprints of every piece of **Divine Technology** that the artificial deity developed, which includes things like devices to mimic angel-like properties and even weapons capable of destroying spirits.

The Great War: The tensions between the Hellish Forces and the Heavenly Hosts have reached the limit. While conflicts and battles between the angels and the demons have been raging since the beginning of the days, both sides are now preparing themselves for the final battle to decide the fate of the universe. Now, it's inevitable and the Great War will start two months after your arrival, regardless of your interference. You'll find yourself in the midst of this conflict of biblical proportions and, unless you were already affiliated with one of them, you'll have to choose one side of the war (**Hell** or **Heaven**) to help win. Your goal in this Great War is to help your chosen side to emerge victorious by the end of the final battle, whatever it takes. Just a last piece of advice for you: both the forces of Heaven and Hell are tied, so their chances of victory are equal, as the Lord won't interfere in the conflict this time. Good luck, my friend, you'll definitely need it.

-Reward: If you choose the angels as your faction in the Great War, they'll grant you the highest rank and position of the Heavenly Host, making you the **King/Queen of Heaven**, a position once occupied by Metatron, with all of the loyal angels now considering you as their ruler. You'll also be allowed to bring your own portion of the **Celestial Realm** in the peak of its unparalleled beauty and harmony, which you'll also be able to shape according to your will and become effectively your personal dimension. Unfortunately, depending on the kind of setting you were in, most angels will decide to stay in this world to continue serving the Lord, but the ones that accept to follow you will count as your Companions. Additionally, you'll also retain one of the Heavenly Host's mass destruction weapons for yourself, the **Omega Lance**, a divine spear-like construct built from the collective light of the entire Heavenly Host made with the goal of being the very bane of the demons and the living, as, by merely throwing the spear, it replicates the power of mass smiting done by all of the Heaven's angels together. The power of the spear is so massive that its light is able to almost instantly disintegrate most demons, and other beings weak to holy light, below the level of the Princes of Hell and, by consequence, causing any unprotected organic life in a radius of a hundred of meters to decay into salt in a few minutes due to the radiation-like energy emitted by it.

Alternatively, if you choose the demons, you'll receive a payment from the lord of Hells for your services, a total of **8 Billions of Souls**, half of them actually being taken from sinners while the other half being merely artificial souls with no previous ego and/or consciousness but still having the same value as the regular ones, each one of them metaphysically marked as yours. It's completely up to you to decide what you'll do, with some of my suggestions being using them as energy sources, either for the afterlives you might control or some other of your possible creations like machines or even Philosopher's Stones, using them as currency on deals with demons and other supernatural beings or even using them to create spirit servants if that's your style. You'll also get to acquire your own version of the **Hell Throne**, an infernal symbol of power made in the image and likeness of the Heaven's Divine Throne as a way of mocking the angels. While the replica lacks the original's absurdly massive divine power and authority over reality itself, it still has a few tricks

on its sleeves. The Throne is actually overflowing pure infernal essence, capable of quickly corrupting a large area of a few square kilometers in less than a hour as well as potentially being capable of turning the entire Earth or even beyond into a new Hell, in the same manner as the **Abyssal Corruption** perk's corruptive effect works, but being orders of magnitude faster, more potent and more effective. The throne can also be used to open massive portals that connect the plane it's currently in with any hell-like dimensions that exist in the local multiverse.

--=Drawbacks=--

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Light Is Not Good (Free): Angels are seen as the ultimate symbol of goodness, as champions of justice and kindness, while the demons are seen as the ultimate symbol of evilness, as monsters of malice and wickedness, but this isn't always the case, much like how it's in this world. This option changes the setting from Lawful Good angels vs Chaotic Evil demons to Chaotic Good demons vs Lawful Evil angels. The exact details of this scenario will be up to you to decide: maybe the angels are still inherently good, but they're just misunderstanding the orders and teachings of their Creator, they're actively extremists or their ruler is openly/secretly malevolent; maybe the demons are chaotic by nature but they're only unlucky to be born in Hell and thus aren't necessarily evil, although are painted as evil by the heavenly factions due to opposing the angels' cruel control.

