Devil Survivor 2 Jump

Welcome to Tokyo! Isn't it beautiful? The capital of Japan is in an economic boom, and everything is going swimmingly. The local high schools are holding their final exams, the people are happy, there's a killer new app that allows you to see how people will die called Nicaea, the agents of the Japan Meteorological Agency, Geomagnetism Research Department, or JP's, are lurking about, and a massive earthquake is tearing the city apart. Oh, and a giant ice cream shaped alien that explodes and kills everyone around it before reforming fell from the sky. Oh boy.

This alien is named Dubhe, and is the first, but not the last, of the Septentriones, a group of aliens that are invading this world. They appear to have hijacked quite a number of the local demonic population, though rest assured they will die too should these aliens win. Tokyo is not the only city hit, though: Several other lucky cities have been struck as well, and at least thousands of lives have been lost. I say lucky because they are still around. With each passing day, more and more of the world is consumed by a mysterious void, the work of the leader of the Septentriones, Polaris.

Polaris is the ancient being who sits atop the Heavenly Throne, over seeing countless universes with the Akashic Record. The Akashic Record contains the data of all things that are, have been, and will be. Using it, she can add to, edit, or delete this data. She has deemed Mankind to be at an evolutionary dead end, and has decided that they should be erased. They wouldn't have a chance...If one of the Septentriones, Alcor, hadn't of given them a tool to fight back with.

Nicaea isn't JUST a death viewing website: It is also the home of Alcor's demon summoning program. Using both, many deaths can be prevented, and perhaps the invasion can even be beaten. Yamato Hotsuin, leader of JPs, has other plans for the program. Opposing him is Ronaldo Kuriki, who seeks to discover and expose these plans. With this, a new war has begun between the armies of JPs, Ronaldo's

rebels, and those who serve Polaris. You'll have **1000cp** for this Jump. Good luck.

LOCATIONS

In this Jump, you'll have access to three locations, the last cities remaining in the face of Polaris' onslaught. The only reason why they have yet to fall is due to Yamato's Dragon Stream shielding, channeled through towers in each city. Should these fall, the cities will too. And trust me, you DON'T want that to happen. TRUST ME. Roll a d8 for your starting location, or pay **50cp** to choose.

1-2: **Tokyo**: The capital of Japan has seen much better times. The initial earthquake alone ripped the city apart, and did a tremendous amount of damage, knocking out all power. Even worse, due to the invasion, no one can use their phones, meaning many will die brutal deaths from simply being unable to get help, not even bringing the demons and aliens into account. JPs is strong here, but Ronaldo's rebels will soon rise here as well. So, overall a neutral state of power.

3-4: **Osaka**: Now THIS is JPs territory. Osaka is the location of JPs primary headquarters, and the heart of Yamato Hotsuin's power. Here, Ronaldo can find no grip, the people are firmly on JPs side, out of either respect or fear. The place is practically a police state, with JPs agents watching for any threats. Here, Yamato leads the war against both the Septentriones and Ronaldo, though out of pride he refuses to acknowledge the latter as a threat. And in the very darkest corners of the facility, he is preparing for a whole different chain of events. After all, if Polaris can delete the world, she can change it too...

5-6: **Nagoya**: For Ronaldo, this place isn't JUST his base of operations: It's a symbol of hope for all those who battle against Yamato and JP's oppression. Despite the claims of JPs, he has seen first hand their hoarding of food, their selfish quest for power, their willingness to

cross any lines to keep their secrets... And he's determined to put an end to it, and expose them for what they truly are. He has lost his honor, his mentor, his job and reputation, and his city to them. He won't lose anything else.
7-8: **Free Choice**: Looks like you've gained the option to choose where you start off. How lucky!

BACKGROUNDS

Who are you in this world? An alien, a desperate survivor, a loyal soldier just trying to do their job, or an idealistic rebel? You may keep your gender from your last Jump and decide your age with a 16+d8 roll, or simply pay **100cp** to choose both.

Drop-In: You've entered a ruined world under invasion by an arrogant alien and her mindless minions. And what's more, you have no memories or allies in this world. But that doesn't mean you're beaten, that there's no hope. Let's set the record straight: You don't BELIEVE that either your fate or this world's fate is predetermined, You don't understand the concept of "Impossible". And you never will. Because you're the kind of person who's not just going to set the record straight, you're the person who's going to BREAK it. Get going Jumper, you've got a lot of work ahead of you! Oh, and here; you're going to need this app. It's a killer.

Survivor: Nothing's the way it used to be. The city is in ruins, a war is going on between people unleashing demons from phones, and all the while there's an invasion going on by a bunch of different aliens with their own demonic minions. And what's worse, everyone is dead. Your friends, your family, your dog...And you're all alone. But you're still alive. And all because you and your friends just so happened to download a certain app. You saw their deaths, they saw yours. You took it seriously, they didn't. You're still alive, they're not. The A.I. navigator Tico's voice rings within your ear, giving you advice. You'll need it,

JPs: Damn it, don't these people understand you're TRYING to help them?! Demons and aliens are ripping the city apart and they're complaining about FOOD?! Of course you're keeping some food to yourself, how are you supposed to keep your strength up? But no. You're not a human being. You're a member of JPs. A machine. You don't have hopes and dreams, you don't deserve to be happy or feel sad. It's not like you ever lost anything, right? But you did. Much like your captain, one Makoto Sako, you too had dreams that were dashed. And much like her, Yamato and JPs helped you. So you'll help them.

