Chainsaw Man

Version 1.0

The year is 1997. An ordinary earth, or at least it may seem that way at first glance. In truth, devils born of human fears stalk the night, using the power gained from the terror they feed on to wreak havoc on the world. Rather than a well-kept secret, the existence of devils has become more of a terrible fact of life for humanity, and many unfortunate people have chosen or been forced into hunting devils, driven by revenge or a simple need to pay the bills. One such unfortunate person, Denji, hunts devils to pay his father's debt to the yakuza with the help of his pet devil, Pochita. But when he encounters a devil he stands no chance against, Pochita forms a contract with him to save his life, and a hellish legend is reborn...

You show up on the day that Denji kills the Tomato Devil, and will be staying here for 10 years. Because most of the people who get involved with devils don't live long, have **1000 CP** to increase your odds of survival.

Origins:

Gender and age may be freely decided.

Private Sector Devil Hunter: People take up devil-hunting for a variety of reasons; revenge, desperation, or just because they're a crazy bastard. Of the two categories of devil hunters, the first work in the private sector. This means they don't work for any kind of government body and are therefore independent, not having to take orders but also lacking any kind of outside support. In essence, they're bounty hunters, but for devils. Or sometimes just humans too, if you're up for that. This can also be taken as a drop-in option, if you don't want any previous attachments or memories from this world.

Public Safety Devil Hunter: On the more official side of the devil hunting business stand those working for Public Safety, a branch bureau of the Japanese government that functions similarly to the police or the fire department. As with any government branch, there are rules, regulations, and paperwork aplenty, but it also means you'll have a system of support and a team to work with. You're a part of the bureau now, and how it happened is up to you. You start as a rookie, but you can choose which division you end up in, including any of the special divisions.

Devil: Oh, it turns out you're not a hunter after all, but rather one of the things being hunted. You're a devil born in hell, as old as the fear that formed you. Unfortunately you don't actually remember this possibly ancient history, since you died in hell and reincarnated on earth without your memories. Now you could be hiding and picking off humans whenever you can, Or maybe rampaging without a care in the world, unimpressed by the humans hunting your kind. Perhaps you're actually aiding the humans by offering them contracts? Devils can be found in the strangest places, after all. By default, choosing this origin will turn you into a devil of moderate power, explained further in the perks section down below.

Perks:

Perks are discounted to their associated origins.

Private Sector Devil Hunter

Anything But Puke (100): A lot of devil hunters are of the desperate sort. There are, after all, a lot of people in the world who can't even say that they're barely scraping by, having to subsist on the bare minimum possible for a human being to survive. As one of these unfortunate people, you have an uncanny ability to stay alive in even the most squalid circumstances. Selling your organs to pay off a debt, sleeping in the freezing cold, having to compete with the rats for your next meal… If the circumstances are theoretically possible for a human to survive in, then you *will*. And maybe the craziest thing of all is that you can even stay sane while living like that. Maybe a little bent, admittedly, but not broken.

I'm An Idiot (100): Is it because you've had such a messed up life, or were you just born that way? Regardless of the reason, you won't have to suffer discrimination for your unusual quirks and complete lack of knowledge of normal social conduct. Of course committing an actual crime will still get you the expected reaction, but a harmless faux pas is more likely to be seen as charming than something to be offended by. The more dour the person, the less effective the charming nature of your crudeness becomes, but even they are more likely to shrug their shoulders and give up than reprimand you for any silly behaviour.

I Wanna Touch Some Boobs (200): Some people have great dreams and far-flung ambitions. They want to become rich and powerful, bring peace to the world, or single-handedly destroy devils that have terrorized the globe for years, and will stop at nothing to reach those goals. Your goal... is not like that. It's honestly kind of laughable. The kind of life goal that'd have people questioning your sanity, and not out of shock for your bravery and determination. But no matter how petty or unacceptable your goal may be, you'll be able to muster just as much resolve from it as any so-called noble purpose, pushing yourself beyond human limits at work to get paid enough to afford a mediocre breakfast tomorrow, or standing up with broken bones and a pool of your own blood at your feet all for the sake of touching a girl's boobs. And should you gain any other abilities that require a heroic purpose or grand ambition to function or draw power from, you can substitute your petty desires in their place too.

A Prepared Hunter (200): A devil hunter without any combat experience will die fast, and that's why you came prepared for the job. You're at the peak of your physical fitness and have a solid amount of training with whatever melee weapon you'd be the most comfortable fighting with, anything from a knife to a baseball bat. You're a pretty good martial artist too, skilled and experienced enough to compete in a combat sport at a professional level. It's not much when you're up against superhuman monsters that defy all laws of nature as we know them, but when the only thing between you and an early death is the weapon in your hands it's better than nothing at all.