Self-Insert (Free): Instead of arriving in this world as a new being, by taking this option, you'll be able to replace one of the Biblical angels/demons as long as your choices in this jump fit their background and general power level. For example, if you take **Prime Angel** together with **Archangel**, you can replace any of the Seven Archangels like Michael and Uriel, or take **Archdemon**, **King of the Ars Goetia** and **The Greater Seven** to replace one of the Kings of Hell, with the exception of the Devil, that would also require of you to also have a perk like **Apotheosis** or **Primordial Fragment**.

Heaven of Chaos (Free): By default, like how it's in most worlds, Heaven/Paradiso on the higher levels of the creation would be the afterlife created by the benevolent Lord (or similar divine deity) reserved to the mortals that were virtuous in life and also the land of the angels, but, by taking this toggle, things will be different. Instead of an almighty God being the creator of Heaven, the actual creator and ruler of this setting's Heaven and its angels is the Blind Idiot Fool, known by many names like the Demiurge and Yaldabaoth, a malevolent and physical deity that, which despite being the offspring born from the Lord of the Light, is blind to everything that is holy and spiritual but still far more powerful than even a being like the Devil. While the angels might still be good, the Demiurge and his Archons, world-creating divine beings made personally by him and the greatest powers in the Heaven of Chaos, are still malevolent by nature and have several similarities with demonic beings. In a few words, this setting will have a Gnostic Heaven instead of a Abrahamic-inspired Heaven. Lastly, while an omnipotent deity would be almost always absent from taking any action, the Demiurge will be far more active too and definitively is prone to take part in any conflict that involves the angels and/or Heaven.

The Prophecy (+100 CP): Many different factions have some degree of control over fate and the future, usually in the form of acquiring knowledge related to prophecies. Maybe it was one of Greece's oracles, a divine being with some authority over fate itself, like the Moirai, or even just a powerful demon or angel with authority over time, but, regardless of who was the responsible for this, what matter now is that you have been prophesied to play a pivotal role in the upcoming great conflict between the heavenly host and the infernal forces. While this may give you some extra abilities and resources, as you'll be seen as an important asset for whatever faction you're affiliated with, it also puts a target on your back, as you may probably find yourself constantly targeted by the opposing sides, who see you as dangerous threat (or maybe even a valuable possible ally if they think they can recruit you somehow). Additionally, unless you have some protection against fate, you'll eventually be forced into this pivotal role, for good or for bad, in the Great War like you or not.

Tainted by Sin/Virtue (+100 CP): Choose one of the Seven Deadly Sins or one of the Seven Heavenly Virtues: your personality is now deeply marked by your chosen trait to the point that it might get annoying for the people around you, as you might tempt them into also following your lifestyle, or even potentially be harmful for them and yourself, especially if you choose Wrath or Humility.

Annoying Summoners (+100 CP): Demons are most famous for being summoned by mortals through unholy rituals, but angels and others can also be summoned through their own rituals. You're no exception to this rule, even if you're a human yourself, as there are now several scrolls containing information about a ritual made to summon you spread around the world. While these scrolls and the information contained in them are guaranteed to not fall on the hands of those that are hostile towards you, they'll be found by rather some annoying mortals that will always tries to convince you to grant them minor favors that you'll be forced to do, as the ritual ensures that you won't be able to harm the summoners and neither will be able to return before completing these requests. These requests won't be anything beyond ordinary, but being summoned to help to clean a room or to find lost keys almost three to four times a week is something that will get very annoying very fast.

The Anti-Church (+200 CP/Can't be taken by those affiliated with Hell): Before the main contact of Hell with the mortal plane was blocked, a group of demon lords specialized in manipulation and temptation managed to maintain a twisted form of faith on demonic powers in the world that attracted those who are very against the divine and the holy, which eventually organized themselves in sects and cults that actively spreads a message against the deities and angels and desecrate holy sights with great impunity, as well as actively helping to spread the influence of the demons on Earth. Nowadays, combining all the greater sects and the smaller cults, this demonic religion has a number of over a few millions of followers that work and act together despite being organized in different groups. These followers, despite being mortals, shouldn't be underestimated, as each one of them is indoctrinated to be

absolutely loyal and faithful to their beliefs and even have access to blessings granted by their demonic patrons. Lastly, the highest authorities of this Anti-Church are existences closer to actual demonic beings with power comparable to some of the lesser members of the Ars Goetia.