Ronaldo's Rebels: If there is a God, he has forsaken you. At least, that's what you think as you survey your broken home. Demons rampage through the streets. The Septentriones descend from the sky, bringing with them death and terror. And all the while, JPs hoards food and medicine to themselves. They're selfish bastards, all of them. Corrupt, arrogant, greedy. And you want to make them pay. But how can you? You're just one person. Or, at least, you were. Then he found you. Ronaldo. An ex-detective who had been investigating JPs for some time, he saw the damage they were doing even now, and rallied the people. He found you, and with his passion and charisma convinced you the world could be saved. And you're going to help him do just that.

PERKS

This section will provide you with skills and abilities for this world. All perks are discounted for their respective background, and their 100cp perk is free.

Drop-In

Don't be ridiculous!(100cp): You sure are stubborn, you know that? You don't intend to die easy, and you're more than happy to

demonstrate it to anyone who asks. When death seems certain, you can pull off one last burst of strength to keep fighting. When you're about to be crushed by a derailed train, you can summon a demon to catch it at the last minute. When it seems like the brutal assault of an Septentrione is going to break you, you push forward for one last hit. This won't always work, and it may not always be enough even if it does, but one things for sure: For now, you are alive. And you intend to stay that way.

Bunny Ears Lawyer(200cp):...You're weird. Like, really weird. You're goofy, crazy, and act like an idiot...And yet, you get results. Maybe the goofiness is an act to hide how smart you really are, or maybe the goofiness helps you think, but your quirks actually help instead of hinder you. Somehow, you think so outside the box you reach the right answer! Because apparently, being a weirdo is the same as being a genius here. Aside from all of this, you're the kind of person who is pulling someone's pants down one minute and tearing someone's evil plan wide open the next. You're one to be watched.

Shining One(400cp): People can say whatever they want about you: To many, you're a beacon of hope and comfort. You're their best friend, their mentor, their rival, their lover, maybe even their enemy, but you also seem to inspire them, shine to them, as a symbol of something. That better times are ahead, that the world can be saved, that they're not alone. People trust you, look to you for guidance and feel a sense of belonging. Your support helps them become stronger, and grow as a person. You are a kindhearted, honest person, and in these days, that may be just what people need. Also makes you really popular with the gender you like, apparently. That you don't understand.

Record Breaker(600cp): For billions of years, the Administrators of the Akashic Record have ruled all. Who can oppose the beings who control fate itself? You can. Fate has lost its' power over you, and their attempts to erase you hold no grip. When Nicaea shows you

someone's death, you step in and change events with just your presence. You've broken free of Akasha's chains. And now it's time to free others. You can lead them, Jumper. If you so wish you can lead these people to revolt against Polaris and her brethren. You're not guaranteed to win, but I can tell you, you'll be a hit either way. I'd even say, you'll break all the records.

Survivor

CHAARGE!(100cp): What are you, crazy?! You're the kind of person who would drive a car onto Dubhe in order to damage him, and end up succeeding, because as it turns out, blowing up the bud on top of him renders his invulnerability null. And what's more, you would survive! Basically, you're really freaking lucky, able to find weak points in enemy armor/defenses by accident! Don't count on this though, that luck WILL run out if you do.

Dance Dance Revolution(200cp): Now this one is just weird. Apparently, you've become an expert dancer. Now that may SEEM trivial, but it's really not. Because, as it turns out, some demons LIKE dancing. A lot. All the way to Shiva himself! Even more so, humans like dancing, and your skill and flair with it is a true moral booster to them, like a reminder of how things used to be. When you move, you move not only your body, but other's hearts as well. You've also become a bit faster and more graceful in battle, if that means anything.

Don't mess with my kitty!(400cp): Seriously, don't. Messing with people you love is a great way for someone to end up in a hospital or worse. Whenever your loved ones are in danger, you gain a boost in strength, enough to take on a dozen demons by yourself. This boost doesn't make you all powerful, the demons mentioned before WERE just mooks, but you're still strong enough that it would be a bad idea. Also, you get along really well with animals, cats

especially. You should meet up with Juungo, the two of you would probably get along, even if he IS a little dense sometimes.

Try and break my spear!(600cp): Oh hell yes. Apparently, Lugh the Long Arm has taken notice of you, and decided to lend you some of his power, much like one Io Nitta. This comes in the form of glowing eyes, flight, and the ability to manifest a magic spear. You become a much better fighter overall as well, enough that some would call you a (minor, very very minor) deity. Really, you've come a long way. It WILL be difficult to control this power at first, and even fatal if you're not careful: Lugh isn't the top god of Celtic Mythology for nothing after all.

JPs

Good Soldier(100cp): You are one. You've learned how to suppress your emotions and conscience in a fight. No longer will anger cause you to make a mistake, or hesitation to keep an enemy alive that should be killed. You don't have to be like this ALL the time; Captain Makoto goes from formal, deadly agent of JPs to adorable, stuttering mess when around friends, or that boy with the weird bunny jacket. N-not to say you mind, of course, she's really cute when she acts like that-Oh wait, you didn't mean to say that-ugh. Looks like she really HAS rubbed off on you.

Kung Fumi(200cp): Much like a certain mad scientist, you've learned the ancient art of beating the crap out of someone with mundane objects. Seriously, you wouldn't think a laptop would hurt that much, but wow does it. Of course, it doesn't HAVE to be a laptop, but hey, whatever works, right? No, you will not be able to beat up Trumpeter with this unless you were already on that level, and believe me, he will be PISSED if you try and fail. Big ego, and all that.