Devil Gatherer (400): You're face to face with a devil, a being that kills humans as naturally as it breathes. There's no hope for you, you're going to die here – wait, did it just spare you because you "have a cute face"? There is something about you that appeals to devils, making you more attractive to them; it's not a universal appeal, but you could say that if a devil would think of you as a "5" before, you're a solid "8" now. Beyond being seen as attractive, it also makes them more likely to spare you when you would have otherwise been killed, or at least make them aim for your face less if they're absolutely out of it or dead set on ending your life. This also works on human-devil hybrids and fiends, who tend to be less inclined toward wanton murder and also less, uh, horrifically ugly. In future jumps, the same will apply to devils, demons, evil spirits, and the like.

Craziest Motherfucker Ever (400): Prior experience? Cultivated skill? Sure, you could use those in a fight, but why do that when you can just throw yourself head-first at a literal beast from hell? It's suicidal,

but it works. Or for you it does, at least. You make up for your lack in skill with an utter disregard for your own well-being and a good fighting instinct, your mind prone to coming up with ideas that seem crazy in theory but are possible and even effective when you dedicate yourself to them. You have a knack for using the environment and your own powers in an unhinged way, like setting yourself on fire to fight off an enemy weak to light, and coming out of the other end alive, if not entirely intact. These crazy tactics also have the intimidation factor going for them, as there's nothing scarier than an enemy that's ready to damn near kill themselves just to get a good hit in, even to a devil.

Weapon Hybrid (600): Now how did this happen? You somehow formed a contract and fused with one of the devils that embodies the fear of a weapon, becoming a human-devil hybrid. You still have a human appearance, but some special trigger in your body will turn you into your hybrid form, like a chainsaw cord in your chest or a grenade pin in your neck. You're already mildly superhuman in your human state, and become capable of contending with powerful devils when you're transformed, though you're not quite at the level of the real heavy hitters. You've also inherited the healing factor of a devil in either form, meaning you can come back from something as extreme as being chopped to pieces by ingesting a sufficient amount of blood. You could in theory keep on fighting forever as long as you keep consuming the blood of your enemies, but without an outside source your body will start to become anemic the longer you remain in your transformed state and eventually revert itself back to your human form.

Hero of Hell (600): Human-devil hybrids are already extraordinary enough, but this takes it to a different level. Only one devil in existence, the legendary Chainsaw Devil, is known to possess this ability. By devouring the body of a devil whole, you end it permanently; it's not just death, which would already be potent when considering the immortal nature of devils, but a complete erasure from the world and the minds of its people. History itself retroactively works to remove the idea it represents to the point where it seems to have never existed at all. It's a terrifying power capable of completely turning the nature of the world on its head, which it has already done several times. The biggest hurdle here, of course, is getting a devil to the point where you can devour it. In future jumps, you will retain this ability when you eat the corpse of any supernatural being that embodies a concept like a devil does, and they and their concept will be retroactively erased just like a devil would be.

Public Safety Devil Hunter

Bureau Business (100): Devils rampage where they want, regardless of human laws and sensibilities, so it's only natural that a government-sanctioned devil hunter is going to end up in places where they're not supposed to be. Luckily people tend to shut up when you wave a badge in their face, and even in other situations this phenomenon remains the same for you. When you're stopped somewhere you shouldn't be, showing the person a badge or ID that looks even reasonably legit will usually result in them walking away scowling without even taking the time to read it, and fakes don't need to be as convincing in the event that they do decide to take a closer look.

Still Normal (100): Hunting devils is a path of blood and death. You will see things ordinary people should never witness, and people you've spent all of your time with will be taken away from you. Stay for long enough, and you will either be dead or jaded beyond the point of no return, emotionally stunted and unable to form meaningful relationships out of the fear of losing them again. You're out of the ordinary in this regard. When faced with great hardship, you will still be wounded, but it will heal in time. Maybe you will cry, and grieve, but you will never lose the ability to form attachments with others, and when you feel like you're ready to put the past behind you those memories will only serve to strengthen you.

My Buddy (200): Public Safety devil hunters honestly aren't much better off compared to their private counterparts, seeing as survival is still unlikely and they're the ones who are sent after the devils that private hunters can't deal with. Some people burn through teammates at an unreasonable rate, so it's a very useful skill to get to know someone quickly. That's what you're good at, forming friendships and professional partnerships at a fraction of the time it would have taken you otherwise. Not more likely

necessarily, just far faster. Not only will it mean less disagreements and petty disputes on the job, but your understanding of your partner will make you much better and more coordinated in a fight.

