BEGINNING:

You've been to some crazy worlds my good friend, but perhaps it's time to bring you to a world that will test your perceptions as well as your skills. A world you may have been to, but different from what you're used to. You'll have your fair share of choices here, and it will be interesting to see which side you will take. Will you go to the side of light, or the side of dark? Or will you forgo it all and stake a claim yourself?

Of course, you'll need a starting budget. Give yourself 1000CP to spend for your time here.

STORY:

Welcome to the world of Bayonetta! A place which takes 'Rage against the Heavens' to a whole new meaning and brings a different level of crazy into your lives. Along with a side of sexy.

This is a world which is split into a 'Trinity of Realities', which consist of 'Paradiso', 'Inferno', and 'Purgatorio'. It has a mixmash of older technologies and cutting edge machines, while subjects relating to the occult are spoken of in whispers and dark corners for those who may seek it out. It is not obvious to the average person, but supernatural forces are quite common and ever present within the world and they all have their own agendas.

There once existed two orders, the Lumen Sages and the Umbra Witches. Representing the Sun and the Moon respectively, they worked in tandem with each other to protect a treasure known as 'The Eyes of the World'. Calamity struck as a member of each order fell in love and violated a strict law, and as such the two orders went to war with each other. Terrible powers were unleashed by both sides, but eventually due to the war and the following Witch Hunts, both sides became devastated beyond recovery.

But in order to understand the world in question, let's go over the three important realms of this world.

THE DEMONS OF INFERNO

Let there be no mistake: Demons crave souls for sustenance. First and foremost, they thirst for the halos that are the life-force and energy of Angels, but their titanic might is anathema to humanity as well as heaven. Even the witches they bargain with, while honored under ancient truces so long as they live, are doomed to have their souls devoured and punished in the depths of Inferno should they die a true death in battle, exhausting all forms of cheating death-unless, of course, one were canny enough to escape their grasp by leaving to an entirely new totality of existence. In their native world of Inferno, theirs is the world where the rules of nature hold full force, where might makes right and all are free to fight their own war. An anarchic paradise of flesh, blood and brimstone whose greatest inhabitants take vast, bestial and nightmarish forms while their lesser kin compensate with metallic carapaces and weapons. Indeed, the demonesses who form pacts with the Umbra Witches are revered for their wisdom as much as the immense power they bestow on their champions. Above all demons reigns Queen Sheba; a powerful entity whose existence is not yet fully understood.

THE HIERARCHY OF LAGUNA

It is unfair to say that Paradiso is as malicious as Inferno. Rather, it embodies a concept of divinity, righteousness and order which is beyond human comprehension... at least, this is what those who worship the Creator believe. What is certain is that the Angels prioritize hierarchy and self-sacrifice: Their armies, the Laguna, have three circles of increasing might, all of whom share the motiffs of gold on marble flesh, and often human faces scaled to glorious proportions. Presiding over them are the Audito: The Four Cardinal Virtues and generals of heaven, each a match for the mightiest of Infernal Demons, each an aeons-old strategist aloof to all but the most vaunted champions of Divine Will. The sheer faith of Paradiso's champions knows no bounds, however... rumors exist of the mysterious Ithavoll Corporation's closeness to Paradiso empowering mysterious experiments involving the replication of Angelic qualities. This includes the transubstantiation of the righteous into soldiers of the Laguna and of an aeons-old conspiracy of light to assert Paradiso's dominance over the Trinity of Realities. Such a plan, of course, would involve the restoration of Jubileus, The Creator. This being is a feminine supreme deity whose blessing is often invoked in Enochian battle cries, and who was allegedly vanquished in the original struggle between realities.

FIMBULVENTR

In the city of Noatun lies a great mountain, which no human has scaled in living memory. Some claim its base hides a portal to Inferno's depths, whilst others claim the mountain's peak shows the way to Paradiso. What is known is that it was once the throne and observatory Aesir, God of Chaos, and by extension humankind. It was in his aspect as the Overseer that he came to pity humans, and shared with them the Right Eye of Light and the Left Eye of Darkness to gift them with free will from the struggles of Paradiso and Inferno. No one knows what became of this grand deity, though a few claim that in granting humans the Eyes of the World, the god himself was divided into shards personifying light and dark.

Both Angels and Demons are on the move for some sort of purpose, and you're caught in the middle. Will you choose a side and attempt to end the war once and for all? Or will you carve your own path and use the conflict for your own gain? The choice is yours, but know you will start four years before the beginning of the first game.

LOCATION:

Well well well, now that you know the deal behind this world, it’s only fair we decide where you go, right? Oh don’t give me that look, this is just all part of the fun! Take a chance! Roll 1d8 to select your location, or pay 50CP to decide where you will be. You know, if you’re the kind that hates chances.

1. Vigrid- Known as the 'City of Deja Vu', it was once the fortress that both the Lumen Sages and Umbra Witches before cataclysm occurred and effectively wiped out both factions. Now it is a secluded city-state that is ruled by Father Balder, with per-Reinnasance architecture and quite the extensive catacombs.

2. 'Gates of Hell' Bar- A place known as 'The Dump' by its regulars, this bar hosts a dark secret. Many of the Dump's regulars are fans of the occult, and they regularly seek experiences such as a spectre appearance or a man being devoured by a demon. However, if you came in a certain way the proprietor (a man named Rodin) may be able to provide you otherworldly weapons. Weapons that mere money cannot purchase...

3. Noatun- A coastal town that sits upon the base of the sacred mountain Fimbulventr. Its aesthetics are similar to Vigrid, but due to Fimbulventr's ability to repel most travelers it is often worshiped as a god by the town's denizens. It has been rumored that one could reach Paradiso or Inferno if they maneuvered around the mountain properly, but there have been no successful attempts thus far... maybe because they were done by mere mortals. But there's nothing mere about you, is there?

4. Sunrise Valley- A valley once belonging to the Lumen Sages, this valley was their training ground as they developed and tested their various abilities of the sun and fire itself, to ensure they were worthy of their post. They were the counterparts to the Umbra Witches in their time of peace. It may be empty now, but who is to say that it does not hold treasures or records that once belonged to the group?

5. Crescent Valley- A valley once belonging to the Umbra Witches, it served as a training ground to practice their dark powers and ensure they were capable of fulfilling their post, same with the Lumen Sages who were their counterparts. It is abandoned now, similar to Sunrise Valley in the cataclysm that took them both. It may yet hold promise.

6. Isla Del Sol- The headquarters to the massive conglomerate known as the Ithavoll Group, this island is a man-made construction off the coast of Vigrid. It is heavily guarded by all manners of defenses, both mortal and otherworldly. The inner sanctum of the facility likely holds terrible and dire secrets, but none have been able to bypass the defenses to find what it is.

7. Paradiso- Oh. Well, this is interesting. You've landed in the Dimension of the Angels, home to the Hierarchy of Laguna. It is an ethereally beautiful place, suffused in a heavenly golden glow, the air filled with glimmers of light and the feathers of Angels. Unless you are a Lumen Sage, they will not welcome you... hell, even if you ARE a Lumen Sage they may not be so welcoming without a little bit of convincing on your end.

8. Free Pick- A free choice, huh? It appears the world is due for a little chaos, and you are its Harbinger. Select any location here you see, or even the realms of Inferno if you so choose.

IDENTITY:

This is where you get to choose who you will be in this world of strangeness. Roll 1d8+20 to decide your age, while keeping your gender. You can pay 50CP to change either of these to your liking.

-Investigator (Free):
+You happen to find all sorts of trails!
+You'll get just about anywhere. How you even survive half the things you do is something of a mystery.
+None of those pesky additional memories clouding your view. You're your own master in this world.
-A bit low-key compared to the things people can do.
-Expect people to underestimate you. What are you gonna do, investigate their closet?
-No contacts, no history, no connections.
Well aren't you a curious one? Scampering about to find information and getting your paws over what you can. You can find out the ins and outs of various places, and picking up on facts is fairly easy. On a high note, getting to said places is something of second nature to you. When you're sleuthing, locked locations are a challenge.

-Scholar (Free):
+All kinds of knowledge on the Angels.
+Very smart when it comes to obscure knowledge and legend.
+Capable of learning very quickly.
-Socially awkward which makes it hard to talk to people.
-Not a lot of fighting skills involved in being knowledgeable.
-Neeeeeeeerd.
Some people don't believe in silly superstitions. Other people blindly follow the faith like lambs. You're far better than any of them, knowing all about the Angels and the legends involved with them. You're also far more aware of their biology and the magic they use as well, making you quite knowledgeable in how to dispatch them. Whether you're a clergy member or a librarian or someone who just stumbled on a book one day, you know more things than others.

-Weapons Dealer (Free):
+You are seriously badass.
+Highly valued for your creations, and handsomely paid for it.
+You also have amazing artistic sense.
-Need to go get the materials yourself.
-Weapon crafting can get complicated and expensive.
-Everybody's a critic.
Where there are badass heroes and strong bosses, there are also someone who has to make their amazing equipment. That person is you. Sure there's people who slap together a firing pin and a barrel and call it a gun, but you're a cut above them all. Your work is top notch, and the better your materials the better your results. Looks just as good too. Expect your name to be whispered in dark corners, and your creations to be treasured.