Demon Boxing(400cp): To be honest, the demons don't scare you. In fact, you're almost glad they showed up; Because now? You've got something to punch that punches back. And that will just make you

that much better a fighter. Whenever you take on an enemy that can actually hurt you more, you get double the amount of practice you would normally get. Think of it like this: In a videogame, you gain more experience points from defeating stronger enemies than you do from weaker enemies. Same principle. Just don't get in over your head. Which you probably will, won't you?

Crossing the Dragon Streams(600cp): Wait, what. How in the hell...? You've somehow gained a similar ability to the Hotsuin family, an ability gifted to them in ancient times by Alcor. Maybe he decided you would need it more because the Hotsuins have lost their bloody minds, but you can now manipulate the ley lines of the planet. This allows you, aside from powerful magic, a number of abilities, such as a super speed buff, the power to create barriers to resist the void, the ability to manifest a giant dragon, and the power to bind those equal or weaker than you with it. You're not invincible though; The first two require some prep time, the third requires the focus of the local ley lines(and it WILL turn to stone without energy), and the fourth CAN be broken, especially if the enemy is ALSO able to manipulate the energy of ley lines. Also, you tend to be a little egotistical when using it.

Ronaldo's Rebels

Stupid Jump-Chan!(100cp): Are you sure you're not related to Airi Ban? You've sure got a temper like her. Or at least you do if you use this perk. Basically, you know how tsunderes become really strong when they're angry? Well, now you can do that too! Whenever you get angry, like really angry, you can channel your righteous fury into extra strength. And you don't even have to be a tsundere-Wait a second. That title...Uh, Jumper, why are looking at me like that? W-woah there, s-settle down! I'll just, uh, move on to the next perk, how about that?

Joe Joe's Bizarre Adventure(200cp): How did you get to this place anyway? What do you MEAN you don't know how?! Oh, this perk. Uh, basically you've got the weirdest sense of direction. Basically, you can GET somewhere, somehow, but through the strangest way possible: You get lost and wander there. No, I don't get it either. Well, on the bright side, you'll never get lost again! Except...You will. In order to not be lost. ARGH!

Trust me, I'm a Jumper(400cp): You have apparently gained some medical skills while here. So you can help people who have been injured, or just give them checkups. You also gained quite a bit of knowledge of anatomy, that of humans, animals...And even demons. To a limited extent, you understand the bodies of demons, the more human they are, the more you can understand them. More eldritch demons are beyond your area of expertise. On an unrelated note, you've become an excellent parent, really good with kids.

Ronaldo's Partner(600cp): Your background was a little inaccurate. See, remember how Ronaldo was a detective? Well, you were his partner, you learned under the same mentor, and you led the investigation with him when your mentor disappeared. So, as a result, you've become an expert in both detective work and espionage. After all, you'd need both to pull the kind of stuff you've pulled. Not only that, but you've become an excellent tactical leader, enough so that you would be able to lead a guerilla war against a powerful organization with an advantage in numbers, weapons, and experience and have a good chance at winning. This, combined with a charisma boost, not on par with Ronaldo but still enough to gather a large crowd at least, will make you an excellent leader

General

You're so handsome!(50cp): You really are. This perk makes you a rival to the best looking characters in-jump, for guys this is Hibiki Kuze and for the ladies Io Nitta. You look good, enough to get

admirers blushing and giggling and drooling. You'd think the apocalypse would do something about this, but either pretty people have some sort of forcefield that protects their looks, or Polaris is a massive covert pervert, because that's not a thing.

Hee-Ho!(100cp): You have mastered the demon language. Or, at least, the language of the Jack Brothers. You have a much easier time talking to them, and it's rather easy to befriend them. As long as you're not attacking them, expect Jacks to not only NOT attack you, but some wild ones may even come to your aid! Plus, disguising yourself as a demon is now possible, as most demons will now presume you to simply be a Jack that is very good at disguises. Black Frost and King Frost will probably try to boss you around, but they won't hurt you either. Well, the latter won't. The former, on the other hand, IS evil, if goofy evil.

Stealth Hi/Bye(100cp): Where did you-AH! Don't do that to me, Jumper! Geez. You've become supernaturally good at sneaking up on people you're on neutral terms with, and literally impossible to notice when sneaking up on someone you're friendly with. It's seriously spooky. Expect quite a few shocked screams at your sudden appearance. The opposite is also true. You're good at sneaking AWAY too. You could even leave right in the middle of someone's sentenc-JUMPER. YOU ARE TESTING MY PATIENCE.

Fun Personified(200cp) Y-you goofball, what are you doing?! Stop making that stupid face! I'M NOT SMILING. Pfft, alright, alright! With this perk, you've gained an amazing sense of humor, perfect for cheering others up when they're at their lowest, while still able to be serious when necessary.. Whether it's puns that even demons face palm at, goofy faces to get kids laughing, teasingly calling a colleague a pervert, or just generally lighting up the room with a smile or a bit of snark, you're just fun to be around. Enough to overcome even the grimdarkness that is SMT.

Dera-Deka(400cp): You died. You were found by your enemies, caught, and killed...Except not really. See, they missed your vitals, or they hit someone they THOUGHT was you, or something like that. Point is, you've gotten better at not only surviving things that SHOULD have killed you, but at making your enemies think they DID kill you. Much like the perk's namesake, even JPs and their powerful leader would be truly shocked to find out you survived, and it won't be easy for them to find out in the first place, either.