Collared and Controlled (200): It's no surprise that in a dangerous field like this, people are willing to make compromises to get the job done. Humans aren't the only ones working for Public Safety, after all. They'll force humans, devils, and everything in between to hunt devils for the sake of the nation, and you'll prove a valuable ally in this regard. It doesn't matter if it's a criminal or an inhuman monster, you have a way of getting into their head and finding a suitable way to force them to work for the betterment of society, be it as a laborer or a hitman, and also making sure that they don't find a way to escape and cause more trouble. You can even get the weaker-willed ones to obey you in a short amount of time, provided you get very creative or very scary with your methods. Just keep in minds that not all animals can be collared, and some of them are very good at biding their time.

Uneasy Battle Trance (400): It's only natural to be afraid when fighting a devil. There is not the slightest bit of humanity or compassion in their twisted bodies, and even the greatest hunters can't compare to the truly powerful among them. So what is there to do? You're not a robot or a psychopath, you can't just turn off that feeling of dread prodding at you. Or can you? When you're in a life or death situation, your body will take control as if acting on its own, doing its best to get yourself out of danger and neutralize the threat with a calculated precision. Displays of perfect aim and uncanny agility are not uncommon to you in these situations, and when you find yourself in this state you'll always act at your current condition's peak performance until you're no longer in immediate danger. This doesn't protect you from emotional breakdowns after the fact, but if worst comes to worst, you still have your instincts to rely on.

Fiendish (400): More morbid than a hybrid, a fiend is a devil that has possessed the corpse of a human as a last resort, greatly weakening its power but allowing it to survive on earth with its memories intact. Their appearance is indistinguishable from that of a human aside from their head, which exhibits some of the devil's original inhuman traits, like horns or a beak. They're still capable of using their original abilities to some extent, and are easily more powerful than regular humans, but definitely lacking in comparison to their full power. Additionally, their healing isn't as good as a true devil or a hybrid's, though they can still regenerate from injuries that would be fatal to a human by ingesting blood. You are now one of the fiends that work for Public Safety, one of average power for your kind, though for an extra **100 CP** you can be a fiend with power akin to the violence fiend, which will require you to wear a poison-dispensing mask to keep your strength in check. You can take the mask off if you want, but without permission from the bureau it's the same as rebelling against them.

Contractual Obligations (600): A staple of devil hunting is the forming of contracts with devils. Though no devil has any real attachment to humans, they're not above dealing with humans for personal gain, and humans have no problems with doing the same to get an edge over the less cooperative devils. Usually these contracts involve the human being able to use a part of the devil's power while offering something of theirs in the process, usually a body part or their lifespan. There are some exceptions, but in general a contract with a devil has consequences. Not for you, or at least when it comes to the contracts you already have. You enter the world with several pre-made contracts without any prior exchange of your body parts of lifespan, three to be exact. One with a powerful devil like the Snake Devil, and two with less powerful or more circumstantial devils like Fox Devil and Curse Devil. For the former, using their abilities only has a very slight cost, like a small piece of skin, and the latter requires no payment at all. The contracts are also permanent, meaning that as long as the devil is alive and on earth, you can use these powers without having to worry about being abandoned by them. They probably won't like it very much, though. In future jumps, three similar contracts will instead be made with local supernatural beings of similar power, or beings of the local mythology or folklore in jumps where no supernatural beings exist. You can still take this perk as a fiend, even though fiends shouldn't be able to form contracts with other devils.

Old Dog (600): They say that you can't teach an old dog new tricks. Luckily you know all of the ones that

are worth a damn, at least as far as killing devils is concerned. You're no longer a rookie — about as far from it as you can get, actually. Regardless of your actual age, you now possess a lifetime's experience in hunting devils, granting you intricate knowledge of the strengths, weaknesses, and general behaviour of many different kinds of devils. Your combat ability is also through the roof, physically competing with some of the strongest fiends, hybrids, and devils despite being fully human. You can start as the leader of your chosen division instead of a regular member if you so wish, and your leadership skills are also nothing to scoff at, keeping your team calm in highly distressing situations and being able to turn a handful of idiots into a well-oiled devil-killing machine in no time. You won't be able to impart your whole mastery of the art of devil-hunting to them without at least half as much experience as you have, but it seems like the more brutal and violent your training is, the quicker you'll have a group of superhuman killers at your disposal. In future jumps, you'll have a similar amount of experience in hunting a local supernatural creature of your choice, and in mundane settings you can instead choose a non-supernatural but still dangerous group of people, like serial killers or assassins.