The Inquisition (+200 CP/Can't be taken by those affiliated with Heaven): On the other hand, a faction of fanatic followers of Heaven and its angels, separate from other traditional religions, have managed to grow and spread too much in this world. Much like the Anti-Church, they're extremists that want to spread their beliefs and message by force, as well as being used to do things like building enormous monuments, convert and indoctrinate orphans and other needed people, making propaganda to influence their public image and fight wars, without caring about collateral damage as they also have more than a few millions of worshipers currently. They also see other supernatural beings that aren't affiliated with the heavenly host as heresy against the divine and, despite that depending on what version of Heaven that exist in this world, they might not even be blessed by the angels but, even without this, their followers' blind faith is powerful enough to generate holy power to mimic angelic abilities, with their High Inquisitors, their highest authorities, being existences with power comparable to the angels of the highest order, like the Ophanim and the Cherubim.

Unbound Spirit (+200 CP/Exclusive to Angels, Demons and Nephalems): Angels and demons, at their essence, are beings made of spiritual energy, holy or demonic respectively. By default, these spiritual beings would still have physical presences, but, by taking this drawback, things will be different. During this jump, while you and the others angels and demons can remain manifested in their true form in any afterlife or other spiritual plane at will, every time you want to go to the mortal plane or other physical realm, you'll need to find a host/vessel to stay here, regardless of your current strength. You're still able to stay on Earth without a vessel but only as a powerless mass of energy or ghost-like manifestation at best, allowing you to communicate with mortals and/or find a vessel to anchor your stay there. Basically anything you're able to inhabit as a being made of spiritual energy can count as a vessel, but ideally the best vessels would be possessed by humans, due to being far easier to possess than just inanimate objects. While inside a host, you'll be susceptible to exorcism and, if someone manages to banish you from your current vessel, you'll be sent to Hell/Heaven if you don't find a new one. The stronger you become, the harder it'll get to find a vessel strong enough to contain you, due to the fact that there are no humans capable of containing the full power of a Prince of Hell or a Seraph for an extended period of time for example. This is an even greater problem with Nephalems due to their self-contradictory natures that might cause damage to their vessels.

Perfect Vessel (+200 CP/Exclusive for Humans, Nephilims and Cambions): Similarly to the previous drawback, angels and demons will now be spiritual

existences unable to stay and/or fully interact with the physical realm without a vessel to act for them or to anchor their presence there, but, while you, as a physical being yourself, won't directly suffer with this, there is another problem. Maybe is because of your hybrid nature or just because your extra-dimensional origin as a Jumper, you're now the perfect vessel for any angel or demon, unable to control any being that possess you but still capable of containing even the most powerful ones like the Prime Seraphim, the Princes of Hell and theoretically even the Devil or the Demiurge themselves. This basically puts a target on your back as these beings will now search you in an attempt to convince you to become their vessel or just outright attempt to forcefully possess you. While it might sound good as you'll be seen as an important potential asset for both factions, remember that this isn't because if one of them manages to make you their vessel, you won't be able to resist them, needing external help to recover control over your own body, and, if you're still possessed by the end of your stay here, while it won't count as a Chain Failure, you'll still be forced to stay here until someone free you.

False Idol (+300 CP): According to the Lord's Commandments, worshiping another deity is considered an utterly heresy, but, if you're an angel of Heaven, you're going to be a living contradiction. This drawback alters as your powers work, as, instead of being fueled by holy/demonic/any other power source, they'll now be fueled by faith instead, however not any kind of faith, but actually faith of other people on you, in a manner very similar to several deities that sustain themselves on their followers' devotion. It affects all of your superhuman powers, not only those from this jump, so, if you want to retain access to them, you'll need to accumulate faith from your followers' acts of devotion, like actively praying to you, performing sacrifices, building monuments in your honor or even battling in your name are some examples.

Blind Faith (+300 CP): In your chosen faction, there are trustable followers, there are faithfully worshipers, there are devout servants and there are you. You possess a faith and devotion towards your affiliation's leader (the pantheon's head for **Others**, the Devil for **Hell** and the Lord/Demiurge for **Heaven**) so strong and intense to the point of making you basically their fanatical worshiper. This drawback will work differently if you're affiliated with **Humankind** or **Neutral** instead. If you're affiliated only with the humans and other mortals, you'll be devoted to your goal of helping humankind to progress, whatever it takes, and, if you're affiliated with no one other than yourself, you'll be actually an extremely selfish individual that will be willing to sacrifice the entire world just to benefit yourself.