FATE(600cp): Um, well, this is a thing. Okay, do you about know Persona, and its' social links? This is like that: By gaining a closer relationship with your allies, you will strengthen them, allowing them to hit harder, faster, and take more hits themselves. More likely to SURVIVE. But's it's more than that; by achieving rank three(Starting from zero), you will obtain a brand new demon fusion recipe. At rank four, they may follow you anywhere, even leaving their former ideology behind if you're persuasive enough. At FATE level five, not only will they become a true friend and ally, you will gain a new, even more powerful demon fusion recipe. It's the Power of Friendship, in other words.

Sword of Polaris(800cp, must take The Anguished One for no cp): Woah, are you sure about this? This is some pretty serious stuff...Alright, if you say so. Your background has now been changed: You are Alcor, companion star to Mizar, and the Sword of the Administrator Polaris. You're one of the most powerful beings in your master's empire, her right hand star and enforcer. When there is a threat to her reign that the Akashic Records can't fix easily, you take care of it. Her rivals learned long ago to fear your coming, and for good reason: You wield powerful magic, beyond that of most demons, and the billions of years of experience to utilize that to its' fullest. Aside from your ominous hypercube true form, you are able to take two other forms: A human form, capable of adding physical attacks to your arsenal, as well as more eldritch form, that is not only stronger, but it is also weak to physical attacks...And also nulls

EVERYTHING ELSE(Or, at least, it nulls every element you'd find in SMT, like Elec or Force). Even almighty spells are resisted. Oh, and the physical attacks? Yeah, see, you can take the damage they did, and return it twice as strong. The only reason you're not constantly in this form is because it's exhausting to be in, to be honest. You can only stay in it for about 10 minutes at max. Anymore and you may fall unconscious or worse!

Aside from that, you're brilliant: Remember the Demon Summoning Program? Remember Nicaea? The Ticos? Who made those? You did, you magnificent bastard, and it's the only reason mankind is still around. You've learned a lot about how the universe due to your connection to the Record, though that doesn't make you omniscient or infallible. The Hotsuin family is a rather sore point, to be honest, due to their betrayal and abuse of their powers. Yamato in particular disappointed you, he could have been a Shining One, changed fate. Instead, he plans on using Polaris' power to create a Meritocracy, remaking the world, and for lack of a better term, mind raping humanity into having a much different morality based off survival of the fittest, even if his intentions are good. Anyway, as a final note, you could theoretically use the Record yourself, though Polaris would have to die for that. And you would NEVER betray her...Would you? And even if you did, all you could do is reset. Anything else, and...You'd lose everything. You're not an Administrator. You're just a Sword. You can be broken...And replaced.

COMPANIONS

Everyone needs a friend, Jumper, or at least an ally they can trust. This section will help with that. Note, some of the companions can be gained at a discount upon completion of certain drawbacks...

Companion Import Option(50cp-400cp): Perhaps you wish to bring along old friends to watch your back. Perhaps you wish to give them a taste of the power this Jump offers. Or perhaps you just don't want to be alone in this dying world. This option allows you to

import companions, with one being **50cp**, to a max of eight for **400cp**. They will each have **400cp** to spend on perks.

Canon Companion(300cp): With this, you may pick any one of the playable characters that formed a faction in-jump as your companion, to take with you into other Jumps, Once you enter the Jump, you will befriend the character, and should they survive the Jump, you may make them a companion upon the Jump's completion. Well, maybe not ALL of the playable characters...

Hibiki Kuze(600cp, discounted with **The Anguished One**): The Shining One, the Hero, the lovable goofball nice guy who will save the world...Maybe. Hibiki is many things is the main protagonist of Devil Survivor 2, and the one who unites the cast to overthrow Polaris. He's fun personified, a silly teen who somehow manages to keep his friends both alive and in good spirits despite the horrible circumstances they find themselves in, though that could be because he's also incredibly strong, intelligent, and charismatic You've managed to become one of his many friends, and a friend of his is a friend for life.. Hibiki comes with the entire **Drop-In** tree, as well as **You're so handsome!, Fun Personified** and **FATE**. He may be a goofball, but he's the goofball that will save the world.

Alcor/Al Saiduq/The Anguished One(600cp, discounted with **Sleep, Master of Memories**) Alcor is an ancient being; He was around before the Earth itself was. He has looked after and cared for Humanity over countless millennia, giving them gifts and protection. He is the one who taught the Hotsuin family how to use the Dragon Stream and summon demons, in order to give them a fighting chance against Polaris. This backfired, unfortunately. He tried again to help Man by providing them with Nicaea, an app that can not only see into the future and provide advice via the Ticos, but also allowed them to summon demons. This was more successful, even if it DID cause a war between Yamato and Ronaldo. Despite his love for Mankind, he is still loyal to Polaris, due to his belief that this is the

only way he can live, not helped by eons of guilt and self-loathing. He see's potential, though in both Hibiki, and now you. Perhaps you can persuade him to betray his master...Comes with **Sword of Polaris, Stealth Hi/Bye**, **Good Soldier**, and **Bunny Ears Lawyer**.

What's that you say? You ARE Alcor?! Well, as it turns out, Polaris created this one first, but ultimately decided on you instead. Now you can recruit the original Alcor while being Alcor! However, he'd prefer to be called Al Saiduq, because otherwise it's going to lead to someone calling for Alcor and you both turning your heads.