Devil

Fears of Man (Free, restricted to devils): As you may have noticed, devils are unique beings. Rather than food or oxygen, they subsist on and draw power from the fear felt towards a certain concept. Their power waxes and wanes as humanity's fear of their concept increases and decreases, and even small amounts of fear can give birth to a devil, as proven by the existence of things like a Tomato Devil. Since you're a devil now, you will be intrinsically tied to an idea of your choice, one that has enough fear directed towards it to make you a devil of moderate power with a thematic ability of your own, similar to the Bat Devil or Zombie Devil. Normally an idea can only have one devil, though if you'd like, you can be a miraculous second instance of an existing fear as well, not any weaker than the original. You can also choose a concept which would normally not be as powerful and boost it to the level of a stronger fear, regardless of how little sense it may make. Beyond a devil's interaction with their fear, you have a potent healing factor that allows you to come back from being ripped apart by ingesting a sufficient amount of blood, and you can form contracts with humans to allow them to use some of your power in exchange for a payment of your choice, with these contracts being binding as long as the human obeys its terms as well. Devils will also return to hell when killed on earth and vice versa, but since this process involves what is essentially identity death by losing all of their previous memories, dying and going to hell will still count as a chain failure.

Underworld Meets Underworld (100): The criminal elements of human society just can't seem to keep themselves away from your kind, be it because of the hefty bounties on the heads of your kin or the otherworldly powers provided by your contracts. You have a way of dealing with these unsavoury individuals that proves them much more open to trickery and manipulation than upstanding citizens, enough to dissuade them from hunting you and any allies you may have and easily convincing small-time crooks to work for you. The more power-hungry and amoral they are, the easier they'll play into your hands, and with a little effort you can end up with entire groups of yakuza under your thumb. Strangely enough, or perhaps in accordance with your skill in deceit, those criminals who you convince to work with you will be much more trusting than they logically should be; surely it's obvious that putting your faith in the loyalty of a hell-born monstrosity that feeds on your fear *isn't* such a great idea?

Let's Make a Deal (100): Not all devils fare as well as the greats, and it's the unfortunate fate of many of them to meet their end at the hands of a group of hunters before they even realize the threat. But you're an intelligent devil with aspirations of long-term survival, so you know the common pitfalls to avoid finding yourself trapped and destroyed. Devil hunters are desperate, after all, and for many of them their own survival outweighs their hatred of your kind. What would happen, then, if a devil takes their teammate hostage and demands escape in exchange for their life? In many cases, they'll let you go without a fight. You see, things tend to work out when a string of bad decisions should really have been the end of you, and with a bit of quick thinking you can escape from sticky situations more often than not. Even if you do end up cornered with no hope of escape, you can take advantage of human desperation in another way. Why kill you when you could be convinced to work for them instead? Humans are

already short in power and numbers against the endless horde of immortal monsters. Unless you've shown yourself to be particularly dangerous or bloodthirsty beforehand, the worst they'll do to you is lock you up to form contracts with you later, giving you plenty of time to hatch a good escape plan.

Disarming Devil (200): Devils are outwardly scary, but some of them are terrifying on an intellectual level as well. After all, what's scarier than an enemy who you believe is your friend? You're supernaturally disarming when dealing with humans, and capable of discerning a person's mental and emotional weak points just by talking to them for a while. Said person's demeanor doesn't affect this very much, since humans aren't really as different from one another as they would like you to believe. Finding out about your sociable coworker's hidden regrets or dismantling the walls around your loner subordinate's heart are all the same to you, masterfully taking advantage of their flaws and removing their defenses by building a false sense of trust that you can use to your advantage later on. If you're a devil with a non-humanoid form, you also gain the ability to disguise yourself by transforming into something that looks just like a human, though you may seem a little uncanny to those you haven't trapped in your web of lies yet.

Devilish Dealings (200): Forming contracts with humans is all well and good, but aren't the rules a little too restrictive? Why should you, benevolent as you are in the granting of your valuable abilities, be limited to contracts with humans alone? Unlike other devils, you can create a contract with anything intelligent enough to understand the implications, including fiends, hybrids, and other devils. You can request anything of theirs as payment just like you would with a human, including the use of their own abilities in a kind of mutual exchange. These contracts are still as binding as they would be with a human, and if either party breaks the terms of the deal they will die without warning, though devils will just return to hell like they always do.