-Lumen Sage (100CP):
+Gain pacts with the Hierarchy of Laguna and can summon them in battle.
+You're awesome. Like, you're seriously fucking awesome.
+Lots of powers to utilize and throw at your enemies.
+/-Normally stuck as a man, but if you want to keep your gender, I'll let you.
-Angels prefer results and don't tolerate screw-ups.
-Expect Witches and demons to hate you like crazy.
-Hope you like crazy worshipers.

Well look at YOU! You're one of the few and the proud, a Lumen Sage. Along with heavy control over Fire and Lightning, the Lumen Sages use feathers as conduits for their powers and are some of the few entities that at least somewhat get along with the Angels. Along with being quite attractive and rather tall, you also have access to a wide degree of magic which ranges from temporarily pausing time to shapeshifting into different animals. This is on TOP of your crazy strength, speed and reflexes that let you go toe-to-toe with a wide array of foes. Let the world fear your light.

-Umbra Witch (100CP):
+Gain pacts with the demons of Inferno and can summon them in battle.
+Just as awesome as the Lumen Sages.
+Very large amount of powers to call upon.
+/-Normally stuck as a woman, but if you want to keep your gender, I'll let you.
-Demons aren't exactly known for forgiveness.
-Expect Sages and angels to hate your guts.
-If people aren't accusing you, they're ogling you.
Tall, dark and dangerous are the words to describe you. You're one of the few and the proud, an Umbra Witch. Using hair as a conduit, you can force demons to attack your enemies for you on top of your immense abilities which range from temporarily stopping time to animal shifting or even walking on walls and the ceiling when the moon is out. You also have crazy gun skills, capable of wielding four guns at once... two with the hands, two on the feet. You're just crazy like that. This is on top of being quite attractive and rather tall as well, letting everyone know just who the hell is in charge here. In addition, Umbra Witches can theme themselves off of an insect, representing the demon they have made a pact with to gain their powers.

-Aesirite (100CP):
+Beholden to no entity; your powers are your own
+You're a bit of a wild card in this one
+Lots of utility
-You're not as powerful as Loki due to your nature
-Turns out 'creation' doesn't translate well to 'destruction'
-Both sides don't like you all that much
Aesir, the God of Chaos, was the true ruler of the human realm. He saw that humans in the beginning had no free will, no ability to choose their own destiny... and in response he split himself, dividing his power and granting the Eyes of the World to others, so that humans could finally choose their own path. But energy is not destroyed... there was a bit of a run-off when he did this. You are that run-off, a lesser being of chaos. You may not have the destructive power of the Witches or Sages, but you will have abilities that make you capable in your own right. Be careful who you reveal this to, friend.

ABILITIES AND SKILLS:

You've decided who you will be in this world! Your choices are your own, but that is not the only choice you will be making here. Now it's time to figure out exactly what you can do, along with a really good cover story for why. That's optional, but it can be fun to make up something and play it out for the time here. It's like LARPing! ...only you're actually using magic.

-Inexplicable Innuendo (Free): You're not sure how, but just by being here you've gotten the jive of things. Any time you want to come off as sexy or just talk in a lightheartedly dirty manner, it's easy as pie for you. Want to make some people squirm with an implication? Done. You can even implement this in your battle quips, throwing them off their game for that moment of distraction you need.

-Jingle of Jazz (Free): You've got a soundtrack now! Whether you want it to be peppy and sound like something out of a club, or go to the other end of the spectrum with ominous latin chanting and heavy orchestra, it's up to you! Go nuts and remember to keep it how you like it. Heck, you can make it a soft jazz note fit for a bar if you wanted.

-Classy Contortionist (Free): -Um... this is something. You've got an innate sense of posing that you can utilize, whether it be to show off your sexiness or simply throw people off their game. It's got all kinds of applications, and no matter what you're always going to look good. Throw it into your battle styles or something.

-Environmental Excursion (Free): -In order to beat up Angels (or talk to them), you need to see them first. With but a thought you can seamlessly slip into Purgatorio, a parallel world which lets you become invisible and interact with all manners of creatures like angels and demons. However, any item you damage here is damaged in the real world, and you can still be seen on reflective surfaces. Be careful with this... of course, this is only for this world. You must pay 200CP to keep this ability elsewhere.

-Follow that Trail! (100CP) (Free: Investigator): Information is like a network. It's all connected, you see? Little trails, little pieces that context provides... and you know how to pick up on it. Like a bloodhound, the second you get a piece of information you have an idea on how to follow up. Paper trails are easy to sniff out, and the harder someone tries to hide something the more determined you are at finding the eventual clue that can take you to the next place.

-How Did You...? (200CP) (50% off: Investigator): Your ability to find a way to locations you shouldn't be is as useful as it is infuriating. By studying a building or location long enough you can figure out a way in whether it's a quiet approach or a loud one, and just as easily find a way out as well. Naturally the more complex and dangerous a location the more time you will need, but if you're determined you'll find a way.

-Out of Left Field (400CP) (50% off: Investigator): You're pretty stealthy! Like... really stealthy. For some reason most people just don't see you coming. Naturally it will be more difficult to sneak on those with extra senses, but you also know just how to time your entrances for maximum surprise. Plan it right and even a god could be surprised when you suddenly come barging in. As a bonus you also know just how to move to stay quiet, when to move from cover to cover, and even how to time distractions for all they are worth.

-Through Thick And Thin (600CP) (50% off: Investigator): You know you don't have much. A few little items, a scrap of paper, a grappling hook. How can you be expected to pull a fast one over people like this? Wouldn't you know it, THAT is where your true potential lies... you'll make it work. Along with being able to imagine up unorthodox uses for what little materials you have on your person, you've also got this keen ability to avoid some of the worse dangers. It won't help if you rush headlong into certain death, but if you're doing your best to escape it, even if it's from a god... you just might find this makes the difference most times.

-Prior Findings (100CP) (Free: Scholar): Obscure knowledge of myth and legend are your forte, and if you don't know it yet you'll learn it soon. After all, that's why you got into this job, right? To learn about this kind of thing? You have a knack of picking up information, learning it faster and retaining it much easier than normal. Expect to match other intellectuals quite soon, if not baffle them with your wealth of knowledge. You could have nerd wars!

-Clearly Qualified (200CP) (50% off: Scholar): You're a very smart scientist who knows what they're doing! Clearly you should be able to understand things. With this perk you give off a natural air of intellect, and by simply asking you can gain access to knowledge and information you normally shouldn't. Understandably the more dangerous something is the less effective it will be, but it will certainly make them think twice... you're clever enough to understand it, aren't you?

-Mythology of Patterns (400CP) (50% off: Scholar): You want to know something neat? Religions that are in different remote locations sometimes share similarities! The idea of a driving force, the idea of creation being close to divinity... the power of a trinity. You've caught onto this sort of thing, how patterns and similarities can seep into different mythologies, and in turn have used that knowledge to identify potential weaknesses in similar entities... or to tailor your own words and beliefs while talking to others, to establish a connection and to hear you out when you're preaching.

-Ritualistic Obsession (600CP) (50% off: Scholar): There are dark secrets in the world, friend. Whispers of the occult, of beings who command the living to sacrifice themselves to ascend... of the connection humans share with a world that most of them cannot even see. How fortunate of you to help them along. You have gained knowledge of how to initiate people to this strange side of the world and awaken their inner connection, granting unique spiritual powers... by perverting the rituals of the Paradiso, imbuing them instead of killing them. It will not grant incredible power off the bat, but the potential tools they gain might help them find their own path.

-Aesthetics and Flair (100CP) (Free: Weapons Dealer): A gun isn't quite a gun until it LOOKS good, you know? It's supposed to be classy, make you look amazing just for having it. Likewise, that sword could use a bit of badass styling to it. When you create your weapons, you can make them look DAMNED good even on an off day. Expect any weapon creator to envy you, and those who die by your weapons to count themselves lucky as they perish to such beautiful art.

-Time to Work (200CP) (50% off: Weapons Dealer): You know how to create all kinds of weapons. Miniguns, swords, daggers, rifles, rocket launchers, shotguns, the works. Any mundane weapon is as easy as pie for you to create, and if you put your mind to it you can even alter these creations to have infinite ammo. You are even able to modify other weapons to possess this feature. How? Good question, but is that a secret you really want to share?

-Unorthodox Parts (400CP) (50% off: Weapons Dealer): Most people think of metal carved with tools to create a weapon. You laugh at such simple notions, for you have learned to create weapons out of spiritual entities. Demonic forces make for good parts surprisingly, and can impart unique abilities upon the weapon during its creation. If you study a creature or entity long enough, you just may know how to create a weapon out of their parts too. Naturally the more powerful the creature, the better quality the item.

-Devil in the Details (600CP) (50% off: Weapons Dealer): A weapon is not a mere tool. It is not some piece of metal or material to be used and abused, to be simply discarded. It is the expression of a self's whims. Their lust. Their views on a battle and their views on death. You must learn a great deal about a person and spend a tremendous amount of time longer than usual to craft their weapon, to say nothing of the absurd material quality required. But if you do... the synergy between weapon and wielder increases their combat prowess and the effectiveness of their powers a significant amount. It might even grant them lesser, beneficial abilities while they wield it, if it's just right...