Miyako Hotsuin/Cor Caroli(600cp, free with **Errai Rising**): Alright, this one is a little complicated, so listen up: Normally, Hibiki would lead the thirteen other members of the cast, as well as Alcor, against Polaris. They succeed in their battle, slaying the Administrator and allowing for Alcor to reset time. However, they are interfered with by Canopus, the operating system of the Akashic Record and a being even higher than the Administrators. Alcor's tampering with the Record awakened it, and it attempted to kill him, only for Hibiki to take the blow for him, causing him to temporarily cease to exist. Canopus soon appoints Arcturus to the Heavenly Throne, along with two Swords. These Triangulum attack, and the main cast is wiped out, save for Yamato and Alcor, who barely finish them off. Forced to once again reset, Yamato stays behind in the Record to bring Hibiki back to life. But now, Yamato is outside the timeline: In order to fix this, Canopus creates Miyako Hotsuin, the fourth Triangulum, Cor Caroli

At first unaware of her true nature, Miyako lives her life as a normal girl: Until Alcor informs her of who she really is. He becomes a mentor to her, sympathising with her plight. But she soon comes up with a scheme to save humanity. Unlike the more cynical Yamato, Miyako loves the human race like Alcor does, and having admired him, decides to capture the cast, in order to take from them the Administrative Authority they gained when they killed Polaris. With this, Miyako could transform Alcor into the new Administrator. However, the two clashed over this, and in a fit of rage at this

seeming betrayal, Miyako captured and imprisoned her mentor. She isn't a bad person. She really DOES want to help Humanity. But her methods will cost both others and herself(whom she also plans to sacrifice) their lives. If, IF you can, like Hibiki, convince her to change her ways...She could make a powerful ally. Comes with the full **JPs** perk tree and a weaker **Sword of Polaris**.

ITEMS

The tools and gadgets you will be given for this Jump. Much like perks, items will be discounted for their backgrounds, and you'll get the **100cp** item for free.

General

Wi-Fi(50cp): Huh, well isn't that convenient? Normally, the only ones with access to a Wi-Fi system are JPs, with Ronaldo and his group having the hijack theirs. But you apparently have your own. This means you can make cell phone calls without anyone being able to listen in on your conversation, as well as access the internet. Maybe you can save some lives, too?

Bike(50cp): Well hey, isn't this convenient? This will make travel around the city MUCH easier. Now, rather than walk, you can ride! On a side note, smaller, younger demons really enjoy bike rides for some reason, so expect quite a few normally hostile demons to cheerily ride with you, more likely to join you once the ride is over if it's fun enough.

Macca(50cp): MONEY! LOTS AND LOTS OF MONEY! The currency of Hell is still in service, even with the whole alien invasion in progress. You'd think the whole brainwashing by the Septentriones and summoning by humans would hurt their economy, but no, surprisingly. Still don't understand WHY they like macca so much, but who are we to judge?

Drop-In

Blue Phone(100cp): Well aren't you fancy? This special phone is suited to using Nicaea, able to activate it faster than other phones. Just take it out and flip the screen up, then BOOM! There it is! Another noticeable trait is that it just looks really nice. The color, the design, truly a work of art! Huh? Oh, it doesn't really do anything, I just thought I'd bring it up.

Bunny Jacket(200cp): Looks like you and one Hibiki Kuze have a similar sense of fashion. This jacket is absolutely adorable, resembling a white bunny, and not only that, but it WORKS really well at resisting status effects. You'll never have to worry about being poisoned, confused, or other similar status effects ever again! Aside from that, it provides some great defense against both cold and hot temperatures, which might be helpful in certain environments. Would suck if you survived demons just to freeze to death in a blizzard, right?

Shiki-Ouji(300cp): Oh hey, check this out! This demon has identified you as it's new master, but it's a special one: He can serve not only as a fighter, but as a spy and messenger as well! Most summoned demons are pretty bad at both espionage and communication, even if they normally would be good at them, due to the summoning progress limiting their abilities and range. But not this guy! Plus, if you can figure out the mechanics, you can make an app that allows you to focus any field attacks on you instead of your allies, allowing you to take the blows.

Survivor

Family Photo(100cp): Oh. Um, well, this is awkward. This is a picture of you and your family from this world...Staring at it reminds of who you are, and why you're fighting. If you're ever feeling

depressed, or if someone is trying force a new identity on you, this can help you resist. And, uh, if it's any consolation? I'm sorry.

Jumper the Cat(200cp): You have a cat! ...That you named after yourself. Whether it was ego, or you just wanted a name that was easy to remember and thus you choose your own, that's what you did. Well, this cat, aside from being able to find food and other things you need to survive, is rather feisty. Even demons will have trouble trying to kill the thing, not because it can outfight them, but because it seems to have some kind of plot armor. This plot armor seems designed to cause Home Alone-esque antics. Be warned, it WILL be caught eventually if you do nothing, and trust me, you DON'T want to know what the demons will do to it if they get their hands on it...

Operable Car(300cp): Well, this a thing. Apparently, you have basically the only operable car in the entire world, or what's left of it, at least. This thing seems to have been affected by the demon's magic and Polaris' reality warping power, as it no longer requires fuel, oil changes, or anything cars normally require in order to work. Other than that, it's just a normal car...Well, there IS one difference: The car is great at ramming things. Demons, aliens, people, this thing rams them all, and does a lot more damage than it normally would. Keep in mind, that if whatever you hit with it survives, it will be rather upset.

JPs

JPs Uniform(100cp): This isn't the yellow uniform most of JPs endless legions of agents wear. Rather, it is the uniform of a JPs captain, signifying your rank amongst the JPs military leadership. Military...It's hard to imagine the organization was once for more peaceful purposes, but now...Anyway, this uniform comes with an I.D., allowing you to enter the areas under JPs control that are off limits to the regular troops. Of course, you don't HAVE to be an actual JPs member, there are spies after all...