My Friend, The System (400): Though it's easy to believe that devils are nothing more than animals in the wild, or fugitives in places where devil hunters cannot find them, there are also those devils who will gladly use the social frameworks humans have created to their advantage. You're very good at being this kind of devil, since you keep finding opportunities to worm your way into positions of power. Your membership in any bureaucratic organization will see you rise through the ranks at an alarming rate, be it through an impressive work record, unfortunate accidents, or blatant corruption, and you'll at least have the head of the organization's ear within a short span of time. And when you do end up at the top, you're guaranteed to stay there for a long time barring extraordinary circumstances, since everything just seems to go so well when you're in charge. Companies are successful, communities thrive, employees are either satisfied or dead… What else could they possibly want? A boss who won't form devil contracts with world leaders? That's just asking for too much.

Everlasting Terror (400): As creatures ruled by emotion, growing both stronger and weaker is only to be expected. Times change, and some things become scarier while others cease to be feared at all. This would be a very troublesome occurrence were it ever to happen to your associated idea, and a single devil can only do so much to remain feared. A Flamethrower Devil wouldn't be very scary in a world where people don't even know what a flamethrower is, after all. But because of your otherworldly nature, and for convenience's sake, you can become the exception. No longer shall your power wane alongside the fear directed at it, only wax when that fear is at its greatest amount, and when it recedes again your might will be unaffected, always remaining at the highest peak it has experienced. In future jumps, similar powers fuelled by the emotions of yourself or others will work in the same way, a burst of strength brought about by rage staying with you forever or a hidden power unlocked by sadness becoming a permanent addition to your arsenal, no longer disappearing when the emotion that feeds them diminishes.

Public Enemy #2 (600): The Gun Devil is a menace to the world at large, a devil who strikes fear into the hearts of humanity a whole. Its first rampage killed over a million people worldwide in the span of a mere five minutes, an act which single-handedly caused a massive spike of fear directed to all devils in general, and after it was separated into pieces even a small chunk of its flesh could grant a lesser devil great power. You… are not quite at the level of something as monstrously powerful as the Gun Devil at

its full strength, but you are impressive nonetheless. The absolute maximum amount of strength you can exhibit is enough to contend with the Gun Devil in the weakened state it takes when using 20% of its body mass, which in itself is something that puts you solidly above any other devil you're likely to encounter. The way in which this power manifests is up to you, since it doesn't have to be raw physical power alone, and you can either decide to boost the fear you've chosen before or pick a stronger one befitting of your new might. Just keep in mind that even if you were to become the most powerful devil on earth, there's always a bigger fish...

Touch of the Primal (600): Devils get their power from fear. Primarily from the idea that birthed them, but also the fear felt towards the devil itself. It is only logical, then, that they would want to be as scary as possible. And while some devils are innately scarier than others, a handful embody fears so deeply ingrained into the human condition that they are powerful enough to have never once died, and the mere mention of their name is enough to induce fear in the greatest of earth's devils. They are the devils of primal fear, and one way or another you have obtained the tiniest scrap of their flesh. Rather than granting any abilities, consuming it has granted you that same capacity to inflict terror on other beings with an efficiency that would make devils jealous, if they weren't affected by it as well. More specifically, you are so horrifying that just the sight of you is enough to fill a crowd of humans with enough fear to increase your power by a noticeable amount, and perhaps even cause all of them to die of fright on the spot. Looking at you makes experienced devils hunters freeze up with fear or flee screaming, and if they survive the counter it'll give them nightmares for months on end. Even devils that have made contracts with humans will tense up and hesitate to attack when given the command, and perhaps some weaker devils will even prefer to break their own contracts and die rather than facing you. The stronger they are, the less effective this becomes, but even a devil who is your peer in power will feel incredibly uneasy in your presence. Try not to kill any possible contract candidates before they even open their mouth, if you still feel like forming those.

Items:

Items are discounted to their associated origins.

Private Sector Devil Hunter

Blood (100): You know what blood is, right? It's red, it's in your veins, and drinking it will make all varieties of devil regenerate their wounds. Maybe you're a fan of blood transfusions, or you've become some kind of devil with a moral code against taking your sustenance right from the source, because you now have a set of ten filled blood bags at your disposal. You get a new set every week, and you can somehow comfortably store them under your clothing without the risk of any of them being damaged.

VAMVAAVAAH (200): What did you say? Hamburger? Well, coincidentally enough, you're now the proud owner of a fast food restaurant somewhere in your city. It's a fairly successful business, with enough customers to keep the place open and provide you with a tidy sum without any work done on your part, as your employees will handle the services and management of the restaurant for you. The burgers aren't even that good though, to be honest, and some of your employees are pretty damn clumsy. At least it's good to have a backup plan if hunting devils doesn't work out for you?