-Bonus Package (100CP) (Free: Lumen Sage/Umbra Witch): When you're fighting otherworldly beings, you need to keep up! You're so fast that you could keep up with all kinds of attacks, and if you put your mind to it your balance is so great you can surf on a missile. As you manage to jump up and land on it. Your agility is likewise boosted with your reflexes, and with training you can even surf a moving fighter jet.

-Special Delivery (100CP) (Free: Lumen Sage/Umbra Witch): How do you expect to punch an enemy who's lived for centuries? It's a bunch of angels and demons running around and doing what they want, how could you be expected to battle with them on a regular basis? With this, such issues are trivial. Your lifting strength is increased to around ten to fifteen tons, and if you really exert yourself you can put the hurt on monsters a great deal larger than yourself. But if that’s not enough for you, you can always spend an undiscounted 200CP to increase that strength fivefold so you can really start hammering on others starting out.

-Unnatural Aiming (200CP) (50% off: Lumen Sage/Umbra Witch): Mundane cops? Bandits on the road? Please, you are aware of higher (or lower) powers, forces that lurk in both shadow and sky. Forces that would quickly bring the faith of all but the most devout follower to question. That is why you have had to prepare, to fight such forces. Your aim with both gun and blade have been increased, allowing you to make precision cuts at high speed along with aiming gunshots right where you need them to be, when split-second action could be the difference between life and death… or what waits for you afterwards.

-You, Me, and My Friends (400CP) (50% off: Lumen Sage/Umbra Witch): Why fight by yourself when you can summon some other entity to do the work for you? That's what you made a pact for, right? By channeling your medium, you gain the ability to summon and bind supernatural allies in order to fight with you (or for you), thus changing the battlefield. Lumen Sages can summon lesser Angels while Umbra Witches can summon lesser Demons. All others summon specter-like Wraiths, but they are no less bloodthirsty than the other denizens. Just be sure you have the power to control them, for they may not enjoy being the patsy of another.

-Luminous Sunshine (400CP) (50% off: Lumen Sage): A thing lately is that 'holy' is involved with light. 'Holy' is also associated with fire. You now embody these very aspects, being empowered by the sun whenever you are in its golden rays. Along with noticeably enhanced magical ability and wallwalking, you gain a greater control over abilities relating to light and fire along with a few spells relating to them... and can even bless weapons with these aspects, so that the darkness can be burned away. Let There Be Light.

-Mystical Moonlight (400CP) (50% off: Umbra Witch): The night time is scary to many people, and not just because of the darkness. It's because of what could be inside that darkness... the horrors and demonic forces that could lay within. The moonlight itself does nothing to damper this fear, for it is a cursed light... except for you. You are empowered by the moonlight whenever you bask in its kind light, gaining wallwalking and your magical abilities increasing along with a greater control over shadow and shapeshifting. You may even bless weapons with these aspects, allowing the darkness to spread. The Shadow Remains Cast.

-Holy Audience (600CP) (50% off: Lumen Sage): The enemy has sinned. They know this as you fight them, as you show them the power of the skies and the justice within your heart. This divine light is what scares people, and you'll show them why the wicked SHOULD fear it. You'll get a sense of when an enemy is staggered or weakened enough, and by then your divine backers will enter the fray. The more you strike them during this period, the more damage will accumulate for the few seconds they are around... and the more creatures are summoned, the more your attacks will be augmented to further increase the damage. After those few seconds, the light will envelop them as the damage is struck with interest... delivering a tremendous amount of damage. Be Judged.

-Umbran Climax (600CP) (50% off: Umbra Witch): Sometimes you just want to hit an enemy a bit too hard. Sometimes you just want to deliver insult to injury. Fortunately for you, now there's the means to do both. You'll get a sense of when an enemy is staggered or weakened enough... and that's when you can summon the pain. A manifestation of your magic surrounds the enemy, where one of many potential torture devices entrap the enemy. The more you strike them during this period, the more the damage will accumulate for the few seconds it's up... which only further increases depending on the level of sadism and shadows involved. After those few seconds, they strike the enemy with interest, dealing a tremendous amount of hurt. Their pain is your pleasure.

-Treasure Sense (100CP) (Free: Aesirite): Is it not creation that you adore? The passion that can go into crafted works, or the usefulness of mass production, creation down to a matter of function? It is this creation that draws you, and it in turn is drawn to you. You will find that should you actively seek out treasures of the past that you will have better luck and ability in finding them. Of course, not everything is kind and useful... creation is a tool shaped by the mindset of those who use it, after all.

-Fires of Creation (200CP) (50% off: Aesirite): Humanity has always been fascinated with the gift of fire. It molds and shapes the power of metal. It gives life, and takes it away just as easily. As a part of the God that loved humanity so much, should you not harness this wonderful gift? In addition to being immune to normal fires, you will find that any creation you make while using fire in the process is shaped much more easily, becoming higher in quality in the process. The fires of creativity are stoked by you... make this gift count.

-Countdown to Chaos (200CP) (50% off: Aesirite): Tick. Tock. Tick. Tock. Time is a terrible thing, the bane to any who seek eternity. It is a gift and a curse to be aware of the time, at times. If you purchase this perk and focus on someone, you can gain an idea of how long they have left to live before perishing along with whether it's by natural causes or foul play... and how long an item will take to naturally decay away. Even better, the more you focus this power on a person, the more you will learn about their death, until you have a clear image of the most likely circumstances of said death. Just be wary of letting people know... not everyone handles the inevitability of the shadows of Chaos looming over them too well.

-Creationist's Eye (400CP) (50% off: Aesirite): It is by the power of chaos that creation is born... after all, what is Creation if not Chaos that is finally tamed and ordered? It is through this relationship that you have this power, the means to understand the creation of others. By holding something in your hand and dedicating time to studying, you may eventually glean the quality of that item and the materials used in its creation. The more esoteric or rare the item is, the more difficult and time-consuming it will be, but no one ever said staring into chaos was easy.

-Creationist's Hands (400CP) (50% off: Aesirite): Is it not right to seek the means to handle creation? Is it not fair for you to embrace your birthright, to grasp this power with your bare hands? By selecting this perk, you may indeed grasp that power... with many hands. You can spend your magical energy to conjure energy arms, eventually being able to form up to six additional arms that you may extend and use as effectively as your actual hands. These cost energy to maintain, and if you wish for them to be stronger you must pump more and more magic into them to temporarily improve them, but it should hardly be unfair to ask you to pour yourself into your creation, after all.

-Revisionism (600CP) (50% off: Aesirite): The energy of chaos and creation course through you, and it is unlike you to forget this nature, this duality that continues in an endless cycle. After all, chaos is harnessed for creation, but eventually all creation must give way and erode into chaos, to be used once more. Why not fiddle with that cycle, then? It takes much out of you, but using your energy you can focus on a shattered item up to the size of a small statue to make it repair itself to a pristine state. Naturally it's harder if it's a magical or esoteric material, and it's MUCH more difficult if you're missing pieces (or even half of it)... but it takes patience to see Creation and Chaos work. Should you not be patient as well?

-Medium Channeling (50CP): Normally feathers and hair are used for the creation of attire and the binding of other creatures... along with magic in general. But sometimes people are not quite fond of that. With this purchase you can choose another medium to work with. Feathers as an Umbra Witch? Bone plating as a different medium altogether? Choose it and it shall be yours... for an extra 50CP you can let this medium choice apply an aesthetic to any magic you may have gotten elsewhere! You may purchase this multiple times for multiple mediums.

-Sass n' Class (100CP): ...oh my. You. YOU, my friend, have become quite the looker. You could make just about any outfit look like the most alluring attire out there, and you've got a face that could make statues turn their heads. ...speaking of statuesque, that physique of yours is just to DIE for, from top to bottom. Maybe the otherworldly denizens are after you because they're jealous? As a bonus, you have a one-time option to take a skin tone of your choice, for maximum attractiveness. Make it a good one.

-Immaculate Hair (100CP): Oh. Oh my. Such... glorious hair you have. It's wonderful. Envy-inducing, actually. Along with excellent shine and health, your hair will never tangle or knot up regardless of length, and you can forget about ever having split ends ever again. It will also not only let you decide the color, style, and length of your hair, but it only gets as dirty as you want it to get, meaning it could stay perfect and styled for quite some time along with perfectly clear skin! This also applies to any other fur or feathers you may have... what's that? You have scales instead? Well they'll be equally enhanced and protected as well! I don't judge. Mostly.

-Angelic Presence (200CP) (50% off: Investigator/Scholar/Weapons Dealer): It’s one thing to look alluring and draw attention to yourself, but it is another entirely to have that aura of power and influence surrounding your every move. The charismatic appeal normally attributed to kings of men or angelic creatures, and with this that appeal is now yours. Your speaking habits and attitude are given a dramatic increase, and you can leave a rather lasting influence upon those you use this charm on. For those who wondered how the Devil could bring so many to his side, you need only to look at this ability to understand how he did it.

