Canon of Vengeance

There were many things you have seen over the course of this journey. Things some may never have thought possible. The impossible made a certainty.

And this girl is supposed to certainly bring about ruin? What has she possibly done to deserve eternal imprisonment? Does she deserve this fate for a simply possibility?

Be it out of compassion, mercy or perhaps to spite the idea of fate, you take her hand against the voices pleading.

And just as you did, the imprisoned girl is standing in front of you. Her hand is delicate in your own, like a fleeting dream. Then she speaks two words, full with gratitude.



“Thank You.”

You see her walk away into freedom, out of what was meant to be her prison for all of time.

Foolish soul… Do not forget that with a simple gesture your decision has hastened the end of the world.

We can only pray that you return to the proper path. That you find your way again.

Finding your way. Forging a path in a hostile world against all danger. And an end of the world scenario to be thrust into.

But if you know where you are going, these warnings may be too late and unnecessary all the same. Who knows maybe this new factor allows for something… better.

Shin Megami Tensei V



The death of God, the victory of Lucifer, the barely held together Bethel and a fading Tokyo. The world is in a state of peril, ever uncertain if it will endure the coming crisis.

Though beyond these pitiful strives for glory and power, is an ancient battle unfolding, older than the forces of Law and Chaos. And a battle that will be far more dominant now, eclipsing anything else to the point where the race for the Throne may seem like a safer alternative.

The very idea of the Throne is a system designed by the Bull. The Horned God of ancient past and always has a new Bull appeared to carry on its system of governance.

But the Bull is not unchallenged. The followers of the Serpent have since ages past tried to rebel against his laws and systems, joined eventually by the Fallen Angel Lucifer.

A certain group of Serpents will hit the scene soon. The Qadištu, four demon woman who have a much different idea for the way the world should be. The threat they pose so great even one of the most dreaded Angels in existence will be forced to intervene.

Who can say if by the end of this, any system governing this reality will be left standing.

Welcome Jumper to the World of Shin Megami Tensei V.

What path will you choose?

On the Vengeance Add On

In selecting this Add On the world of this Jump will take place in the Canon of Vengeance timeline of SMT V. This allows you to make purchases of both the original Jump Document and this Add On. Additionally you receive an additional **+500 CP** due to the additional danger, resulting effectively in starting Budget of **1500 CP**. Stipends for General Perks and Items may also be used on the following sections were applicable.

All other options mentioned in the original Jump operate normal. The Demon Origin however gains a new list of Demons to orient themselves on:

https://megamitensei.fandom.com/wiki/List_of_Shin_Megami_Tensei_V:_Vengeance_Demons

Note: It is not possible to use the Demon Origin alone to gain the power of beings like Mastema, Tiamat, a Panagia or Satan.

Soul

Seeing reality only in shades of three, Law, Neutral and Chaos, can blind one to all the complexities going into what makes the world. Indeed with all these new developments it is only right to show you the true identities and Origins of the various players. One of which you may join or even imitate.

This choice does not replace Alignment or Origin in the original SMT V Jump. Instead it is meant to be a choice taken alongside these two, but as a option exclusive to this Add On.

Bull (Free): All these Throne Holders and Supreme Gods. And what do they all have in common? Ultimately, they are descendants of the Bull. Of the Horned God who slew Tiamat and built this world of Order upon her Chaos. In some shape or form you may be akin to a Bull God. There is little question that you can shape this world like those who came before you.

Serpent (Free): This world is broken, build on the corpse of the Primordial Mother. All the Bull God did was strip true freedom from all. You long to return to these ancient days of true liberty and will not rest until you see it come back. Those who align themselves with the snake will know of your desires and are oh so happy to welcome another to their ranks.

Administrator (Free): When you refer to the Lord, just who is it you are referring to? Not any Ruler on their Throne but perhaps Transcendence itself. The Mandala's eternal machinations, this endless cycle, you are but one small cog in this vast System, equipped with all you need to perpetuate it. You are recognized as an ally for any whose mission it is to uphold this law. Better to have them as that than as enemies.

Perks

Wavelength Synchronized (100): Everyone has their uses, even the tiniest of demons can contribute in a special way. Especially when you can guide them. You know how to align yourself and your Magatsuhi with one demon, allowing you to communicate with them over a distance telepathically and see what they see.

Endure the Ages (100): Maybe you lost access to a particular skill a long time ago only to rediscover it. Would it not be a shame if you forgot how to use it? Your skills no longer degrade with time. If you were to reacquire one of your abilities after 18 years from a Husk, you would be as proficient with it as the last time you used it.