Hotsuin Family Sword(200cp): How in the HELL did you get this?! It's not even supposed to EXIST yet! Bah, whatever, let me explain how it works: Aside from being something more deadly to hit the enemy with, it enhances your ability to use the Dragon Stream's binding powers: even beings that are usually stronger than you can be bound now, but it WILL be incredibly exhausting, and even painful if they're strong enough. One Miyako Hotsuin will be able to tell you after her confrontation with Administrator Arcturus...

Yamato's Plans(300cp): Whoa, whoa, whoa, this is big. What you have in your hands is the blueprints to Yamato's entire scheme: His plans on how to use Polaris' power to recreate the world into that of a meritocracy, where one's status in life is decided by their strength, intelligence, and skill, not who their parents were or how much money they have. Also contained within it is a process that can create a similar society WITHOUT Polaris' power. This was abandoned, due to a lack of time, resources, and the heavy entrenchment of the old powers, not to mention how hard it would be to create such a society from the ground up. But you have access to other worlds, unlike him. Perhaps, you can...

Ronaldo's rebels

Food Caches(100cp): That's strange. How does JPs have all this food? The truth is, they don't. Or, at least, they wouldn't without this item. Essentially, this spawns plenty of extra warehouses/storages/caches of food that JPs ostensibly owns for you to raid, They will always be undefended when you DO raid them, with enough food to feed the populace that supports Ronaldo, or just in general, as well as providing a morale boost for wins against JPs. Be warned, JPs still owns them, and you WILL attract Yamato's attention if you raid too many to quickly.

Inspection Gear(200cp): You'll need all the help you can get if you want to expose Yamato for the scoundrel he is! And this gear will help you do just that: Doubling as both tools of a detective, and tools of a spy, this kit includes listening devices, forensic tech, and much more. Not only that, but it's superior to regular gear for another reason: Magic. The stuff has been enhanced to work better than it normally would, allowing you to give even a demon a polygraph test! Plus, those cameras will catch more details if they're enchanted to be harder to find...

Dera-Deka's Notes(300cp):...This is serious stuff Jumper. What you hold in your hands are the last notes and lessons Dera-Deka had before Yamato forced him into hiding. This man taught Ronaldo, and possibly YOU, everything you know. But he still had lessons left to teach: Pragmatism, better spying and detective techniques, and how to find out if someone really died or not. It also contains hints on how to locate him...And his last letter to his daughter, Airi Ban. Perhaps, with the two of them, you could reunite the father and daughter, and thus gain powerful allies against Yamato and JPs.

DRAWBACKS

Of course, **1000cp** might not be enough. Perhaps you want more, to purchase more items, perks, or companions? ...Very well. But be warned, you're playing with major powers here. You'll be limited to **600cp**, unless you take **Errai Rising**, boosting it to **800cp**

A whole new world(0cp): Normally, your Jump would end after Polaris is defeated, but not anymore: Now, you will return for another week, except it's the same week, because time travel. A new threat has risen: The Triangulum, led by the seemingly invincible Arcturus. Yamato is gone, and a new leader, Miyako Hotsuin, now rules JPs. And in the depths of the Akashic Record, an ancient and all-powerful being rests...Get ready for a whole new level, Jumper.

Post-Apocalypse(0cp): Ho ho, you've done it, Jumper! You've defeated the Administrator Polaris, and possibly Arcturus and even Canopus as well. Perhaps you decided to side with Yamato or Ronaldo and remake the world, or even with Alcor to create a new one. Maybe you took the path that the world would have taken before, following Hibiki to slay Polaris and overthrow Canopus, banishing the Administrators forever. Whatever path you took, the war is over, and it is time to leave-wait, huh? You don't want to leave just yet? Oh, well that's fine. Normally, you'd just be staying here for about a week, two weeks if you took the drawback above, but now, you'll be staying for the whole ten years after this. Enjoy!

Bel Bel Bel, what have we here?(0cp): I'm sorry, I couldn't resist. With this, the two Devil Survivor jumps are now connected, so the decisions you made in Devil Survivor now affect this world. Is it one ruled by God or Bel? Are humans free of the reign of both? Only you know.

Stupid Jumper!(100cp): Ho boy, seems like you've attracted the ire of resident tsundere Airi Ban. She doesn't really HATE you, maybe she even LIKES you, and may eventually cool down entirely, but for now she reacts to you in the way all tsunderes are born to do; insult you, hit you, and such. I wouldn't worry too much, aside from a few painful whacks to the head, you should be in very little real danger. Others are not so lucky.

No Social Skills(100cp): Oh dear. You seem to share the same problem as Yamato Hotsuin, in that being a leader for so long has made understanding the thoughts and emotions of those of lesser status difficult. You're not a sociopath so much as...Well, when introduced to a common food such as takoyaki, your first reaction is that of confused disgust, even if it would be your favorite food if you actually tried it. You just look down on people naturally. This can be fixed, but it'd take both time and a serious wake up call

Demon Bait(200cp): Well, it seems you've become very popular with the demons. And by that, I mean they all think you look very tasty, and have decided you'd be an excellent meal. Expect to be swarmed with demons in wild zones as they decide to make a meal out of you. You'll also deal with more attention from demons in battles with the Septentriones, though you won't be able to weaponize this. Your own demons or your allies demons are immune to this.

Ronaldo's Fury(200cp): Welp, it seems you've made an enemy: The former detective turned rebel leader sees you as threat to the people, and to his cause. You'll have to deal with both the passionate officer and his allies, some of which are just starving civilians trying to survive. If you take this as one of Ronaldo's rebels for some reason, he will suspect you as a spy, and keep a constant eye on you. If he has even the slightest inclination you're a traitor, see above.