Magical Works (200CP) (50% off: Lumen Sage/Umbra Witch/Aesirite): You have the power of magic! It is not as strong as the main characters, but in time your powers will grow. At minimum this gives you the ability to shapeshift into different beast forms (like a wolf for Lumen Sages or a panther for Umbra Witches), the ability to pause time for up to ten seconds, as well as the ability to remote control vehicles so long as you maintain physical contact. Be wary, using these abilities in rapid succession drain your magic and overuse could easily cause the user to be debilitated.

-Summoning Sinatra (200CP): All these demons, and angels, and other such entities... you know what's a pain? Keeping them bound. You ever see one go out of control? It's not pretty. Fortunately... by selecting this, you've got some help. Your summoning techniques are reinforced, with magic efficiency directly related to summoning improved significantly. You could potentially use this to summon multiple of the same summon... or go for something bigger for the same cost you'd give for the original. Be a summon master today!

-Summoning Singalong (200CP): Some see the role of summons as mere tools, fodder to be used and abused as needed for the sake of the task at hand. But you know that good help is so hard to find these days… after all, if you wanted fodder you'd just get other people. Your summoning abilities are tweaked somewhat, allowing any summon materialized by your hand to benefit from a significant intelligence boost so they can recognize patterns and better assist your needs. Organization can make all the difference.

-Splice it and Dice It (300CP): You've... come across a most blasphemous craft. You're aware of what the Angels are underneath, and through a great deal of research and trials you've learned they have something akin to a genetic code. This perk allows you to read and understand this code, and through it you have the ability to turn yourself or others into an Angel, a feat normally achieved by ritualistic suicide. Do not expect the Angels to be happy with what you have done.

-Eyes of the World* (500CP): Your eyes... such beautiful eyes you have there, traveler. Pristine. Gorgeous. Along with your eyes looking how you wish for them to be, you gain a rather large boon. These aren't the actual Eyes of the World, but even as a pale imitation these eyes give an incredible boost to your magical abilities, enhancing their potency and efficiency while allowing you to decide the appearance of your eyes to whatever you wish it to be. It is this gift that allows you to decide whether you want to create, or destroy... it is Aesir's gift to you: The gift of Choice.

COMPANIONS AND IMPORTS:

-Companion Import (50+CP): It's not enough to be here, huh? Very well. You can import one companion for 50CP each, all the way up to 200CP which will then let you import up to eight companions. They will all get a free background and 500CP each to spend on skills and abilities.

-Private Eye, Snarky Mouth (200CP): What's that? It took you fifteen minutes to figure out the puzzle? This rugged man scoffs and insists he could do it within seven minutes. Nevermind that you were fighting off Angels and who knows what else, you have a standard to uphold. He's a tad insufferable and he's not afraid to talk shit, but he knows where he sits in regards to the situation, and he knows where he shouldn't tread. This companion comes with the freebies of the 'Investigator' background, along with 'How Did You...?', 'Out of Left Field', 'Prior Findings', 'Angelic Presence' and 'Treasure Sense'.

-Scientifically Correct Nerd (200CP): ...oh. Well, this is neat. This modest woman dresses in robes regularly, only seeking to improve her knowledge of the world... at least that's what she says. You're fairly certain she just REALLY likes books. It's a monumental task to get her to put down a new book, and she doesn't really have passion for much else... which has been the bane of many would-be suitors, as those robes hide a body capable of even making a certain Umbra Witch pause in appreciation. This companion gains the freebies of the 'Scholar' background, along with 'Sass n' Class', 'Immaculate Hair', 'Follow That Trail!', 'Clearly Qualified' and 'Mythology of Patterns'.

-Tragically Misunderstood Dealer (200CP): The man can't help it. He is an artist. He brings art to the battlefield, and his creations are things that should appeal to anyone with suitable taste. If it's brought up that his 'works of art' are actually deadly weapons that bring death and destruction everywhere, he'll bring up that suffering is another form of art; artists suffer all the time, it's the least others can do to share in it. This companion comes with the freebies of the 'Weapons Dealer' background, along with 'Follow That Trail!', 'Prior Findings', 'Time To Work', 'Unnatural Aiming' and 'Unorthodox Parts'.

-Ascended Fanboy (300CP): Just when you thought this couldn't get weirder... here he is, a man with immaculate white hair and sculpted like a statue. He is the definition of 'Adonis' and 'pretty boy' mixed together... and he squeals like a happy child whenever he lays eyes on an Auditio. He was so excited at the idea of angelic beings that they decided to help him out... try not to pop his bubble, will you? This companion gains all the freebies of the 'Lumen Sage' background, along with 'How Did You...?', 'Unnatural Aiming', 'You, Me, And My Friends', 'Medium Channeling (Feathers)', 'Sass n' Class', and 'Magical Works'.

-Witch of Botany (300CP): It's a mystery. Another Umbra Witch, having escaped the Witch Hunts and survived all this time... and instead of going after angels, she's settled down and opened up a flower store in the city. It's not a big store, but she's happy there. She couldn't care less about the war... but harm her plants and you'll end up as fertilizer. This companion gains all the freebies of the 'Umbra Witch' background, along with 'Clearly Qualified', 'Unnatural Aiming', 'You, Me, And My Friends', 'Medium Channeling (Leaves)', 'Sass n' Class', and 'Magical Works'

-Child of Chaos (300CP): You are unsure where this child of tanned skin and snow white hair came from. He looks like he's a teenager, but he carries himself like an adult, a child who had to grow up too fast. He insists he's reached an equilibrium, that the world is an endless cycle of states and masks... that everyone is simply a different form of the same force of Creation and has merely forgot about it. If you can handle his philosophy, this companion has all the freebies of the 'Aesirite' background, along with 'Pattern of Mythologies', 'Fires of Creation', 'Countdown to Chaos', 'Creationist's Eyes', 'Medium Channeling (Fire)', and 'Magical Works'.

-Canon Companion (300CP): My oh my, you're one of impeccable taste... wanting to go straight for the gold like that. Well, as long as you pay up for the gold, anyway. By selecting this option you may bring one canon character with you after your time here is over, allowing you to engage in all manners of adventure! Should they perish while you're here, they will be revived upon leaving.

ITEMS AND EQUIPMENT:

You have quite the selection there, and it will certainly prove to be interesting to watch. But why not browse what things you can collect before you go? They're all quite rare, and I promise it will be close to impossible to find these items anywhere else.

-Grappling Hook (50CP) (Free: Investigator): To Infinity, and beyond! Okay not quite, but this grappling hook may as well let you. It has an unusually large range and the wire doesn't seem to break unless you want it to. Furthermore, if you somehow lose the hook another one will regenerate within a half-hour. Purchasing this gives you the skill to use it.

-Green Herb Lollipop (50CP) (Free: Scholar): Candy! Who doesn't love candy... especially this candy. Delicious and supernaturally nutritious! A strange candy lollipop shaped like an herb, enjoying this candy will actually restore your own health! Tastes really nice as well. By purchasing this, you learn how to make more as well.

-Halos (50CP) (Free: Weapons Dealer): These items are a rare and spiritual metal to those who do not hunt Angels, as the items hold their very essence. They're often used in currency with purchasing items at the Gates of Hell. This grants you 20,000 Halos per purchase, while Weapons Dealers get 100,000 Halos for free.

-Symbol Brand (50CP) (Free: Lumen Sage/Umbra Witch): It is a special coven you are a part of, ancient and strong. This is a rare privilege, and it is one you should be proud of. You may demonstrate this pride with a special brand you can purchase, which will brand your symbol onto an item, allowing it to glow at will and with no loss of durability. Make flags or weapons with your group's symbol... or even switch to a personal one instead. After all, you're the one fighting... be proud of what you fight for.

-Gilded Gold (50CP) (Free: Aesirite): There's something to be said about the elegance and regal appearance of gold. It's shiny, it makes one look powerful or enriched. It's a status of power. So why not indulge? This kit here can help you decorate your personal items with shiny, lustrous gold... whether it's a nice trim or just plating it all. It won't improve battle effectiveness, but damn if you won't look amazing while using it all.

-Fancy Costume (50CP): Sometimes you just gotta dress to impress, and you can't do that without some nice threads. Whether it is the robes of a Lumen Sage, a coat similar to the one Rodin wears, or even a Japanese school uniform, you too can have any one outfit that has been seen in the games. Even better, they're resistant to the wear and tear of everyday life. Should they be destroyed, they will appear in your warehouse the next day good as new.

-The Hierarchy of Aesthetics (50CP): Those Laguna folks have some pretty nice bling, don't they? Angelic soft feathers gently falling like snow, a golden sky, beautiful flora, impressive architecture... and all that marble with gold. It's enough to make one think they were truly in Paradise. Well for a low cost, I can bring that aesthetic into your Warehouse! This will be sure to make it look like anyone who visits had died and gone to Heaven... of course, you can grace yourself further with all the bliss the Heavens can provide with your heavy equipment changing to assist as well. Permanent emplacements in your Warehouse such as medical bays, research stations, and the like now have the option of being affected by aesthetic changes, its exteriors changing to better suit your whims. If you had additional aesthetic options, you could be alter your equipment and aspects of your Warehouse with those as well.