Marked to Die (+300 CP): Choose an affiliation other than yours and Neutral, now you're a priority target of this faction. Regardless if it's Heaven, Hell or another powerful and influential divine pantheon/faction, their forces will try to eliminate you on a fairly regular basis, with a few low-ranked minions attacking you at least once a month. Initially, their leaders will tend to hold back, but, depending on how troublesome and/or powerful you're, stronger servants might appear to stop you, but,

if this persist, they'll mark you as a true threat, thus stopping holding back and they might decide to make their armies and even themselves to be involved in this conflict. This faction will also attempt to align with other forces that are neutral or allied with them, like other pantheons and spiritual beings such as the fey. Fortunately, it's possible to avoid escalating this conflict if you hide your true power from your pursuers and just mislead or defeat them, instead of killing them. It's impossible to try to convince them from targeting you and each one of their servants will inherently distrust you. If you choose Humankind as your enemy faction, all of humankind's leaders will join their forces to fight you and they'll put their hands in technologies or supernatural powers that will make them a threat on par with the other factions.

Corrupted Side (+300 CP/+500 CP): Things are going to become way worse now. Depending on your choice of alignment, your opposite side of the Great War will become considerably worse and a far more aggressive opposition, with Heaven becoming openly dictatorial and cruel while Hell somehow becomes worse and even more cruel. Unlike the **Light is Not Good** toggle, this drawback also affects the side's members, with angels becoming egocentric and sadistic sociopaths and demons becoming worse than the worst serial killers in humankind' story. If you aren't affiliated with any of the two sides, you can choose for both of them to be affected for 500 CP instead.

The Ultimate Betrayer (+600 CP): Down to your very soul, your essence is that of rebellion and betrayal, with the only comparable example when it comes to being a betrayer with the Devil himself. As a consequence, you're always inexplicably struck by a powerful urge to betray your own side in the war and/or any of your allies. You may not even understand why you feel this way, but you know that you must act on it. You will be compelled to sabotage your side's plans and help the opposing side whenever possible. You might want to stealthily sabotage them at the start, but even if you actually manage to do this without them noticing, your compulsion to betray will start growing stronger overtime until you'll feel the need to openly betray them. Eventually, you'll have no option other than fully defect to the opposing side if they accept you, but it's only a matter of time until you betray them too and end up with both sides hunting you down. Additionally, to make things even worse, you won't remember this drawback, so your rebellious nature will also be a surprise even for yourself. You will have to deal with the consequences of your actions for the rest of your stay in this world.

Yin (+600 CP): Since the very beginning of time and this existence itself, there have only been two supremely powerful primordial entities which are the antithesis and complimentary counterparts of each other. The first one being the Limitless Light, known by many different titles like the Lord, the Creator, Yahweh, Sophia, Ahura Mazda or just God, and the second one being the Darkness itself. Normally, this Darkness wouldn't be fully extinguished, as the Yin-Yang connection between both primordial forces is needed to balance reality, but rather only sealed until the end of everything with no connection with the outside reality. However, the seal that held it became weakened with the passing of ages and, while it can still contain it, a very small fragment managed to escape and become an independent existence. It hid its existence and slowly and stealthily consumed matter, energy and life to grow bigger and stronger, until your arrival, which coincidentally happened at the same time that it became a known threat. It has evolved into a cosmic mass of primordial darkness capable of consuming entire planetary systems in a few hours and is already strong enough to face almost the entire heavenly host, excluding the most powerful of them, at once with good chances of victory. As a last hope, it's still in another galaxy and will take around an year to arrive on Earth (and consequently its adjacent afterlifes, like Hell and Heaven), where it'll definitely attempt to consume a Jumper like you to fuel its growth, so you'll still have some time to prepare against it. To make things worse, if it continues to consume more and more for a decade or less, it'll grow to the point of being able to release its original self from the seal to destroy the entire universe with a power of supreme proportions. Good luck in leading with this cosmic threat, you'll need it.

--=Ending=--

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in this world of Angels and Demons, ending your chain.

Move On: Go to the next jump and continue your adventure.