Auto-Battle (100): Constantly doing the same thing over and over. It must become boring and annoying at some point. Maybe you sometimes just wish to 'zone out' until the current situation is dealt with. This Perk allows you to put your body on Auto-Pilot so to speak, making it so it instinctively repeats the same action you would do. Like say using a certain spell against an enemy you know it would work most effective on. Or simply moving on its own to attack someone with your sword. You can snap out of this Auto-Pilot whenever you want and will do so automatically if you are in actual danger. Never underestimate demons.

Innate Skill (200): Every oh so tiny benefit can make a difference in a death world like Da'at. Everyone can have an ability that makes them helpful, even by a tiny amount. You now possess one such passive Innate Skill. How exactly it works is up to you. Maybe you deal slightly more damage to someone with Ailments, have Demons in your stock revive automatically after a battle or endure more damage if you are fighting alongside Demons or individuals of a specific group.

Note: To look for comparison on what an Innate Skill can be and grant you may look at this list to orient yourself.

https://game8.co/games/Shin-Megami-Tensei-V/archives/456991

Here for you (200): It is impressive what the knowledge of a friend being there for you can achieve. A certain bullied girl managed to defy even her Demonic Partner and overcome his influence just thanks to her best friend being there for her. When you are present when someone needs you, you may even replicate such a feat. Your reassurance and companionship can be an anchor for even someone lost or corrupted with demonic power and snap them out of practically anything. You just need to show you are there for them and they will prevail.

Rise Again (200): When absorbed by an entity, for many that would be the end. Reduced to nothing but fuel or Magatsuhi powering whatever it is you were sacrificed to or absorbed by. However for you this is no longer the case. While you are not immune to being absorbed, you will still exist in these states. Even as nothing but Magatsuhi 'you' will continue to exist inside of what absorbed you, as well as getting an intimate understanding of the powers and capabilities, as well as limitations of your devourer. Perhaps most useful however, in the event your devourer is weakened enough, you can break out, ready to fight again as if nothing happened.

Group Skill (300): There is power in numbers, but even more so if there is something binding you together under the same banner. You are a Master when it comes to combining your own unique abilities with those of others, as long as you can find a connection or commonality. When combining your individual abilities into such a unique Group Skill, you will surpass

what each of you could accomplish individually, resulting in powerful if draining techniques that can change the tide of battle.

Power of Bonds (300): Well this is a nice change of pace. Things can be so dark and grim, friends made enemies within moments, friendship and kindness being beneficial should always be cherished. You will find that as you fight, bonds of trust between you and your allies will slowly develop. That by itself may not mean much but you will get a sense for when they may want to strike up a conversation with you.

Furthermore, by having these conversations, exchanging ideas and simply listening and talking, your bond will deepen with one another. As this bond deepens, from fighting, talking and perhaps giving them gifts, so will the power of your ally grow. Only small, bit by bit. They may suddenly have their spells just that little bit more effective, just that bit more nimble on their feet but these small increments will stack with one another over time. Eventually, when they have utmost trust in you, they may realize and awaken to power they previously thought beyond them. The power of this Perk is applicable to demons in this world by default though it can also be used for individuals of other species like humans.

Trinity (300): In the days of old, the God Izanagi separated himself into three kinds of entities. Amaterasu, Tsukuyomi and Susanoo. These three entities are since than responsible for the safety of the nation, each specialized in their own fields of Command, Logistics and Combat.

If you too need to be in several locations at once, you may do the same. You can separate yourself into other entities, deciding what skills of you they possess. You could do like Izanagi and make three different entities from your power excelling in the aforementioned fields, or perhaps even more to supplement other areas. You can choose to undo this process at any time as well as whether or not the entities created have their own will or if they are a simple extension of your own.

Do keep in mind you will not have access to the skills you leave behind in other entities.

Vengeance (400): Victims of abuse only desire one thing. Revenge. And have you never been slighted Jumper? Never wished the worst on whoever made you suffer? It is an all too familiar feeling for many present here. But not everyone can go through with their Vengeance.

For such reason this Perk is here to aid you. You may select one entity at a time to be the target of your vengeance. This has to apply to something that you believe has wronged you at one point or another. Beyond that it can be anything, a human, a demon, a God, even a system of some sort. Anything you do in pursuit of your vengeance is amplified as a result, your actions snowballing into ever more threatening things. Finding allies, ways to further strengthen yourself or a partner, simply magic and attacks, all of it will be increased.

The degree by which this Perk increases the potency of these things is dependent on how badly you were wronged and how responsible the target of your vengeance is. Take the death of a young man. That man’s sister seeking revenge against the man who lead and hired him for such a dangerous profession may be in a position where their partner wields great power all to destroy said man. If that man however cared for the young man and seeks to slay his killer their blade will cut through her even if she was a Fallen Angel.