-Got To Have Style (50CP): Who cares about power when you have class? It's all about how good you look, how well you can do what you do. But there's nothing wrong with a little bump-up, is there? No, of course not. This is a direct 1:1 translation to gain 50 'Style Points' instead, for use in the Weapon Customization Table later in this section.

-Rakasha (50CP): What's better than one blade? The answer is two blades, obviously. Why wouldn't you have two blades? You know the saying, two knives is better than two wives. Modeled after the Sosun Pattah style of swords, these blades can be equipped both by the hands or by the feet. It's recommended you play it cautiously if you do so, but the attack versatility you gain speaks for itself.

-Detective Scarf (100CP) (Free: Investigator): Oh you little Cheshire, aren't you just adorable? You've even got that little scarf! Fortunately for you, the scarf is something that helps you... along with never getting caught on anything, wearing this scarf will make you seem more endearing to others, less of a threat if you will. It will also accentuate one's appearance, changing its shape and colors to ensure you never look bad. A good detective is never caught off his A-game!

-Speculative Spectacles (100CP) (Free: Scholar): What a nice pair of glasses! Stylish, yet effective in what they do. Even if you already have perfect eyesight, this pair of glasses assists you with memory retention

when you're reading various writings and documents, ensuring you will always be a repository of knowledge. You'll even find that while wearing them, you can read significantly faster than normal with no loss of study effectiveness!

-Crafting Countertop (100CP) (Free: Weapons Dealer): Such worthy opponents you face! They have indeed earned their place at the table... your dissection table. It looks like an unassuming stone slab, sure, but so long as you use it for the purpose of crafting an item or a weapon it will never break under the stress you put on it. What's that? You're punching a monster into a shape on it? Well... if you're making something out of it, technically it counts?

-Holy Glaive (100CP) (Free: Lumen Sage): The ray of a sun can be beautiful, my friend. However, just because something is beautiful doesn't mean it isn't dangerous. This double bladed staff is as deadly as it is elegant, being unnaturally sharp and capable of channeling the magic of its user. It can even split apart and be used as two weapons, further increasing the attack capabilities available.

-Scarborough Fair (100CP) (Free: Umbra Witch): When you need to be unorthodox, look no further. A quartet of large caliber, ornate pistols that can be attached to the feet and the wrists, yet can be detached upon the whim of the user. They can channel the magic of the user, and somehow they're capable of understanding when a shot needs to be fired, and so the wielder can even lift their legs and fire the gun without needing to reach down. Don't ask me how, it's hilarious watching you ponder it.

-Nothingness (100CP) (Free: Aesirite): Pick a card, any card! It's only going to end in fun and pain no matter what, after all... this enchanted deck of throwing cards is as deadly as it is ornate. Gilded with the emblem of Aesir himself, these cards not only can hold a small charge of energy but will also regenerate any spent cards a few moments later. Enemies who are killed with these cards will dissolve into golden dust as well... what you'll do with the dust is your problem.

-Odette (100CP): Why wait for winter to skate around and feel the wonders of such elegant movement? An unusual set of ice skates that can be equipped to the feet, this bladed footwear allows you to essentially 'skate' across surfaces or even lava, while increasing your speed. Furthermore, it grants access to ice magic and attacks for all your melee kicks which should help if you're into that.

-Mallet of Rewards (100CP): What's better than one good drop? TWO good drops. After all, more is more, right? A rare artifact created in the eastern lands by a chivalrous thief and lone witch, this item increases the items that can be collected from an enemy. With this, the ten halos dropping from an angel may become fifteen or twenty.

-修羅刃 Shuraba (200CP) (50% off: Investigator): Go home, baka gaijin who dare to challenge whoever wields this sword. A demonically-infused katana, this weapon has an extensive reach and rapid strikes in combination with a notable damage potential... making it an all-around superb melee weapon that doesn't excel in any one aspect but is good all around. If you just want a nice, reliable weapon that won't let you down, this is the weapon for you.

-Alruna (200CP) (50% off: Scholar): I know there's a lot of weapons and equipment that require you to be flexible to use it effectively, but this is getting absolutely ridiculous. It's a pair of thorny whips that can be equipped to your hands or feet, and through excessive use of somersaults, spins, and other such moves can be used to enact a tremendous amount of crowd control in a 360 degree range around you. Even better, should you connect them to two enemies you could swing them to make them collide together or swing your whips to smash them into the ground! On the plus side, it's going to do wonders for your Yoga classes.

-Chernobog (200CP) (50% off: Weapons Dealer): There's overkill, then there's this thing. It... okay seriously, what IS this thing. Why would someone make it. This scythe has not one blade, but three blades. That's right. Three. Even more strange, its wielder can fire off the blades akin to a rifle before the blades return back via the magics imbued within. It's a slow-moving weapon, but it has a lot of 'oomph' behind it. ...seriously, why would you need three?

-Durga (200CP) (50% off: Lumen Sage): Claws! Wonderfully armored claws of elemental might. It's a visceral feeling, to be able to tear into others with your own strength. These weapons are terrifying gauntlets that let you summon the powers of fire and lightning, granting a strong set of abilities. Fire is slow but powerful, while lightning is nimble but weak. By switching the elemental traits at the proper times, expect to deal terrifying damage to your enemies.

-細鳳 Sai Fung (200CP) (50% off: Umbra Witch): I've heard of 'gun kata' but this is just getting silly by now. Who would use something like this? Accurately described as 'gun-chucks', this weapon is extremely fast both in firing rate and the speed they can be swung around. The bullets may not do much, but by virtue of their speed the rapid succession of bullets can stagger a great deal of opponents while even ricocheting the bullets off of surfaces.

-Kafka (200CP) (50% off: Aesirite): A bow made from a man who was cursed into becoming a horrible insect... hey! That's creepy to use this! You're creepy, man. ...anyway, this item fires poisonous arrows that can hit the enemy with plenty of sicknesses, and if you charge magic into it... well, you can start launching much more deadly arrows with a slow effect along with the sicknesses. That's probably not going to win you any friends, though.

-Magic Flute (200CP): When you're in trouble, play a song to lift your worries! ...what's that, your worry is the enemies that surround you? Well you're lucky you're in this setting, then. Said to have been played by mythical Sirens, blowing on this instrument will deal a great amount of damage to any spiritual entity nearby. This item can only be used once every 12 hours.

-Infernal Communicator (200CP): Sometimes you just want a little help... spooky help, if you will. In exchange for a slow drain of your magic, this wrist-equipped item can summon small skeletal minions to shoot forward and attack your enemies. They may not do much damage, but they're amazing at keeping an enemy distracted to let you set up for the kill.

-Star of Dinèta (200CP): Sometimes, being an asshole CAN work in your favor. These bracers have a unique effect in that by taunting an enemy, you can actually heal yourself by a small amount. It only works four times in rapid succession before it needs to recharge for a bit, but the ability to throw someone off their game AND restore yourself is arguably worth it... if only to see the looks on their faces. Just be warned, this doesn't guarantee you can heal faster than they can damage you.

-The Gates of Hell (200CP): This classy warehouse attachment is... special, in a sense. Along with easy music and a nice 'noir occult' aesthetic design, it holds an obscene variety of alcoholic drinks and mixing ingredients that will never truly run out, all of superb quality that is guaranteed to have excellent flavor. The more special thing, however... is that this bar exists on multiple planes, allowing any portal you create in here to be far more stable while reducing the energy requirements needed. Why would you just make portals to the bar? Well I'm sure you have your reasons...

-Pillow Talk (300CP) (50% off: Investigator): What is this. What is this doing here. Why is this a thing. A vessel for the demonic being Mahavalrocana, said to have seduced women by whispering sweet nothings during their dreams, this specially forged item seems to be more like an energy sword than an actual metal weapon. Still, it does amazing damage and is extremely efficient in killing Angels, so it might just be worth the unusual functions.

-Lt. Col. Kilgore (300CP) (50% off: Scholar): When you absolutely, positively have to destroy your enemies AND the environment around them? You'll want this. A twin set of rocket launchers that can be equipped to the arms or legs, it is a slow weapon but it deals a tremendous amount of damage to anyone it hits, while knocking them off balance a decent amount of times as well. Once you've dialed in to the weapon style, you'll be slaughtering hordes of Angels.

-Salamandra (300CP) (50% off: Weapons Dealer): No matter how much you ask, I'm not putting a damn chainsaw on your a-...wait, you're spending your points on it? Oh, well in that case I guess I can indulge. This weapon pair naturally does some incredible damage, what with it being two massive chainsaws equippable to the hands or feet. Naturally, the longer these weapons are in contact with the enemy the greater the damage will be... and should you equip them to the feet, you can skate around! It'll be like carving a turkey. Only the turkey is an Angel.

-武甕槌 Takemikazuchi (300CP) (50% off: Lumen Sage): Let the hammer of justice ring down upon the enemy, the roar of its sentence the last thing they hear. A hammer forged from the sword of a thunder god, it's very slow to swing but in exchange it can break through a great deal of magical defenses. By charging the weapon you can also deal increased electrical and physical damage, along with a chance to stun the enemy. Provided you can even lift the thing, it would be a danger to anyone who couldn't avoid its attacks.