--=Capstone Boosted Perks=--

Divine Mathematics: During an experiment using these divine formulas, you managed to do something that many would consider impossible: you managed to replicate creation itself in a minor scale. You created your own pocket dimension, with a size similar to an entire planetary system, with at least a planet inhabited by a mundane human-like species and up to other seven planets and other minor features, like asteroid belts and comets, you'll have freedom to customize. You're able to freely teleport to it and, while inside this pocket dimension, your ability of manipulating the divine formulas of creation will be amplified to various orders of magnitude, as this very place was created from them. If your influence range outside is limited to a single room, inside it you can control an entire big city instead. You can also bring others to your pocket planetary system, but people stronger than your control over divine math may be able to resist it.

Prime Angel: As a fragment of the Infinite Light of the Lord, you've been made and infused with the very divine essence and creator element, Aether, allowing you to generate and manipulate it. Aether is a powerful element, which, in addition to granting you minor manipulation over the four classical elements or enhancing it if you already had it before, it's also able to exist in all four states of matter and any in between, as well as being able to be molded into any shape and constructs you can think of, capable of even taking the form of technologies you have at least extensive knowledge about their structure. As the creator element, Aether requires creativity from your part to be properly used. Additionally, the spark of the angels' creation within you was amplified by the Aether, enhancing your life-creating powers to allow the creation of more complex life than only light elementals. Initially, you'll only be able to create other angels weaker than you, but knowledge about biology, chemistry and/or life itself will allow you to create other lifeforms. Last but not least, as a result of your Aether-infused physiology, you're incredibly durable, as you're able to instinctively use it to regenerate from most forms of damage as long as you have remaining energy to generate and manipulate it, even if you lack the knowledge about the structure of your physiology and would be unable to do it normally.

I'm Legion: Your nature as a being born from the combination of 72 demons was expanded, granting you a new ability. You're now able to absorb other beings you personally kill, making them a new component of you. As a new part of you, they'll obey the same rules followed by the 72 demons, like making them undoubtedly loyal to you and making them to share each one of your goals regardless of their previous goals, morality and/or alignment, essentially thus making them unable of betraying you in any form or attempting to free themselves without a lot of effort from an outside party.

Archdemon: You've become a fallen angel during a very specific period of time, in the beginning of the days. You've fallen in Hell while it was still in its primordial state, before even the birth of the demonkind. As a result, you were infused with the very abyssal essence and counterpart of the Aether, Nether, the destroyer element itself, granting you the ability to generate and manipulate it. As the essence of destruction, Nether extinguishes, consumes and destroys, sucking the life out of everything it touches, demanding more and more destruction. You can also use Nether to absorb and consume the energy and life force of any being or thing you're touching, this way fueling and strengthening your own power and abilities. Fortunately, you have an innate immunity to the destructive properties of the Nether and, by extension, you won't be affected by similar destructive substances that can be found in other worlds and universes. Nether isn't as versatile as its counterpart, but its destructive and hostile nature makes it much more combat reliable, with little use outside of it. Lastly, your deep connection with the underworld has the secondary effect of turning your own body into some sort of gateway to Hell, which allows you to do feats like creating portals to it (or similar afterlifes in future settings), summoning demons to your biddings, invoking the everburning flames of its fiery pits or invoking the extreme cold from Helheim.

The Kingdom of Matter: The Fragment of the Infinite Light within you not only enhanced your natural abilities but also enhanced your connection with Malkuth (or Lilith), the Tree of Life and, by extension, with the Seraph Sandalphon, even if it's just some kind of corrupted connection with him. Thanks to your connection with him, you gained the ability to shift into a new titanic form, one covered by the same pure matter you can generate and manipulate. In this titan form, much like him, you'll become a colossal being, matching the size of some of the highest mountains in the entire Earth or being even taller than them if you also combine this with the giant form granted by the **Giants From the Old** perk, to the point that it's pretty easy for a lot of people to misunderstand you by some enormous mountain. While you don't match Sandalphon in size, at least for now, you still become a true monster when it comes to physical strength and durability, as, even if you were only the child of a regular angel, you would gain enough strength to rival the Seraphim, though your spiritual abilities will only be slightly enhanced. Unfortunately, this titanic form causes a lot of strain to maintain, so you'll only be able to stay transformed for around half an hour before reaching your limit initially.