Pet Devil (400): It's not very normal for someone to keep a devil as a pet, or for a devil to want to be a pet in the first place, but you've gained the trust of a small and mostly harmless devil in the vague shape of some kind of animal, probably tied to an idea that's not powerful enough to make it amount to much. It's unfailingly loyal and supportive of you in its own way, if not very smart, and always doing its best to live up to your expectations. It's not that great in a fight, but when push comes to shove it's willing to defend you even against much more powerful devils, and despite its lacking power it's still capable of severely harming humans and even some weaker devils. It also likes treats. They count as a follower, but if you want you can import them in the companion section too.

Devil Market (600): You won't be finding too many high-paying devils to hunt without a good source of information, which is why this thing is sure to come in handy. A worldwide database of devils and the prices on their heads, always up to date and accessible on any digital device you own. They'll tell you where the devil was last found and any additional information that has been reported about it, along with where to collect the bounty after the job is done. Now, that should be the end of it, but if you snoop around you'll find that you can access a much shadier database of prices and targets of the less devilish variety. Experience with hunting devils is likely to make one more effective when hunting other humans, after all. In future jumps, this database will update itself to conform with whatever threats the locals face, as long as there is some kind of market centered around taking care of them.

Public Safety Devil Hunter

Apartment (100): One good thing about hunting devils is that it pays the bills, and now you have a place to actually pay the bills for. An apartment with enough space and amenities for multiple people to live in comfortably, at an affordable price that leaves you with enough of your hard-earned devil hunting money to spend on other things. It also comes with a closet full of standard-issue Public Safety suits and ties, reinforced to protect the wearer against knives and low-caliber firearms, but don't expect too much from them in the way of protection when you're fighting something that isn't human.

A Popular Car (200): This small, humble-looking car is more than meets the eye. Despite its less than stunning appearance, it's surprisingly effective as a devil hunter's vehicle, sturdy and dependable beyond what one would expect of any car. If used only for normal purposes, you can expect it to never break down regardless of its age, and if it does become another victim of your dangerous line of work it's going to take a lot of punishment to break it beyond repair, let alone slow it down. Its durability also momentarily goes up by a considerable amount when it's used to ram things, devils especially. Just don't run anyone else over with it; you'll get arrested.

Five-Year Weapon (400): One of the stranger devils employed by Public Safety is the Angel Devil, whose ability allows him to siphon the lifespan of humans and use it to create weapons. This ornately-decorated melee weapon of your choice is one such creation, forged out of five years of a human's lifespan and granted to you out of an assumption that you will use it well. Its edge is supernaturally sharp and incapable of blunting, and the material it was made from ensures that it can't be broken through ordinary means, but its most powerful trait is the ability to harm intangible beings like ghosts as if they were fully corporeal. You can import any weapon you already own to gain the properties of this one.

Devil Prison (600): Not all devils defeated by the bureau are killed, especially when the potential for powerful contracts outweighs the risks associated with keeping such a creature alive. Attached to your warehouse or one of your properties is a compact, fairly dingy basement, its walls lined with cell doors leading to well-fortified, entirely empty rooms. One might wonder how such a thing is supposed to stop the kind of monsters that don't have much trouble thrashing a city block, but most devils won't even try to escape if you put a minimum amount of effort into making sure they can't break out. Closing the door behind you would be a good start. Additionally, they'll also become more cooperative and willing to form contracts with humans the longer they stay imprisoned, unless they're the particularly stubborn sort. Maybe they just prefer a dark cell over returning to hell itself?

Devil

Abandoned Hideout (100): You have access to a large abandoned building on the outskirts of your starting location, hidden from prying eyes and a suitable hideout for devils who don't wish to expose themselves to human society too much. Maybe it's because you've stayed here for so long, but this place has gained some unusual traits of its own, frequently attracting hapless humans who'll wander inside out of nothing more than simple curiosity, and when these people mysteriously disappear it seems that no one comes looking for them. Sound doesn't escape the building as easily either, meaning that neither the cacophony of a fight nor the screams of your next meal will be attracting any unwanted attention.

Deadly Force (200): Over a decade ago, the usage of firearms massively increased as a countermeasure against devils, which resulted in a similar increase in gun crime that lead to the possession of firearms becoming more heavily restricted and regulated than ever. You've decided to spit in the face of those laws though, since you have a very large amount of these illegal firearms stashed in a place where the authorities can't easily find them, from pistols to assault rifles and everything in between, along with enough ammunition to supply the overthrowing of a small country's government. They're easy to use and maintain, and all of it restocks after a month. You yourself most likely won't find much use in the petty weaponry of humans, but if you plan on working through human underlings they should be properly equipped, no?