-Bazillions (300CP) (50% off: Umbra Witch): The future is now, my friends, and the light ironically comes from a shroud of darkness. Four guns created by an unknown civilization, these laser guns work by shooting the target with an energy that has a high chance of locking the target in place. Naturally the more powerful a target is the less likely it will lock them, but the tendency to rip apart the molecular bonds keeping the target together upon death makes for a flashy demise.

-Chain Chomp (300CP) (50% off: Aesirite): A vicious creature once found in the ancient lands of Japan, this terrible cre-... what the fuck is this. Why am I even trying anymore, they sure aren't. It's... ugh. It's a giant monster in the form of a black ball with a chain on it that you can fashion to your ankle to swing around. On the plus side, it's going to bite any enemy that gets close and you can even break its chain temporarily to make four 'chain chomp bombs' to attach and explode on an enemy. So at the least it's a very vicious weapon.

-Pulley's Butterfly (300CP): Oh this is rather neat. It looks shiny, it's pretty... that's not a problem, is it? An elegant trinket in the shape of a butterfly, this item creates a shield of radiant butterflies for you which will protect you from a majority of attacks so long as you have the magical energy to fuel it. Just beware that you don't overtax it... it would be a shame if you thought it made you invincible.

-Eternal Testimony (300CP): Caw, caw! Quoth the... wait, what do you mean it's not specifically a raven? Really? Ugh, fine. This little trinket is a bracer accessory shaped like a bird mask, and will restore a small portion of your magic upon fully expending it, allowing for a last ditch attack or a chance to escape. This effect only occurs once every 24 hours, so choose your next action wisely upon activation.

-Antonio's Journal (400CP) (50% off: Investigator): You may want to keep track of things you have found in this world... look no further than this book, for merely thinking the knowledge and memories you have will make the journal record them automatically. The insights you record may even surprise yourself in their depth and complexity, allowing others to feel as if they were actually there witnessing the scene. Should you tear out a page, you can actually give them a vision of the event in question and even make your side of the story extremely convincing. The pages with its recorded knowledge regenerates after a day.

-Case of Operations (400CP) (50% off: Scholar): In order to get information, you need to start somewhere. This briefcase contains all the scrolls and books that allow you to research the angels and demons you might encounter, all while having a fair amount of obscure information on the realms of Paradiso and Inferno. This ranges from information on each side, the denizens of each realm, and even self-updates its information when you witness angels and demons do battle... a perfect item if you wish to use their strengths for your own.

-Tools of the Trade (400CP) (50% off: Weapons Dealer): You can't just make a weapon out of your bare hands, can you? Bullshit you can't! With these mystical gauntlets, you can smash, hit, and pound away at pieces of metal until a weapon is created. You need all the parts if you want to make something magical, but with this, you no longer need massive contraptions... just your fists! On the plus side, this also lowers the amount of time needed to craft a weapon considerably.

-Magic Monocle (400CP) (50% off: Lumen Sage): You are a being of the sun. A sun which lays all sin bare. Let no evil escape your sight. Once every 24 hours, you can activate the enchantment on this item to bind a spiritual being of terrible power, thus assisting you in your battles... even if it can only hold one at a time. As a plus, wearing this item will repel a fair amount of evil beings and the corruption they may attempt to force upon your body or mind, which will let you walk about in peace.

-Moon Pearl (400CP) (50% off: Umbra Witch): This softly glowing, basketball sized pearl is easily worth a fortune from its size and appearance alone... but it's more than just a trinket. By using one of these, its magics will flow into you and permanently increase the amount of magical energy you can store within yourself by a significant amount. It can only be used once, however, but I assure you the ability to use more magic is well worth it.

-Prophetic Cloak (400CP) (50% off: Aesirite): In the midst of chaos, it is easy to forget the past as time and revisionism takes its toll. Events can either fade away or be changed... such is its nature. However, it is in your nature to remember, for we cannot progress if we lose ourselves to such frail accounts. This cloak of lightning blue and gilded gold is but a minor gift of Aesir, and in wearing it one can bring forth images of a person's past in their mind... untarnished and untainted. Let the lies and dust of the past be brushed away for true Remembrance.

-Umbran Armor (400CP): Why is there a mech here. What is it even here for. Oh forget it, it's awesome. It's armed with Miniguns on the arms, shotguns on the legs, capable of channeling your magic and it's piloted like a motorcycle. To make things even better you can channel your magic through it, turning the mech into a veritable force of destruction... though if you want, you can have its aesthetics changed to a Lumen Sage variant! Go nuts with it.

-Red Hot Shot (500CP): A VERY powerful trinket that any Witch worth her salt should have. By purchasing this you have a device which can save you from the brink of death! When you take an attack that should have normally killed you, the item is expended automatically and you're left with a bit of extra health. Works once per jump.

WEAPON CUSTOMIZATION:

Mmm? You see a different kind of weapon than the one offered here? Or maybe you had your eye on something, and just wanted to add your own special touch to it, to give it a uniqueness all your own? Not to worry, for this would not be a proper trip into the world of Bayonetta if we did not accommodate for such things! Of course, before we go into that you will need to decide what you do...

You may only choose one option, except if you purchase 'Twins, They Were'.

-Small Beginnings (Free): Maybe you didn't have a weapon starting out, or you just want to start something new. There's a nice feeling to trying to start a legend, after all, to go into the world with a unique weapon all your own. You start with a single melee or ranged weapon, to be used in the Weapon Customization Table.

-Forged of Legend (Varies): Oh? You bought a weapon from here, and you want to make it even better? Well don't let me stop you. You may choose a single weapon that you have purchased from the items section to be used into the weapon customization, ensuring that an already dangerous tool can become even more dangerous after you're done with it. Give it your personal touch!

-From Another Land (50CP): You have a weapon already? ...interesting. It's always so fun to see the bond between a weapon and its wielder, and it could be interesting to see what happens if you put it through the wringer... alright, we can do it! For a small price you import a single, personal weapon to be used in the customization table. Give it that 'oomph' you've always been looking for!

-Twins, They Were (50CP): You... seek another weapon to bring with you, then. Not satisfied with merely one to tinker and tailor with? As long as you're willing to pay the price, I think we can accommodate your... impressive appetite. You may select one other weapon to go with you in this illustrious adventure, which comes with its own budget just like the first one.

After all is said and done, you gain 1000SP for your weapon and it's time to see what you make of it.

-Stylish Senses (50SP): A weapon is supposed to hurt people, whether in defense of another or in the act of bloodlust. That's a weapon's job, it represents a primeval desire. It's not supposed to look pretty... but damn if it doesn't make everything so much better. Unpon purchase this option will essentially allow you to 'reskin' a weapon, custom tailoring its appearance so long as its general shape is still maintained; you can't turn a weapon into a different weapon with this. But you can still make it look nice.

-Weapon Aura (50SP): That enemy sure talks big for someone whose weapon doesn't even glow. Show them how low and incapable they are with your torch, this sign of power and regal splendor that you may purchase. Upon purchase you may select the color of the aura and how it manifests, whether it's snowflakes gently coating the blade or elegant runes lighting up in the darkness, or even your insignia that hovers over a part of the weapon. Let your power flourish.

-Weapon Feel (50SP): A weapon is often just a weapon. A tool, something to use and discard. It's material shaped into something else, why should it be given any significance? You can change that with this, giving off something of a 'vibe' others feel by looking at it. Whether you make the weapon feel 'mystical', or 'dangerous', or even an 'unassuming' feel to make it feel like an overdressed slab of metal, it's your decision. Of course, this is only a feel... it will not force an enemy to change their opinion in battle.

-Angelic Hymn Gold LP Track (50SP): Music is something of a wonderful past time, to both mortal and angel alike. Glorious tones and sweet bliss that echoes in a rhythm to the ears. Why should you be left out? Selecting this makes it so your weapon can produce an Angelic Hymn Disc, letting you play a song that both represents the weapon and is simply angelic to listen to. Just be wary about letting any demons listen to it...

-Money Maker (100SP): Gold is a wonderful thing, isn't it? It's shiny, it's useful as a superconductor... and most civilizations find it valuable to the point of using it for decoration. But how to take advantage of that? Well a bit of work on your weapon and you'll be rolling in Halos! That's right, whenever you kill an enemy you'll have the choice of whether they explode into Halos or not. If you don't like Halos, it can always be gold coins instead. I'm not picky.

-Money Spender (100SP): What's that? You have too much money? Are you really so hedonistic that you want to use this method just to spend what riches and fortunes you possess? ...well alright then! This modification will allow your weapon a special trait; the ability to use money as ammunition and attacks. Ranged weapons will simply shoot the money, while melee weapons will let you make money simulacrums that fall apart after a couple of hits. But hey, if you got it then flaunt it.

-Artistic Endurance (100SP): What's the point of a weapon if it's just going to break after a few hits? You're a person of taste, not a person of subpar trash. This option will increase the durability of your weapon in regards to wear and tear, the intricate detailing and parts of the weapon never suffering damage due to constant use. Suffering from someone hitting it might be something, but isn't that why you're careful with it?