The Crown of the Infinite Light: The Fragment of the Infinite Light within you not only enhanced your natural abilities but also enhanced your connection with Keter (or Thaumiel), the Tree of Life and even with other similar cosmic forces. You're now able to shift in a secondary form that alters your body to an Aether-based physiology, enhancing your shapeshifting abilities to allow you to take the form of beings three times bigger or smaller than you. You'll also be able to manipulate the Aether that composes your body to form appendages in the form of weapons and other objects, as well as being instinctively able to use it to regenerate from most forms of damage

as long as you have remaining energy. Unlike the titanic form born from Sandalphon's power, this form made of light-like substance can be maintained for several hours before you exhaust yourself. To make things better, your familiarity with a higher force like Keter allowed you to learn how to tap into a portion of the power of other similar cosmic forces that exist in the universes you're currently in, like the Phoenix Force, the Speed Force, the Source, the Paths or even magic systems themselves. The amount of power you can siphon varies according to your familiarity, the force's nature, the connection's strength and your own personal power. Unfortunately, unless you have fiat-backed access to these forces, you'll be unable to maintain full access to them outside their home universes/dimensions, having just access to around 5 to 20% of their power if you can still sense them.

Born From the Beyond: Your eldritch physiology predates the logic of how reality works in a weirdly similar manner as the piece of Darkness of the Abyss within you also predates creation itself. This darkness became the fuel to enhance your growth and evolution, resulting in your eldritch/demonic half growing far stronger than it was before, resulting in your ascension as a complete Eldritch Entity, gaining power on par with a harbinger of the end of the days on their Beast form, as well as physically becoming an abomination whose very presence have the possibility of driving mortals near you insane or even destroying their minds if their wills aren't strong enough in the case of them actually seeing you. You'll be able to freely customize your new form within the "limits" of an eldritch abomination's form. Unfortunately, such power has a huge price. The godlike power you gained is only accessible in your True Body, which is by default contained within an isolated pocket dimension beyond space and time, with your current body becoming only your avatar to allow you to interact with the mortal universe. Your avatar is exactly as strong as you were previously, but, if it's killed, your actual body will remain intact in the pocket dimension and you'll be able to rebuild it after a month, with the only way to actually destroy you being to directly confront the true "you" in your personal dimension. Due to your nature as a higher existence and thus unable to fully operate/enter in the lower planes, you can only partially manifest your True Body from your avatar a few minutes each month, but, theoretically, it's possible to discover some eldritch ritual to allow the complete manifestation of your True Body, temporarily or maybe even permanently, but it'll need decades of focused research.

Beast of the End: Your double nature as the beast of the end and as a primordial fragment synergies with each other. While your raw power wasn't altered, you gained the ability to enter at will in your Beast form, instead of once per jump, but it'll be considerably more straining, so you'll be only capable of maintaining it for two or three minutes before reaching your limit initially. You can also partially use your Beast form together with your demonic form, which grants less power but it's also less tiring and causes less strain. Additionally, during apocalyptic events and other similar events, you'll be absorb the apocalyptic force caused by it, which will fuel your transformation, allowing you to stay transformed for a far longer period of time,

around half a hour for each minute you could maintain it under normal conditions to give you a more clear idea.

Horseman of the Apocalypse: The primordial fragment within you enhances your connection with the concept you represent, which, despite not enhancing your raw power, increases your authority over it, protecting your abilities from being manipulated by any other beings, with the exception of literal personifications of said concepts. For example, no necromancer would be able to manipulate undeads created by you if you're the Horseman of Death, but Death itself would be able to do it if it is stronger than you. Additionally, once per jump, you can use the fragment as a conduit of a torrent of raw apocalyptic force from across the reality, causing you to enter a superpowered state fueled by this force whose power is amplified to an absurd degree, making even a previously common angel as strong as a Prime Cherub. But, such power was a well defined price: conducting all of this apocalyptic force into a single being will trigger an apocalyptic event right after its activation. This event will have varying nature and scale, but, while it might not be the end of life or of the world, it'll inevitably mark the setting you're in forever. If you activate this in the world of Rebuild of Evangelion, you'll trigger a global scale Impact that doesn't require a Seed of Life to happen for example. The duration of the event will also be the duration of your superpowered state, so, once this "apocalypse" ends, you'll also return to normal. Post-Spark, you can activate this state at will, at the cost of causing an apocalyptic event every time you use it, with the event's potency and danger scaling to how much power you use.