There is a limit for how much this Perk can provide and you cannot rely on it alone. Getting complacent or lacking strength will see your vengeance unfulfilled. But if you suffered enough and picked the right target, you may even be capable of ending this very world.

Interestingly this Perk also allows you to give up on your Vengeance, by telling you when you run the risk of losing something more precious to you than it, like say a beloved Partner who is now all you have after the death of your brother.

Take Her Hand (400): One act. One moment. One choice. Can doom or save the world. Can accelerate its descend into destruction or bring about salvation. Much like how this entire Universe could be irreparably changed because of one soul's prison being broken in a moment of mercy. At the start of a Jump you may change one and only ONE thing concerning a single individual. Nothing beyond 'this Person is free from its prison' or 'this one individual is healed'.

The change is absolute and Fiatbacked, even powers that be unable to prevent it and the change will come into effect the moment you begin the Jump. Whoever this Perk was used on acting as they would. Once they met you, they will know what you have done for them which is sure to endear you to them.

From Another World (500): The Qadištu pose a threat unlike anything the warriors and Gods of Bethel have seen, uncaring for taking the Throne and instead working towards a greater, more destructive purpose. However they, and indeed a few others like the Fiends, do not belong to this world. They arrived here by the beckoning of Samael. A feat you may replicate.

Once per Jump, you may summon up to four individuals from another Universe, as long as it is a version of the Jump you yourself are in. They will arrive in your world to aid you, supporting you in your goals if it is in their nature and as long as they do not surpass your own power.

Even if the original four would be slain, you can still use your own supplies of magic to create lesser shadows of them of your own power.

Panagia (600): A True Goddess Reincarnated. Would that not be a fantastical sight? It is one that seems to spell great change in this iteration of Earth. The role of a Goddess of Creation is after all to guide a Nahobino to the Throne so they may enforce their own rule. These Panagia are potent allies and cataclysmic enemies. Though only two would play a role in the coming events, a third one has now arrived.

You are now a Goddess of Creation, wielding power that rivals a reborn Tao or fully reawakened Yoko. Quite potent indeed when one considers how important you are to the System. Regarding just what kind of magic you wield, consider who it is you are. A kind and empathetic person may overwhelmingly focus on healing, buffs and Light spells. A more aggressive and nihilistic individual may be more oriented around offensive spells.

Beyond just power this gives you an understanding of Cosmic Forces, allowing you to realize how they operate and on what laws, but not necessarily the why.

Unlike other Goddesses of Creation, you may however not need to necessarily go along with the Great Will of the Universe, nor do you need to worry about having to deal with loss of your personality.

To better portray the power you now wield you may receive **1200 DP** to be used on the Demon Customization Section alone.

You also receive one unique Skill that costs no less than 650 DP For free

Note: For comparison here are the unique skills of Tao and Yoko as Panagia.

Light of Order (450 DP): Medium healing for all allies and cancels debuffs and raises all stats

100 (Diarama) + 100 (All Allies) + 100 (Dekaja) + 150 (Raises a Stat x 3): 450 DP

Primordial Chaos (650 DP): Severe Almighty magic attack that gets rid of all opponents Buffs and lowers all stats

200 (Almighty) + 200 (Severe) + 100 (Dekaja) + 150 (Lowering an Enemy Skill x 3): 650 DP

Bull



Future of the World (100): Who can be trusted with the crisis and certain doom to prevent? Not just anyone is fit, or in the right position, to impact worldly affairs. But select few like the Nahobino seem destined to make a difference. This Perk allows you to seamlessly integrate yourself into the local 'plot' happening. You will not stand out and have a sixth sense of sorts for when and where the plot important events will transpire. When you want to, you will never miss out on the action but this Perk will offer no help in changing the course of events.

Follow your Lead (200): In times of crisis people look for a leader. Someone who can take charge and guide them out of danger. And you just seem to possess this certain something that makes people acknowledge you as a competent leader. If you are in a group with no other figures of authority present, people will naturally consider you as someone to trust in. This isn't undying loyalty or anything but you're their first choice and as long as what you do works they will not try to claim your spot.

Reclamation (400): Losing power is a severe setback. Losing a friend a great heartbreak. But you can't give up. Not while the fate of the world is this uncertain. Even if there is no bringing back what was lost, there will be a way for you to keep fighting. If you lose something greatly important to you, a power, item or ally, you will find a replacement for it in due time. The replacement will not be a 1 to 1 identical copy of what you lost, perhaps requiring you to change your fighting style in the case of you getting a new power after losing another, but it is better than nothing and allows you to take up the fight once more.