Walking Dead (400): The Zombie Devil's ability is an all too obvious one, having the power to turn people into zombies, which will then mindlessly attack any humans around them and turn the ones they've bitten into zombies as well. One interesting thing to note however is that these zombies will remain "alive" even if the Zombie Devil himself is killed, and you've found yourself a sizable horde of these shuffling corpses in a place where the Zombie Devil was defeated the last time he was on earth. They're not all that smart or strong, but they're a little stronger than a normal human and can follow basic commands to the extent that you can somewhat control them, meaning they won't attack anyone you don't want them to attack. There are around fifty of them in total; that should be enough to get a good zombie apocalypse going.

Media Contacts (600): Turns out you have a long and successful career in the media world, behind the scenes at least. As a result, you have a lot of "good friends" in high places that owe you favours for helping them out in the past — favours they're willing to repay to you by manipulating major news outlets to suit your needs. Should you ever feel the need to give them a call, you can noticeably shift the public opinion of an entire nation on a particular topic or person practically overnight, accomplishing your goal within a week or so at worst. It'll take some time before you can do this again, and this is only a shift

rather than a full reversal, so you won’t be turning the Gun Devil into a superhero or anything like that, but in a world where devils draw their power from fear, you’ll find that being able to control what the masses feel is a very useful tool.

Companions:

Import / Custom (100): With this option you may import an existing companion or create a new one from scratch. Imported and custom companions gain an origin and 600 CP to spend on perks and items.

Canon Character (100): With every purchase of this you may bring one character from this world along on your chain, but actually convincing them is still up to you.

Drawbacks:

It's Puke (+100): Your heart feels like there's something missing, jumper. Maybe you just a want a nice person to spend your life with, or you're at the age where you want to get in bed with as many people as possible, but you feel a strong need to have intimate relationships with other people. Unfortunately this will never work out, as fate conspires to turn your so-called love life into a constant string of failures and embarrassments. The worst part of this might be that you'll never get the hint, instead you're just going to keep on trying regardless. Hope you like the taste of vomit.

Yakuza Debt (+100): Through some convoluted series of events, you have inherited someone's significant debt to the yakuza. It's an insane amount of money that no person could reasonably pay back within their lifetime, but the universe will force you to pay your debt within the span of the jump's ten years or else you won't be able to continue your chain. How you go about doing this is up to you, but you can't convince them to lower your debt or pay with money that you haven't earned during the jump. Oh, and you can't just kill them either, obviously. Until you've paid, at least.

Halloween! (+100): You've been inflicted by some strange condition affecting your speech, restricting your sole method of verbal communication to various inflections of the word "Halloween". Written communication still works normally, but you also find yourself thinking about Halloween more than you normally would, occasionally causing you to subconsciously write "Halloween" instead of whatever else you were going to write down. Does not include total understanding of everything in the universe.

Psycho Trainer (+200): Someone accepted you as their student, and you'll be training under them now. Your objective? Survive. You see, your teacher has a certain way of getting a lesson through to you, and it will usually involve attempted murder or at least a bit of mutilation. They're stronger than you, you can't get out of training with them, and the training will only end when you kill them or they decided that you've learned enough. They're also very good at dealing with sneak attacks.

They Took Meowy (+200): A devil has taken your precious pet from you, and you're ready to do just about anything to get them back, up to and including risking your life for their sake. The devil isn't powerful enough to be an insurmountable threat to you, but what they lack in raw strength they make up for in cunning. Additionally, the desire to see your pet returned to you safely has left you hastier and more impulsive, as well as more easily convinced to make unwise decisions in return for your pet's freedom. The devil keeping them hostage is all too eager to take advantage of this, of course.

You Took Meowy (+200): Rather than having a pet stolen by a devil, you've instead taken a devil's pet from them. Which might be a human, but let's not think about that right now. Unlike the above drawback, the devil you've stolen from has been significantly powered up by their intense desire to take their pet back from you, meaning they'll be a tough fight if you don't use your hostage to your advantage and beat them with a little trickery. And before you think of doing anything funny, no, you can't just steal the pet of the devil that stole your pet and trade them to keep everyone happy.

Jumper's International Assassins Arc (+200): News of your existence has spread throughout the world, and it has found its way to the people who aren't too keen on having a meddling inter-dimensional troublemaker around. You now have a very high price on your head, high enough for there to be quite a few assassins willing to fly to the other side of the globe to take you down and claim the bounty. Expect a handful of challenging opponents at least, with varied strategies, powerful devil contracts, and a lot of kills to their name, and even a fiend or hybrid thrown into the mix for good measure. Once you've fended off your would-be assassins the people that wanted you dead will decide to leave you alone out of fear of exposing their identities to you, meaning you won't have any permanent enemies because of this drawback alone.