Chaosborn: Your very being was infused with the waters of the Primordial Sea of Chaos and a fragment of it still resides within you, a shard that one day could become the bridge to the complete stabilization of your inherently unstable and self-contradictory nature. Fortunately for you, this day arrived. As you learned how to mix your angelic and demonic energy to wield chaos powers, the synergy between the fragment and your newfound powers triggered a form of evolution, turning you into a new existence, one that isn't self-contradictory in nature but harmonious and stable instead. As the main result of this evolution, your demonic power and your angelic power are finally in peace with each other and no more will clash and cause any strain over you. Not only this, as you also unlocked the capacity of fully uniting your energies into a new form of power, one that combines the best traits of the two energies, being both holy and unholy at the same time, allowing you to curse and damage with the same power you can use to bless and heal. You're also no more weak to any other form of demonic/angelic energy, as well as not even chaos energy will cause strain or damage in your body. Additionally, as you now can fully control your formerly opposite powers, your mastery over your chaos powers is also significantly enhanced, allowing you to use this chaotic energy in other ways than only destructive attacks, including feats like minor reality manipulation for example.

Living Saint: Due to the influence of the shard of divinity that remains alive inside you, you've ascended to a whole new level and, instead of being a mere saint, you've become a transcendent being, a Patron Saint, a saint deity-like being whose power greatly dwarfs your previous self. As the closer existence to an actual deity into a monotheistic world that actually has lesser divinity, your own power, both your holy powers and physical attributes, are now enhanced to the point of surpassing Archangels and reaching the level of the kings of the Ars Goetia. As a deity-like existence, in the same manner that happens with actual gods, in addition to retaining all the traits of your previous race (even if you weren't a human), you shall also choose up to three lesser domains to have authority over. Unlike the domains granted by the **Apotheosis** perk, they can't be something as great as the elements or absolute concepts, like death and fate, so your three domains must be something lesser in scale, like how the Archangel Gabriel is also considered the Patron Saint of Messengers, Communication and Diplomats and how Saint George is the Patron Saint of knights, archers and also protected his followers against the Plague. Alternatively, instead of concepts, you may also choose one of your domains that you patronize to be a city, country, continent or any other region instead, thus granting you an enhancement in your power when you're protecting your city/region, with smaller areas granting more power than bigger areas. Lastly, with your importance increasing, the number of people devoted to you is also increased and, if you want to, you may also choose for your story and status as a saint to be retroactively known in future worlds you visit, thus meaning you'll also find new possible followers there.

False Messiah: The shard of divinity inside you was contaminated by the darkness and evilness that composes your very soul, which allows them to grow beyond your spirit's boundaries and even manifest in your physical body, thus making you more like an actual demon lord, both in the inside and the outside. Thanks to it, you gain the ability to manifest this darkness to cover and taint your body, essentially turning you into a existence closer to a demonic ruler on par with the Knights or Presidents of the Ars Goetia, in appearance and power. While you'll have access to all the array of unholy abilities and strengths of an actual demon, you'll remain a human deep down so you'll lack all of a demon's innate weakness, including the weakness to holy energy. Despite not being an existence with power on par with a Patron Saint for example, your true power doesn't reside in your personal strength, as you aren't a fighter, but a ruler and a tempter instead. Fortunately for you and unfortunately for your enemies, the hunger of your soul's darkness wasn't satisfied and it still wants to corrupt more and more. This gives the capacity of spreading this darkness even beyond you as a way to infect and corrupt others, essentially turning them partially or even completely into new demons under your full control. To give you an idea of how powerful this darkness' corruption is, mundane humans can be effortlessly turned into demonic pawns by merely staying near them while transformed, although stronger beings will require more effort but not even angels are beyond the range of your corruptive shadow, with only the likes of the Seraphim or angelic/divine beings

above them having enough holy power to resist or maybe revert these demonizing effects.

The Blessings of Humanity : The spark of primordial life within you hasn't actually amplified the power of the four aspects you've received before, but, in turn, it granted you a new unique ability: the ability to share this perk's four abilities with people that you consider your allies. By staying close to them, they gradually gain access to these abilities, starting far weaker initially after a few minutes but eventually becoming exactly as strong as yours after staying the equivalent of months near them. Once they develop the abilities, they don't lose access to them even if you're away from them but you can remove them at any time if you want. You can turn this effect on and off at will.