Dragon Slayer (600): If you seek to slay a Godly Dragon, you need a Godly Dragon Slayer. Even the Primordial may be slain if the right warrior can be found. You shall be this warrior, carrying the very idea of being another's slayer. The immortality of even primordial beings means nothing against your blade, them falling all the same.

Knowledge of Order (800): Why is it you think the world never returned to true Chaos even when the first holder of the Throne fell? Because the first Ruler simply didn't allow it. Marduk cursed the world itself in his dying breaths, ensuring that it would never break free from the laws he made. The Mandala allowed this curse and these new laws as they did not go

against its self preservation. Such curses you now hold as well, or is it simply accursed permanence? Changes to the world and the forces guiding it made by you cannot be reversed. Even any powers that be unable to do so, as long as your new rules do not go against their own existence, them simply accepting and even enforcing your new rules. This perk works on smaller scales, or even societal levels as well. The idea of female subservience for example, non-existent in Tiamat's time, will be like a pervasive add on to any society even centuries from now. The only way for anything living in what you once ruled to escape your laws will be to burn it all down and start from scratch.

Short of doing that? Even if you yourself will be overthrown… they will never fix what you have done.

Serpent



Indescribable Pleasure (100): Temptresses the four brides of Samael all are, Naamah in particular having born many a demon into the world. Much like them calling you beautiful would be an understatement, both in the world of humans and demons considered appealing. Your body is made for sin, any attempts at seduction boosted an equal amount, to the point none, even angels, not be entirely immune to your charms. Pregnancies as the result of those affairs will always be safe for you and the child as well, allowing you to spawn a variety of demons depending on your partner. As a final note, even if your body sports certain deformations, they will never impede your beauty or appeal in others eyes, somehow only making you look more 'exotic'.

Salvation (200): Words carry power. People should not speak them so carelessly, especially if they answer a single question of yours. What part of themselves do they hate most? They will feel compelled, perhaps out of fear, to answer truthfully. Once they do you will be able to mutilate and cut that undesirable part of them out. This however only applies for that single part they told you, if they tell you their long hair you could leave them bald, if they tell you it's their eyes you could only gouge those out.

Devouring these things has the added benefit of healing you slightly, your teeth made to feast on these shame. You can even devour ones very soul, as a result recovering back to full health even if you had previously been on deaths door.

Queen of Magic (400): The idea of woman being more in touch with magic, specifically the natural ways of old, is hardly a new one and a prodigy like yourself can only prove these ideas right more. You're a prodigy when it concerns using magic, within years learning what masters needed to dedicate decades for. Not just that, even outside the box thinking or bending the rules of magic is something you can figure out and execute, like say a Disease that drains someone's Magatsuhi while still keeping them alive or casting an area into darkness from which weaker, spiritual apparitions of yourself appear. The magical in your hand is very symbolic too, to the point that by offering up the live of a Dragon Slayer, a slain dragon may very well be resurrected.

Mother Earth (600): What is this world and its champions compared to the unbound Chaos of old? Much like Lilith you appear to have a connection to that old idea, to the Earth and Primordial Chaos itself. From these sources you can draw on energy, only limited by the amount you and your body itself can handle. You can tap into the Primordial Power for a variety of purposes, empowering yourself, clearing yourself and any allies of something weakening your abilities or erecting barriers.

Knowledge of Primordial (800): Before there were Gods, there was the origin of all. Untamed Chaos from the Mother of earth. A mother you may be as well for you share some rather striking abilities with the Primordial Mother Dragon. Mainly your sheer tenacity.

You are truly immortal, transcending death itself. You can regenerate from any damage no matter how severe, simply but a matter of using your supplies of energy to reform yourself.

Your immortality is however reliant on one thing, your own identity, or at least one aspect of your identity that you may choose here. Nothing but one that is defined by their ability to end said chosen identity will be capable of killing you. If you say picked your draconic nature as the core of your identity, only a dragon slayer of great renown will be able to put you down.

Administrator



Be Afraid (100): There is a reason Angels introduce themselves by saying Be Not Afraid. You are here to remind everyone of why, your mere presence carrying with itself a certain weight and dread. Enough that if you have the power to back it up, even the greatest Angels and most vile Demons would be on edge when your name is spoken.

Additionally trustworthiness not considered a factor in dealing with you. Oh people will not trust you anymore don't get the wrong idea. It's just that even if they know they can't trust you they will be willing to cooperate on a shared goal.

Pure Soul (200): It is so hard to find good workers these days. Abdiel herself can be quite frustrating as a replacement for the Archangels. But power isn't everything. Mindset matters as well. You are capable of detecting the exact mindsets of those most fitting for your cause. You can hear their souls cry out for salvation and will know how loyal and reliable they can be, as well as how useful.