-Direction Sense (100SP): Maybe you just like this weapon. That's fine, people can get attached to things. But that just means stress and frustration if you lose it... but not anymore. If your weapon is ever stolen or misplaced, by concentrating you can get a direction and distance to where that weapon is located, provided it's in the same plane of existence as you are. Never lose what is yours again.

-Pole Dancer (100SP) (Melee Only): Well this is... something else. The handle of your weapon can now extend out. Not the dangerous part, the handle of the weapon. It can offer extended reach, sure... among other things. Cross chasms with less difficulty! Whack someone with a sudden extension! And best of all, it means you have a pole at any time for... exercise purposes. Yes, let's just go with that excuse.

-Dropping the Drop (100SP) (Ranged Only): Damned physics! Always getting in the way of fun, always making things DIFFICULT with firing off ammunition. Stupid things like 'drop-off' or 'gravity' always pulling the bullet or arrow down. You should tell it to go be a downer somewhere else with this, using magic to make sure any bullet or arrow fired won't simply drop off... at least for a lot longer than it normally would. Reach out and touch someone.

-Fixer-Upper (100SP): A weapon getting chipped or dinged is really annoying, honestly. You may not have the time to intricately reforge or repair a weapon, especially one of such impressive quality... but that's fine! Just get this! Any broken off pieces will vanish as the weapon slowly repairs itself, with dents being fixed up and any superficial damage being repaired just as well. Just... don't expect to use this to get two of your favorite weapon. It doesn't work like that.

-Inhuman Aesthetics (100SP): You know what the catch is about weapons? They tend to only be wielded by anyone who has a humanoid form, or actually have hands. It's kind of annoying when you shapeshift into another form only to realize you can't take it with you... NOT ANYMORE. Purchase this, and any animal form you shapeshift into can potentially have small armor pieces or trinkets on them in an aesthetic similar to the weapon you transformed with. You don't have to have it... but think of the looks on their faces!

-Extra Force (200SP): Strike true, and let your enemies be washed away in a sea of blood! Your weapon now has additional physical force behind it, ammunition striking hard and melee weapons hitting with greater force than its frame would make one believe! This is good for if you need to increase your damage output, or if you're just the kind of troll that enjoys a tiny rubber mallet hitting like a sledgehammer.

-Shockwave (200SP): SMASH! There's nothing quite as satisfying as being able to fling your weapon and see a wave of energy just get thrown out towards the enemy, or watching as a range weapon's ammo explodes in a glorious shower of energy. Or maybe you just want to slam your weapon to the ground in a powerful AoE to give yourself some breathing room! Either way, this will be sure to assist you.

-Elemental (200SP): Sometimes you just want to go with the classics. Why not? Classics are pretty awesome, and they're something that will hardly fail you. By purchasing this option you gain one classical element (lightning, fire, water, ice, wind, earth) for your weapon to be imbued with and deal additional damage based on that element. You may purchase this option additional times for additional elements.

-Regeneration (200SP): It pays to stack the deck. After all, you might be out in the field without any items to help replenish you! Don't get caught flat-footed, use this! By holding the weapon, you very slowly recover your health and magical stores over time... it won't help in combat likely, but for those times you're safe you might be glad you grabbed this to get some of the pressure off of you.

-Smasher (200SP) (Melee Only): WITCH SMASH PUNY ANGEL. WITCH STRONGEST THERE IS. The durability of this weapon is substantially increased, with any sharpness or weight of the weapon, depending on the type that it is, increased to let your tool of death and destruction strike with the force of a storm. Not a literal storm mind you, but by the end of this they'll rather take the storm than deal with you ever again.

-Piercer (200SP) (Ranged Only): What's better than a regular bullet or arrow? A piercing one, of course! Who doesn't like the idea of telling some armor to go screw itself? Now you too can show the enemy that such ornate armor doesn't mean much compared to you! Now granted if their armor is REALLY awesome it might not pierce it at first... but you'll have better odd with this than without.

-Speedy Speed Boy (200SP): Gasoline's burning! Speed it up, get moving! Get going! By using some magic to assist you, using this weapon can help increase the speed you move around a battlefield or even just down the street. It's not anything like super speed mind you, but compared to those slowpokes who just WALK, you'll be zipping right on past them in style.

-Lollipop Lackadaisy (200SP): What... what dark work have you unleashed. What have you done. What foul horror have you DONE. This weapon is cursed now, letting you turn any food into a lollipop candy fit for sugary consumption... worse, if you have corpses around you can use the weapon to turn THEM into candy ingredients, allowing you to make more candy for your sweet pleasure. Why would you do this?!

-Magic Enhancer (300SP): POOOOWEEEEER! UUUUUUNLIMITED POOOOOWEEEEER! ...come on, you all were thinking that. Well, as a result of purchasing this, your spells and magical effects receive a noticeable boost to their effectiveness whenever you use them while holding this weapon in your hand, which I'm sure will suit you just fine for those of the magical and enchanted persuasions.

-Finisher Move (300SP) (Melee Only): What's more awesome than a magical weapon? A magical weapon that's got a finisher technique! I mean come on, you see it in all kinds of shows and games! You can designate a certain move set you need to utilize which takes up energy, but if you successfully complete it you can deal much more damage to the target! You must designate either single person or AoE within a few meters of you upon purchasing this effect.

-Ricochet (300SP) (Ranged Only): You missed?! How could you miss, he was three feet in front of you! ...oh, you accounted for that. Well then. This option allows your ranged weapons to let the projectiles ricochet off of solid surfaces and even other enemies if you angle it right! They won't bounce forever mind you, but a few times might be more than enough that you need to deal with a crowd.

-Make Them Bleed (300SP): Are you really that much of an asshole as to pick this up? Well, any advantage in a fight I suppose. By purchasing this, damage dealt by a weapon will cause something of a 'bleed' effect on the enemy, where they take a small amount of damage over time. Naturally the more you attack, the more this effect will persist... but do you really wish to see someone hurt that much for the sake of a victory?

-Spiritual Striker (300SP): Opponents of the flesh are one thing to fight, but the opponents who are made of more esoteric stuff might be a bit more difficult to strike at. You're going to need an edge to help you out, and this will help you out. This perk will empower your weapon to some extent, allowing you to deal additional damage to creatures not of the mortal world... to say nothing of being able to actually hit them. Might be helpful in the future, no?

-Supersize (300SP): It's thick. It's hard. It's out of control! ...why are you giving me that look, I was talking about the weapon you pervert. By selecting this option you have the chance to increase the size of your weapon by a considerable amount, ensuring that any cracks of compensation will be met with the shattering of skulls and spines instead. Bigger is better, after all.

-It's Alive! (500SP): Sometimes a weapon... is not merely made of metal or stone. Sometimes it is bonded to flesh. Easily altered, twisted flesh meant to serve the wielder. Now, you have that flesh. Your weapon is made partially organic, allowing it a myriad of different options such as growing stronger or being able to change over time, much as any creature would do if they live long enough. Do you dare risk the Flesh?

-Masterpiece (700SP) (Must have purchased 'Twins, They Were'): Two weapons. All fun and games, but two weapons means you always have to switch them out. It's annoying. It takes time. Time you may not have available to you, which is why this option is available. You may merge two imported weapons together into a single, unified weapon of might and glory. Designate one weapon as the 'base', with the other weapon adding its properties and attributes to the main weapon. Both budgets are then combined. You may only select this option once per weapon.

-Autonomous Mode (700SP): With every weapon forged, there is another side to it. Maybe there was a terrible demon used to create it, or an angel was sealed inside. Maybe your weapon just had plenty of power inside. It's time to unleash it. For a few minutes and a heavy tax on your magical stores, you may allow the 'spirit' of the weapon to take on a new form and become a beast, letting it move and act on its own to eliminate your enemies. Once these few minutes are up it will return to you in weapon form, unable to assume the form of a beast for quite some time... but the versatility of such power is well worth the cost.

DRAWBACKS:

Not enough points for you? You know the routine by now; gain additional CP for a price. You can take up to a maximum of 1000CP worth of drawbacks... you could take more, but would that really be fun for you? Well, it would be fun for me to see how you could possibly react to it. But would it be fun for you?

-Never Taken Seriously (+100CP): You're a laughing stock. No matter how serious you try to be or how intimidating you play yourself off, no one's going to see you as a credible person. If anything, you beating them up will be seen as a fluke, and you'll be laughed at more. It's going to be an infuriating ten years here... and don't expect this to work in your favor, any attempt making the enemy go all out simply to put a joke like you in your place.

-Bad Luck (+100CP): It's like Jubileus Herself frowned upon you. With this, there's a highly likely chance that something will go wrong. A twig that you step on that alerts people, or a gun that ends up jamming, or even a banana peel that shouldn't have any right being there. All of these are possible.

-No Fans (+100CP): You would think that being as awesome as you are that people would fawn over you, right? WRONG. People don't think of you as sexy anymore when choosing this. Whether it's your voice, or your hair, or your outfit, or SOMETHING. People just aren't distracted by your looks whatsoever, and any attempt to distract them anyway simply leaves them an opening for them to attack you.