Santa Claus (+400): Santa Claus is the nickname of a notorious assassin that formed a contract with the Doll Devil, but the abilities gained as a part of that contract has made them more than just an individual. They can turn anyone into a doll by touching them, who can then infect others through physical contact as well, and they can transfer their mind to any of their dolls as they please. Many of

these dolls are already scattered across the globe, and now Santa Claus and their army of dolls will be focusing on one person: you. Rather than just another job, this is a personal matter, and they won't stop until you're dead or you've somehow managed to track down and kill every last one of their dolls, which will gladly turn entire cities of innocents into more of themselves if it means a chance at ending your life.

I'm A Dog (+400): Are there times where you would rather be a dog than a person? Unfortunately for you, you'll get to experience the life of a dog whether you want it or not, since you've been forced to form a contract with the Control Devil. You won't realize this until she has need of you, since your memory of the event was erased, but you are at her complete mercy unless you somehow manage to break the contract between the two of you. This is guaranteed to put you into a lot of dangerous situations, but there is some hope for you, as you'll be freed from her control if she were to die.. but dogs aren't allowed to harm their owners, so I suggest you keep your intentions hidden if you don't want to be put down.

Public Enemy #1 (+400): If there is one devil not only feared, but *hated* more than any other, that would certainly be the Gun Devil, a monster responsible for the death of over a million innocents, an object of hateful obsession for countless devil hunters. However, Gun Devil was miraculously defeated and no longer possesses the same priority as a threat it once did; now, the horrific mass murderer known as Jumper is the most hated being on the planet. Regardless of whatever excuses you make, the world is convinced that you committed a monstrous atrocity for which death is the only punishment, and governments as well as devil-hunting organizations around the world will be unified in their mission to see you destroyed just like the Gun Devil was. There will be no truces, nor will they hold back in their efforts, leaders of major nations even going so far as to form contracts with equally dangerous devils for the sake of neutralizing you.

Knee-Deep in the Dead (+600): Rather than appearing at your most logical starting location, you're not on earth at all. Instead, you've found yourself in the depths of hell itself, the place where all devils are born and where they go when they die on earth. This is troublesome, to say the least, considering hell is the home of the devils embodying primal fears, along with the fact that unlike on earth, there is little to find in this place beyond devils, devils, and even more devils. This means you'll have to escape, and preferably before you attract the attention of something man was not meant to know. Your best bet would be to form a contract with the Hell Devil to create a door back to earth, but the price is bound to be considerable.

A Chainsaw's Feast (+600): The normal order of events will no longer take place here. The Chainsaw Devil, legendary hero of hell, has manifested in full the moment you enter the world, and he hungers for your blood more than that of any devil. He will be relentless in his pursuit of you, and I don't think I have to specify that he's not going to stop until you're devoured and erased from existence or you find some way to keep him as far from you as possible for the next ten years.

A World Without Suffering (+600): There are too many terrible thing in this world to count, phenomena without any use beyond bringing pain and misery to humanity. Wouldn't the world be much better off without concepts like war, famine, or bad movies? That is the kind of world you are going to bring about, if you would like to continue your chain, that is. Luckily for you, the means to make this perfect world a reality already exist, as the Chainsaw Devil will soon return to the world. No matter the means, no matter the costs, you must and shall control the Chainsaw Devil to ensure that all of the devils representing these ideas are consumed and destroyed, their respective fears erased from history for the sake of humanity. Should you possess the hero of hell's fearsome ability yourself, it will be you and you alone who must devour the devils and be rid of them forever. Will you be proud of the new world you'll create?

Now that your 10 years here are over, you can reflect on your actions and decide what you want to do next:

Go Home: This place is seriously messed up, and all of the blood and death has left you yearning for your simpler, less devil-ridden original earth. You decide to end your chain and return to your first world with all you've gained so far on your chain.

Stay Here: Are you sure? Well, maybe this world is in need of a protector. You end your chain and decide to remain in this world.

Move On: There are many more worlds out there in the multiverse, and you're not ready to end your journey yet. You continue your chain and move on to your next jump.

Notes:

Since the strength of certain devils isn't clearly defined, just fanwank whatever you think would be appropriate for them.

If you take a being you've formed a contract with as a part of the Contractual Obligations perk with you as a companion, you can choose to keep the contract you have with them as one of the three.

Taking Fiendish with Old Dog will make you a seriously badass fiend that has been stuck in their human body for a long time, with similar results if you're a devil or hybrid.