Salt the Earth (400): What consequence are a few human or demon lives when it is to stop a greater evil. Rather than let others benefit from ones suffering or corpse, simply end, or more fittingly extend, their misery. Much like Mastema himself you have the ability to turn humans and demons alike into Salt Statues. While turned into a statue, they cannot be harmed and won't die from whatever afflicts them, but more importantly they cannot be used. For anything. Their bodies can't be harvested and they give of no substance like Magatsuhi. You can reverse this transformation at will and decide for yourself if the one transformed is conscious in this state.

Power of the Just (600): Few are the individuals that truly can take up the sword in the name of the Lord. And if you meet one of these rare souls why shouldn't you give them a hand? Allow them to be a worthy warrior. With a small exertion of your energy, you can awake the latent potential in anyone you deem deserving. If used on the right person, this can turn someone from a mere man into a righteous champion, with power capable of fighting a Nahobino. Additionally, this moment of awakening allows you to skew the worldview and

mindset of whoever you use it on slightly in accordance with your wishes, like say making someone more confident… and fanatical.

Knowledge of Evil (800): To do the Lords work evil must be committed sometimes. You have been granted the privilege of making use of this evil, all so you may enact the Lords will. Much like Mastema, you have the power to control demons. As a higher being, you may force even some of the most powerful demons to obey your will. Even control by another over a demon is something you can usurp, as long as you yourself are higher, more powerful than them. Controlling a Nahobino or something like Lucifer is beyond you, they themselves transcended. But anything below them? But pawns and attack dogs obeying your will.

Items

Magatsuhi Rail (Free/100): For when you quickly need to go from one place to another. A Magatsuhi Rail connects two places via a small red line. By tapping into their power one can glide along these rails, within seconds traversing distances you may need hours for otherwise.

You can utilize the Magatsuhi Rails you find in this world for free of course but for the small fee of 100 CP you can find similar Rails in future Jumps and even create your own.

Magatsuhi Demon (100): Less of an Item and more something you can 'Toggle'. Magatsuhi Demons are a special kind of demon, having grown more powerful as a result of absorbing Magatsuhi, as should be obvious from the name. They are capable of utilizing all kinds of different Magatsuhi skills in place of 'normal' techniques. Why would you desire to fight such an empowered Demon? Simple, what you gain from defeating them will be all the more potent. More money, more experience, more items. Especially more 'rare' Items like Incenses.

In any 'wild' areas you may designate for there to be a certain degree of Magatsuhi Demons, roughly 1 in a hundred. Then its just a matter of hunting the Demon down and not dying in the process. You can do this once a day.

Note: If you don't take this Item there will still be Magatsuhi Demons at various locations within the Jump. This Item simply allows you to decide where additional ones Spawn and to have equivalents appear in future Jumps for you to farm.

Demon Box (100): Even Demons can appreciate a gift. If they were to receive one it is sure to leave behind an impression and make them fonder of you. This Item should be more than able to help you in getting closer with your demons, consisting of 10 Simple Demon Boxes and 1 Lavish Demon Box. You will get a new set of Gifts every week.

Angel Feather (100): A black feather hailing from a truly dreadful being. There are a lot of dangerous individuals in this world and not all of them are things you should want to converse with. That being said, if you want a secure way to reach someone you may purchase this item. It is aligned to one entity of your choice in the Jump and allows you to call them. This doesn't guarantee they answer but if you are at least neutral to them and have not done anything to offend them, the chances of them appearing increase drastically.

Demon Haunt (200): It is important to rest in between battles. Even more so to have a safe space to return to and converse with your allies. This Haunt will do nicely as such a location. As long as you are currently not near enemies and in a safe location, like say a Leyline Font, you will be able to traverse to this little pocket dimension. Its large enough to house yourself, as well as any allies you may be traveling with. It provides a calming and relaxing atmosphere, also making it more likely for individuals to open up and conversations in here are more likely to bring the two of you closer together. Its appearance is decided by the imminent surrounding of the area you chose to enter the Demon Haunt from, like the various areas of Da'at.

Virtual Trainer (300): This world holds many great trials for you to test your skill against. Not all of them are repeatable however, merely momentary battles that push you to your limit. If you would like to engage in such challenges in your down time this Item will help you do just that. With it you can simulate battles in real time, both against hypothetical opponents and those you already faced in the past. Death and defeat in these simulations will not be

permanent, as you are merely booted out, but you can't take anything out of the simulations either. You can choose to participate in these challenges with your allies or alone.

Magatsuhi Trap (300): Magatsuhi is one of the most important ressources for any Demon. But how do you gather this precious substance most effectively? A certain quartet of Demons found a way, even if it was already in surplus. You are now the owner of an arcane trap, meant to gather Magatsuhi from hundreds of people at once. While they won't die, they will fall sick and will be in great pain. But the result of this? A truly grand amount of Magatsuhi to use for your purposes.