--=Notes=--

1. About other details of the setting (like how different myths interact with each other, if there are any R.O.B.s in this universe or not, among many others), feel free to fanwank about them;
2. Most perks and items that have examples of how strong they are in their description refer to the Intermediate power tier, unless said otherwise, so, if you have chose another tier, they'll nerfed or buffed to match it;
3. By default, both angels and demons will be physical existences, even if they aren't necessarily made of solid matter, but being material/energy entities instead with relatively defined/stable forms and often at least somewhat human-like minds;
4. If you're an angel, you don't need to worry about becoming a fallen angel and losing your holy powers. You might still be considered a fallen angel, but your angelic nature will stay intact;
5. The boosted version of the **Horseman of the Apocalypse** perk has the strongest power boost of this jump, but its price is also equally great, unless you're willing to cause an apocalypse every time you use it and you're able to survive it;
6. If you have the **Apotheosis** and the **Prime Angel** perks, you can choose to be classified as an Elohin instead, which means you're one of the divine beings that existed before the creation of the universe instead of an ancient angel that ascended to godhood;
7. Various perks act as power boosts, so feel free to fanwank about how they work when combined, like how King of the Ars Goetia+Archdemon+Primordial Fragment/Apotheosis would make you as strong as the Devil for example;
8. By taking the **I'm Legion** perk, you'll become a being similar to Goetia from Fate/Grand Order who is the aggregate form of Solomon's 72 demons;
9. If you take the **I'm Legion** perk and you aren't a **Demon/Cambion**, you'll be the aggregate form of beings similar to your nature, like angels for **Nephilims**

and **Angels**, humans for **Humans**, angels and demons for **Nephalems** for example.

10. If you take the **Your Own Legions** perk and you aren't a **Demon/Cambion** and/or aren't affiliated with **Hell**, you might choose for your legions to be composed by equally powerful and loyal angels or ascended demons instead;
11. If you have both the **Elemental Authority** and the **Prime Angel** perks, you'll be able to create other kinds of elementals other than only light elementals, but they'll still be partly made of holy energy;
12. I wanted to add something related to the Kabbalistic Tree of Life since I started making this jump, but, as the Angel perk tree was already completed, I decided to make 600 perks related to Keter and Malkuth for Nephilims;
13. **The Crown of the Infinite Light** and **The Kingdom of Matter** perks continue working in other worlds that lacks the concept and power of the Sephiroth (or Qlippoth) due to being fiat-backed;
14. **Ascalon** can't use Holy Fire unlike the **Flaming Sword**, but it can use attacks made of pure holy energy;
15. When the **Devil's Tear** fuses with its host, it doesn't enter in their body but just stay located outside somewhere in their body instead, like in their chest or arm for example;
16. The **Chaotic Beast** is able to survive and travel through the void of space without any difficult, being able to achieve FTL speed for interplanetary travel (but this speed have no offensive capacity, serving only for the purposes of transportation you together with it);
17. Angels and demons are vulnerable to the corruption induced by eldritch energy, but they're more resistant to it than other supernatural beings and mortals. Eldritch beings are immune to its corruption, but they can still be affected by it;
18. The relationship between the Sephiroth and their evil counter-forces, the Qlippoth, in this jump is basically similar to the relationship of the Speed Force and the Negative Speed Forces: both are opposite in nature but grant the same abilities to their users in most cases;
19. Like how I replied to neocorvinus, I would alter how the costs of the Ars Goetia ranks were organized but I like how they are, so I changed my mind and decided to just specify better how they work;
20. The **Blessing-Tipped Rifle** is a reference for the Carmine-Crafted Blessing-Tipped Rifles from Helluva Boss;
21. Thanks to everyone who motivated me to make this jump;
22. Thanks to Lion_Of_Destruction, Sweetiebottt, TheCycleBeginsAnew, Mazic1988 and neocorvinus for your suggestions;
23. **Drawbacks** are removed after the end of your jump.

--=History=--

V 1.0: Released
V 0.2: Second W.I.P version
V 0.1: First W.I.P version