JPs off the old block(300cp) Puns aside, this is quite the mess you're in; it seems Yamato Hotsuin sees you as a threat to his new world order, and has decided to put you in your place. This is a problem, because not only does he have his own army to fight you, most of the cast is on his side too. If you're doing good deeds and not really going out of your way to hurt them though, expect them to take your side pretty quick, with the exception of Makoto, Fumi, and Keita, who might be harder to persuade. If you took this as a member of JPs, expect your boss to frequently send you on suicide missions.

The Anguished One(0cp, mandatory/only for Septentriones): You've caused so much pain. You didn't mean too, but you did. The Human race, whom you love so much, suffers under the wrath of Polaris. The Hotsuin clan, whom you taught and prepared for this day, has betrayed you, with the biggest disappointment being Yamato Hotsuin. Perhaps this is just the way it was always meant to be. You're a Sword, why did you ever think you could do anything without your master? Sure, your Nicaea idea has helped humans

somewhat, but it has also caused even more pain and misery. You're a failure...And yet, there is one person who disagrees. Hibiki Kuze, the Shining One. He smiles at you with such kindness, calls you his friend, and stands up for you. He and his friends fight so hard to protect their world...You can remain neutral no longer. Aside from the Shining One, most look at you with fear and distrust, if not outright hatred. Polaris will seek to destroy you for your rebellion, and snuff out Hibiki's light. You MUST make sure he survives, so that he can gather his friends to fight Polaris. Together with them, you may be able to defeat Polaris, though she will come at you with everything she has, including a legion of powerful demon, shadows of the humans, plus you yourself cannot hurt her directly. But perhaps...Perhaps you and your new allies, you and your Shining One CAN defeat her. And if you do, you can use the Akashic Record to reset the world...And delete both her and the damage she has caused. Remember, both you and Hibiki MUST survive in order to win.

Sleep, Master of Memories(600cp, unavailable to Septentriones): Uh-Oh. We have a problem, Jumper. Looks like Polaris has decided to go after Alcor early, and she's not playing around anymore. You'll need to make sure she doesn't kill Alcor, he's the only one who can reset time back to where it was before! It won't be easy, as not only is Polaris after him, but the cast will fall apart into civil war on the last day like they normally would have with Hibiki being unable to prevent them. You'll need to help both the Shining and Anguished Ones survive, as well as unite mankind's only hope. Then, you must take the battle to Polaris herself. IT will be difficult: While you may have an extra, powerful ally, he still can't hurt her directly, and she will be determined to kill him. You must make sure Alcor, or Al Saiduq as he prefers to be called now that he's a member of your group, stays alive. Time to overthrow Polaris!

Bonus Boss Bananza(600cp): Woah, okay, this is a thing! Apparently, Polaris' invasion has allowed several demon lords to escape Hell into

the world of humans! From weak, silly ones like Ghost Q and Billiken, to sorta strong ones like Sage of Time, to the likes of Lilith and Beelzebub. But it gets worse. Two other infamous demon lords, Nebiros the necromancer and Belial the evil flame have also broken loose. The two are incredibly powerful on their own, but they retreat upon losing to you...There is a reason for this. They are testing you to see if your a worthy 'friend' for their beloved Alice.

Alice was a young girl, who when she was alive befriended the two demon lords. They took care of her, and raised her as a niece. When she was tragically struck down by a disease, the two cursed God, and combined their powers to bring her back to life. The results? Horrifying. What was once an innocent little girl is now a powerful undead sorceress. Incredible dark magical power is a at her command, and yet...And yet she still retains her innocence. She truly believes that the only way to make friends is to kill someone, which she views as harmless because she can revive them as zombies. I suppose you can say she's obliviously evil,

If you can defeat these demon lords, you will unlock them for fusion and summoning. Defeating Alice and her caretakers, however, offers a different reward: You can take them as regular demons, though they will be weaker if loyal, or you can choose to take them as demons, or as companions. If taken as companions, they will be more powerful and yet still just as loyal, but you will be unable to use them as fusion ingredients. Your call, Jumper.

Hell's Bels(600cp, requires Bel Bel Bel, what have we here?): Oh, this is bad. So, uh, remember the Bels? You know, the terrible demon lords that wanted to destroy humanity and overthrow God? The ones you helped beat before? Well, they're back, and they're stronger than before. How strong, you may ask? Let me put it this way: the weakest of them, Beldr and Belial, are both stronger than Shiva and Polaris. And then there's Jezebel, Belzaboul, and Belberith himself. Oh, but that's not the worst part. No, the worst part is that they remember everything. They remember how close they were to their goal, how they almost managed to become the mighty Overlord of

Bel...and they remember that you stood in their way and stopped them dead in their tracks. To say that they're angry is a vast understatement. It's even worse if you became Overlord of Bel, as now they have the chance to kill you and gain another shot at their ambitions. You need to stop them, Jumper, or they might succeed where they once failed and turn the world into their own personal Hell on Earth!

If you can defeat the Bels once again, you will be able to fuse them and add them to your ranks. Beldr, however, will lose his immortality, gaining the immunities and weaknesses of his SMT IV form. He'll gain it back post-spark. For Overlords, you'll gain a special magic I like to call, Bel Fire! Despite the name, it's an Almighty move that deals the Burn status effect. Pretty nifty, eh?