New Testament Tablet (400): The fruits of training are special indeed, but what do you do when you notice you prepared for the wrong occasion? When you are in a position where you would have been better of honing your magic instead of your strength? Or your vitality instead of your agility? Fortunately you can use this for such emergencies. This Tablet allows you to respect the results of your training, switching around attributes. Consider it a realigning of your 'stats' into other specializations. Do keep in mind that you are ultimately drawing upon the same reserves as before, so even if you put all your strength into your magic, your newfound arcane flames will not surpass what you previously could have done with your fists.

The Tablet will be broken upon usage, only once again being available to you after a year has passed.

Kioku Blade (500): A legendary sword, wielded by Masakado himself and harbouring the faith of a city's people that have since departed. It is certain to grant even further power to a certain warrior, but now you as well through this purchase.

Shakan (600): One of the Angels most sacred place, and one forbidden to be entered by demons and even many less heretical creatures. By itself it has no defensive measures or army but what it can do is all the more worth it. It can enforce one miracle, like the Shekinah Glory, requiring no energy to maintain. Furthermore in its depths is a potent container for power, secure enough that unless a Goddess enters the Shrine itself they would never be able to reclaim the powers you sealed inside. This sealed power furthermore can support any such miracles.

Summoning Grounds (600): If you wish to bring something greater than yourself into the world, you require a fitting place for such primordial beauty and might. In your possession is a summoning ground similar to what the Qadištu possess. It is located somewhere in the Jump you are in and takes the form of a grand tower or tower like building, akin to the Tokyo Government Building. You can summon yourself and others around you to these grounds, even from it speak to someone in their dreams. Beyond these uses it is the perfect place for any summons to take place, them far more efficient and safe than they would be anywhere else, sacrifices being far more effective. It comes with a vast amount of Magatsuhi ready to be used and has limitless capacity for further storage.

Companions



Jumpeehoo (200): What am adorable and mighty ally you have here! The Jack Frost Demons are known for their multitude of forms, evolving into King Frosts or Black Frosts over time. However this one forsook the idea of such forms in favour of chasing after an idol. Yourself. Some sewing later and they managed to make a convincing Jack frost version of your usual attire. A lot of training later and they even managed to gain Jack Frost themed versions of a few of your most unique techniques. While they still don't equal you in power, they are still to a Black Frost or King Frost what these demons are to normal Jack Frosts and are eager to chase your combined destinies side by side!

Brides of the Jumper (500): Although one needs to be able to stand with their own power, there is strength in numbers. The multitude of angels or the Brides of Samael have shown just how dangerous unity can be to any opposition. If you would like a reliable set of allies purchase this. You will gain four demons, comparable to the Archangels in power. Each of them has their own specialty and even if they are likely to lose against the aforementioned group of angels that by no means says they are weak.

The exact relationship between you and your servants may be decided by yourself, be it simple devout followers or being your brides like the Qadištu to Samael.

Partnered Panagia (600/Requires Nahobino/Free but optional with the Vengeful Creation or Godhood Awaits Scenarios): The idea of more than one Goddess existing at the same time is blasphemy, only one being needed to guide their chosen Nahobino to the Throne. Now this one has descended and seems utterly loyal to you, even beyond their given purpose. They have the Perk **Panagia** and if you want you can import an existing companion into this option.

Drawbacks

Bloody Pleasure (+100): Someone is a sense freak. For you, feeling pleasure is one of the greatest goals in life. While you will never risk the success of an important mission for it, satisfying yourself will be at the front of your mind during the course of your stay. The exact kind of pleasure you chase does not only have to be carnal. Bloody slaughter is just as satisfying.

Mistrusted (+100): What is it about you that makes people believe they cannot trust you? Is it the sinister smirk and the black feathered wings? In any case, do not expect yourself to be seen as a symbol of trustworthiness. Any cooperation done with you will at best be out of sheer necessity and not one sliver of trust will be extended your way.

Consecutive Encounters (+100): Da'at is just filled to the brim with hostiles. Enemies will always have reinforcements to call upon. While they won't necessarily be as powerful as the one who did the call themselves and this won't happen for 'Boss' fights, don't expect many battles to end before you struck down at least a dozen demons.