-Nonlingual (+100CP): What was that? You can't understand them? Oh, well sucks to be you. For whatever reason, you can't understand the language of the Angels anymore. Anything they say will be gibberish to you, and you will never gleam anything from their monologues... and they WILL be monologuing quite a bit. You will be much more confused, due to being unable to glimpse any of their plans.

-Berserker (+200CP): For whatever reason, the Angels are PISSED. They're going out of their way to attack you now, and they're noticeably stronger. On top of that, they're faster and smarter too, and will coordinate their efforts to striking you down... even calling upon the Demons of Inferno to do coordinated strikes against you. It will be a grueling journey.

-Framed (+200CP): There is an obscene amount of property damage wherever you go, because these angels and demons just can't seem to keep their battles tidy. But the regular folk don't think about this, they just see you as the one being the cause of destroyed houses and smashed doors. Expect business deals to be very difficult due to your reputation, and for bills and lawsuits to be a frequent thing. No insurance company will ever cover you.

-Empty Gun (+200CP): Normally this world utilizes infinite ammunition. Your guns do not. They still need ammunition, and without it your guns may as well just be dead weight. If you don't take this into consideration when you fight Angels, you will be in for a rude awakening when the only sounds your guns make are an empty clicking noise.

-Indebted (+200CP): Upon arriving at this world, you ended up breaking something very valuable. Turns out it belonged to Rodin, the proprietor of the Gates of Hell. He is not pleased, and will insist you make it up to him... of course you'll never truly make it up, always doing something that forces you into even further debt with him. Be prepared to be sent to nightmarish places to make up what you owe, and don't even think about skimping out.

-Hunted (+300CP): Bayonetta herself doesn't seem to like you. Maybe it's your style, maybe she doesn't like the competition. Either way, she's going to chase you down and stop at nothing less than your death. Her magic is infinite, and should she somehow be slain she will return stronger than before. Of course, there may be a way to convince her that you're not a threat, but such a task would be monumental to achieve...

> -Heaven nor Hell (+300CP) (Requires Hunted): ...or at least there was a way. Remember how this world is the same as Devil May Cry? Dante has found you're here, and figured the best way to pass the time would be to hunt you down and help Bayonetta out. He follows the same guidelines, coming back stronger should he be slain. You're going to have to deal with a whole lot of crazy.

-Amnesiac (+300CP): Who are you? Why are you here, and why are there weird marble creatures?! Your mind has been wiped, leaving you with no memories of who you were and what a place like this is. You don't even have any of your background memories, should you have chosen a background with them. Using your powers will be a challenge, provided you ever discover them in time.

-Cereza (+300CP): Oh. OH this is not good, not good at all. Something went wrong and you're in a sort of strange time loop, and now you have to watch over a younger, depowered child version of you who doesn't know who you are. They'll act exactly how a child would, and as such will be prone to wandering around regardless of what steps you take to lock them up or secure them. Of course, any Angelic or Infernal force which has it out for you will be aware too, and will occasionally try to kidnap this tiny little you. If they perish in some way or get… shall we say 'harvested' by any one side, it's game over for you.

-Locked Powers (+300CP): Oh, well you're just screwed now. Your abilities from prior worlds have been locked, forcing you to use only the abilities you gain from this world. You would think that such a feat would be easy considering what Bayonetta does, but... well, you're not Bayonetta. As such, it will be much harder for you to survive confrontations in this world. Good luck.

-Graced Creator (+600CP): ...something went wrong. In coming here, your presence has awakened Jubileus early, and she is fighting at full capacity. You have drawn the attention of a massive and powerful God, and there is nowhere you can hide from her. If you manage to fend her off enough times, she will strike a deal with Queen Sheba and you will need to fight them both... and should you somehow fend THEM off, Aesir himself will join forces to finally take you out. Prepare to suffer pain everlasting.

-The Infinite One (+600CP): This isn't good. Rodin has decided he does not like your presence in this world, and wishes to handle you personally. He has access to both his angel form and demon form, and will not hesitate to use both to their fullest. Should you beat him, a month later he will return and adapt to your techniques, even stronger than before. Should he win, he will destroy you to turn you into a weapon, and will take your place in your adventures.

END CHOICE:

You've somehow survived the onslaught of the Heavens, and the potential ire of the Hells below. For better or for worse, you've made it. All physical injuries are healed should you choose it, and you're ready to make one last decision:

-Go Home: Raging against the Heavens has proven tiresome. Or maybe you weren't sure striking a deal with that demon was a good idea. Either way, you've called it quits and wish to return home. You keep all you have gained on your journey thus far.

-Stay Here: You've decided you like the crazy events that occur here. Or maybe it's the style. You've chosen to live the rest of your days here, and your affairs will be handled back home. In addition, gain an extra 1000CP to spend. You've earned it.

-Move On: You've had your fun, but there are other worlds to explore and other enemies to fight. Time is frozen here as you move to the next point of interest, ready to take on your next challenges. Good luck, my friend.

NOTES:

Special thanks to Valeria and the IRC for helping me out!

-Investigator is the Drop-In option.
-You do not start as powerful as the main characters, but in time such heights can be achieved.
-Imported Companions do not gain your level of skill right off the bat. They can reach such heights with teaching however.
-You cannot take the true Eyes of the World out of the jump with you, being tied to that reality.
-Weapon Dealer's 'Unorthodox Parts' can apply to any spiritual entity. Ghosts, Angels, Demons, the like. In time you can learn to apply this to physical monsters as well.
-If you import companions, the soundtracks of everyone do not clash. Instead they will combine to form a truly astonishing work of art that all can work with.
-Should you summon an entity you can't control with 'You, Me, and my Friends', they will break out of the bindings of your medium and proceed to attack you immediately.
-'You, Me, and My Friends' has the chance to grow stronger as you practice it more. The stronger the creature, the more caution is required.
-'Staggered' for 'Umbran Climax' and 'Holy Audience' means that the opponent is clearly stumbling and is disoriented from a large amount of damage.
-'Countdown to Chaos' may have a hazy or lowered effect on those with precognition resistance or those who can mess with such abilities.
-The spirit arms you can summon for 'Creationist's Hands' can be used for combat if you wish.
-'Revisionism' cannot be used to duplicate an item by shattering it into pieces and making each piece regenerate; it can only work on the single target.
-'Magical Works' normally has animal themes each 'class' is restricted to from what we've seen (Lumen Sages have wolves for running on land while Umbra Witches have panthers, etc) but for you, with training you can slowly learn to change these animal types into other animals you would find on a modern-day Earth. Albeit a bit larger for some of them such as water forms, but modern-day Earth nonetheless.
-'Canon Companion' cannot be used to take a creator deity such as Jubileus or Aesir, nor summons like Omne.
-If you wish, 'The Gates of Hell' can also manifest a door somewhere for native citizens of a setting to walk in. However, they cannot enter your warehouse through the bar.
-Simply moving into Purgatorio is a good way to avoid most physical opponents, but the more powerful they are the more likely it is they can sense and attack you even while you're there. Use the ability with caution.
-DMC and Bayonetta share the same universe, but it's up to you if you meet Dante or not. Fanwank something.
-Any weapons purchased, you may instead get the Jeanne version instead if it pleases you.
-Companions may utilize the Weapon Customization table.
-Should you take 'Heaven nor Hell' as a drawback and you have brought Dante with you from the DMC setting, this setting's Dante is replaced with the DmC version. May whatever gods you worship hear your prayers.

*Eyes of the World is a Capstone Booster, and provides the following benefits:
-'Through Thick and Thin' enforces the materials you may use for your hastily-made schemes, and makes it more likely that they will make it through whatever dastardly plan you've cooked up to tip the odds further in your favor.

-'Ritualistic Obsession' gives a little more spiritual boost to the recipient, and if they have an inclination towards angelic or infernal you can choose to empower them further by giving them traits related to the side in question. If you are a Lumen Sage/Umbra Witch/Aesirite, you can use this to turn others like you.

-'Devil In The Details' has the time required to learn about a person slightly reduced, and if you use an item that has significant value to the person you're crafting a weapon for, the effects are significantly augmented.

-'Holy Audience' allows the power of your weapon to be channeled by a single summon of your choice, granting said summon additional properties to use against the enemy during this time period.

-'Umbran Climax' now can summon an entity in your spell repertoire or have bonded with, channeling their power while augmenting them with your magic for a few seconds to deal tremendous damage to an enemy.

-'Revisionism' can affect things up to a small building now, and the repair speed for mundane objects is significantly increased. Non-mundane items the size of a statue or smaller will also have their repair speed increased, but only by a noticeable amount.

-'Summoning Sinatra' is enhanced, not only increasing your summoning potency and reducing the time needed to summon, but you may now engage in a shared summoning ritual with another summoner in order to pool your magics together, ensuring whatever is brought to you will be a formidable foe indeed.

-‘Summoning Singalong’ is further tweaked, making it so your summons learn more about you with each successful manifestation. In time they will understand your preferences and ideals, making them more competent helpers for your cause.