Tico Tico's Challenge!(600cp, requires A Whole New World): When Alcor created the Nicaea program, he realized that the average human wouldn't know how to use it, and the time it would take to learn it by themselves might cost them their lives. As such, he created the Ticos, A.I. who serve as guides to the program's functions. The male Tico is the quintessential gentleman, whereas his female counterpart is a bubbly (and dare I say, rather strange) young woman in a bunny outfit. Despite these differences, both of the Ticos share an adoration for Alcor, loyalty to their master, and concern and love for mankind. Since you've been using Nicaea, you've probably had plenty of interaction with them already/ So you might be wondering, why is this all so important? Well, I'll tell you why: you have been issued a challenge.

On the final night before the battle with Canopus, you will find yourself within Nicaea. There, the Ticos have prepared an arena, in order to do battle with you. Their intentions aren't malevolent, they're firmly your allies, they just want to have a friendly spar with you. Unfortunately, while this sounds relatively safe, the Ticos tend to...well, they tend to go a little too far when fighting. So you'll have to fight them like your life depends on it, because it does. You

and your companions must fight the two Ticos and several powerful demons. The Ticos are powerful on their own, with the female wielding powerful magic while her male counterpart inflicts devastating physical damage. Upon their defeat, the two will fuse, and undergo a terrifying transformation...and by that I mean one will stand on the other's back. Yes, really. I wouldn't laugh too much if I were you, though, because they really will become stronger, not to mention they will wield an extremely deadly, and possibly very familiar, spell: Megidoladyne. Again, yes, really.

Should you manage to defeat the duo, you will gain them as companions, true companions, for the many jumps to come. Unlike other companions however, you can choose to bring them in with you as part of Nicaea instead of as a companion. However, they will gain no cp and they will be unable to leave Nicaea or bring anyone in. Congratulations!

Errai Rising(800cp, requires A Whole New World): No. NO. NONONONONONO. Absolutely not! You can't take this, it's suicide! Please Jumper, listen to me! You...You're going to take it anyway, aren't you? Alright. There is an Administrator. His name is Errai. He was SUPPOSED to be Polaris' successor, but thanks to her early death at your hands, Arcturus got the job instead Not anymore. Now the much more intelligent Errai and his Swords are the main threat of the week. As you battle his Swords day by day, you'll notice the big guy himself is hanging back... You must save Hibiki by defeating the Swords, which will take the pressure off of his damaged data. You must make sure Yamato survives, as his powers are key. You must make sure Alcor is rescued and by your side, you'll need his knowledge and power(Unless you ARE Alcor, in which case you must either escape far earlier or never be captured in the first place). And finally, you'll need Miyako Hotsuin, Cor Coroli, Aside from her power and skill, her existence alongside Yamato's causes a glitch in reality, which renders Canopus vulnerable. Using an upgraded Skill

Crack function, you can steal from him the factors of Time, Space, Heat, and Force. Everything seems to be going well„

Until Errai shows up. Much to your shock, he steals back the factors, and kills the vulnerable Canopus. He then declares that he is no longer a mere Administrator: He is God Almighty. He gives himself a new name: YHVH, the Great Will. Yep, that's right. Now, you must defeat the power mad Administrator, because if you fail, he will kill you, take the Administrative Authority you took from Polaris back, and become truly almighty.

If you somehow defeat this ultimate being, you will be given many boons: Firstly, you have permanently saved the Earth from the Administrators, as well as guaranteed the horror that is mainline SMT will NEVER come to pass. As a Human, you will be allowed to use your small amount of Administrative Authority, causing limited reality warping that will just make the world go slightly more your way, be more like how you want it, as well as a MASSIVE boost in all 'stats;. Alternatively, you may instead gain the ability to bypass conceptual immunities. For example, a God of Time can now be susceptible to time stops, though that doesn't guarantee that he/she can't cancel it out through other means. As a Septentrione, however, you are upgraded into a Administrator. and are given a choice: You may gain your Spark right away, and gain not only the Heavenly Throne, and thus, the Akashic Records, but also control over the factors of Time, Space, Heat, and Force. Your authority will stretch over all worlds you've visited, including your homeworld. Don't get arrogant though, you're not ALL powerful, just close to it. If you choose to gain your Spark later, on the other hand, you will only gain the Heavenly Throne and the Akashic Record. Both options give you Errai's Swords as reprogrammed Swords for you, though they are not at full power until you gain your spark. You will also not be able to use your full power until you gain your Spark. Finally, no matter what path you took you will gain the Akasha Stratum where you fought Polaris as a throne room, and a powerless version of the Heavenly Throne as a, well, throne. You'll be able to shape it in any image you'd like as a throne. Oh, I almost forgot! You'll get a

scoreboard, almost like that of a video game, with the names of all the Administrators, as well as Errai and Canopus, placed on it, each with high scores....and your name at the top, with the highest score. Guess you really broke the record, huh? But seriously though: congratulations, Jumper,

ENDINGS

Well, that's all she wrote, Jumper. Now that your time here has ended, you have three choices, as per usual. You can:

Go Home?: Perhaps all this danger has caused you to miss the comforts of home. I don't blame you: You may keep your perks, items, and companions that you've gained. You've done a great job, Jumper.

Stay Here?: Perhaps after all the effort you went though to save this world, you don't want to leave. Whatever your reasons, you will remain in this world. Time will resume in your home dimension, and after a few months of searching, you will be declared a missing person. Your family will mourn you, but do not be troubled; I promise they will be looked after.

Move on?: Heh, stubborn as ever I see. I'm glad to see it, your adventures are always so entertaining! I'll see you in the next world, Jumper!

Conquer your demon.

Break your barricade.

Let's Survive. '