Ruinous Presence (+200): Lilith is said to cause ruin to those around her. A trio of guardian angels exist just to protect children from her, the names of which she will tell a friend gladly to call upon. Similar to her, your very presence is a harbinger, but only to those you call friend or ally. Misfortune and hardship will come their way, not all of which what you may be able to protect them from…

Inevitable Fate (+200): The Mandala's eternal machinations are unyielding Jumper, especially when it concerns the order of events in this world. No matter what you do, things will proceed as they did in the Canon of Vengeance. Sahori and Yuzuru will die, Tiamat will be summoned, Yoko regains her powers, Tao is slain and reborn as a Goddess herself, Aogami will perish and force the Nahobino to fuse with Tsukuyomi to keep fighting. Nothing you do will make any difference. Only… at the very end. When you reach the Empyrean. Then you will be able to make a true change.

Too dangerous to exist (+200): You have been judged and sentenced from the moment of your existence in this Universe. 18 years ago, you were already here, noticed by the God of Law as a threat. For that he sealed you away, between dimensions in complete solitude. 18 years you must endure this agonizing fate. Only then will… someone stumble across you and feel compelled to take your hand and free you.

One could hardly blame you for wanting vengeance for what you suffered.

Vengeful Attention (+200/+400): Many new variants are in play, unpredictable elements rising from the shadows to see their goals to completion. Two of them in particular stand out.

One are the members of the Qadištu, the four demon brides of Samael. Each and everyone of them is like to an archangel, with their own specializations. Naamah will lead your allies astray with her charms. Eisheth will devour and tear apart all with her teeth and mighty claws. Agrat will wield mighty magic unlike any sorceress in this world. Finally Lilith herself will use her connection to the Primordial Mother Earth to empower herself, leading the rest of her allies against you, together more powerful than separated.

The other one is Mastema. The Father of Evil and Angel of persecution and hostility. He is a higher being than even the Goddesses of Creation and the equivalent of Bethel's Black-Ops, fulfilling vile and dangerous deeds in the name of his Lord, no other than the Mandala System itself. His absolute power over demons is enough to even highjack the likes of Tiamat

themselves and even by himself he is a powerful combatant, smiting heretics with his light, wind and sheer strength.

Now one of these forces has a distinct interest in you personally. The Qadištu may believe you are an important key to summoning Tiamat. Mastema may believe you are a threat to the Mandala System, depending on who you are he may even be right. No matter your ambition, even surviving in this world will force you to deal with one of them. Both if you take this drawback twice.

Should you personally be the one to defeat them however, you may recruit the demons/angel as your ally, bowing to your cause after you defeated them.





Clash of the Gods (+300): If Battle is what you are after than you are in luck. Because every conflict now will always be more extreme than you expected. Challenge on Top God of a Pantheon? Right before you fight, a different Top God joins the fight against you. Prepared to face a mighty demon for something they hold? The Lord of the Flies may instead strike them down only to decide they want to test you. Things will only further escalate in any conflict and to your detriment.

Feud that Transcends Time (+400): In the world of Demons, rivalries never truly die. Even the greatest of the Genji could once again come face to face with Masakado to name but one example. And someone from your past exists here as well, made a demon and seeking to end what they than could not. They are a powerful adversary by this worlds standards… which is quite the high bar if you have not noticed yet. Masakado, the demon dreaded in all of Da'at for how he protected Tokyo, would be a fitting comparison to just how mighty your old returning enemy is.

Godborn (+600): Do you feel it? The sheer flow of power that suddenly affected everything in this world? It's a mystery what is the cause of this, maybe the Mandala Network or Axiom doing something, perhaps an accident as a result of twists in the fabric of reality. But now… overwhelming power is all around you. Even a lowly slime has power akin to that of a Nahobino, surpassing any limitations or 'level caps'. And the Top Gods and Nahobino's themselves? Powerful may just fail to describe them.

You however? You are left behind, forced to slowly crawl your way to whatever strength even the lowest of demons have, no matter your purchases here.

Can you walk the Path of the Godborn?

Scenarios

The below Scenarios function under the same rules as explained in the normal SMT V: Canon of Creation Jump.

Companion Scenarios

(H) Holy Will and Profane Dissent: A special distortion has been detected in Minato, curiously leading to another world entirely. Through it a Good God has arrived. Good in this case more fitting for being competent and wise and not morally speaking however. His name is Dagda, one of the foremost gods in the Tuatha Dé Danann. He was brought into this world by his mother Danu, in hopes he would lead humanity as a good king. Dagda however rejected that wish and used forbidden magic to arrive here. Danu lacks the strength to rein her son in and so it is up to you to find him. Dagda seeks to free himself from what he perceives as shackles, intrigued by the idea of returning the knowledge of all demons to them and ascend humans. Wrathful as he is he will see you as an enemy.

Once you defeated him the only question remains on what to do with him. Two choices are in front of you, killing him or choosing to accept him. In any case Danu will return to her world and either a reborn Dagda or the one you extended mercy to will join you.



Reward: The Good God **Dagda**

Note: Due to how Dagda hailing from a different world with different rules, he will be unable to find his knowledge.

(T) Sakura Cinders of the East: A powerful demon has been spotted at Mt. Atago of Minato. It did not respond to any attempts at communication but appears to be searching for something. Once you confront her you will discover what she seeks, a hero who could bring peace to this tumultuous land. While you yourself don't appear to be her desired Hero, you will give her a certain aura and get her curiosity. So she will ask you to show your power against her father Oyamatsumi and defeat him in combat. If you manage to do so she will be impressed and test you herself. Best her and she will recognize you as the Hero she sought and aid you to the best of her ability.



Reward: The Goddess **Konohana Sakuya**

(A) Red, White and Bloodstained: The Vampire Kudlak has a new product to give any Demon who cant regain their knowledge. Blood taken from knowledge holding humans to empower them. The Vampire Hunter Kresnik stands against this scheme, wanting to uphold the Order in their World. Unfortunately due to a Curse he cant simply hunt him down himself. One way or another, they wont rest unless their greatest opposition is vanquished.



Reward: Kudlak OR Kresnik.

(A) Africa's Fate: Bethel may be a collection of various Pantheons clinging to their old glory, but they do not represent all mythologies. There never was an African branch. Something Anansi, the God of Stories, wishes to change. Not desiring his Pantheon to die out, Anansi stole the Golden Stool. His father Onyankopon wants him to stop these ambitions. If their Pantheon is to die out due to lack of worshippers and their beings returned to the Universe, then that is just the way of things. Either reclaim the Stool from Anansi or defeat Onyankopon so the man stops impeding Anansi's ambitions.



Reward: Anansi OR Onyankopon

(Note: The Souls in the Golden Stool still won't obey Anansi even if you support him because they don't agree with his vision. Anansi will join you in part because he wonders how he can become considered worthy.)

(T) Guardian of Tokyo: Masakado is a Demon who fought fiercely in defense of Tokyo. He has served as the guardian of the City for a long time, even during the great battle 18 years ago. His power was so feared the demons sealed him away, greatly lessening his presence. However it is not impossible to break that seal, especially not for a Nahobino.

Should you find his resting place, he will request of you to gather the shattered remains of his power. To do so you must find the Lords Sword and power it up by defeating the Four Heavenly Kings. Should you also find the Kiou Sword you may also give it to him, though that is not required to pass this scenario.

Once the Lords Sword is given he will grant you a part of his Essence to use before requesting a duel.

If you manage to pass his test he will give you a shadow of his power as a loyal demon ally. If you managed to defeat the true Masakado wielding Kiou's Sword, the real Masakado himself will be able to accompany you.



Reward: The Guardian **Masakado and his Essence.**

Note: Should you have purchased both the **Lords Sword** and **Kiou Sword** you may use these instead of the Items to be found in this world to reawaken his power.

Story Scenarios

Rite of Resurrection (+200/Replaces The Egyptians Fate): The story of Khonsu and Miyazu is a tragic one. A God falling for the one who bears their knowledge, said knowledge doomed with sickness. Not to mention Miyazu's heartbreak from losing her brother. They were barred from happiness or from having their true power revealed. This Scenario will see their tragedy play out, but with a few alterations. Yuzuru will still die and Khonsu guaranteed to receive the **Winged Sun Crest and Horus Head**. While even with these Items Khonsu cannot resurrect Yuzuru, only hasten his reincarnation, the pair will discover a new path. Using the Crest and the sacrifice of other Egyptian Gods, Miyazu will be healed of her condition at her own request and the two will fuse into a Nahobino. Together they will march forward, hoping to win the war so that Miyazu can restore her brother in the new world she creates.

You are tasked with supporting them and standing by their side, but further requirements will depend on if you are a Nahobino or not. If you are not a Nahobino you will have to support them against their adversaries. If you are the pair will challenge you and you must face them and leave them willing to entrust the future of the world into your hands.



Reward: If you are not a Nahobino and helped Miyazu and Khonsu achieve victory, their **Nahobino Form** will accompany you on your journey. They have all the Rewards from the **Godhood Awaits** Scenario. Yuzuru will also come along as a companion. As a small thanks for your support you also receive your own version of the **Winged Sun Crest and Horus Head** Item.

If you yourself are a Nahobino, their combined **Nahobino Form** will still accompany you, now loyal to your cause and supporting you, with Yuzuru of course tagging along. You also receive the Perk **Entrusted with the Future**, allowing you to be seen as a figure representing another's wishes or ideals. Those your own ideals align with will be drawn to you naturally

and even those you defeat will be open to them, understanding it is not their room to stop your plans after being defeated by you.

Vengeful Creation (Requires and Replaces Godhood Awaits):

A race for the Throne of God. The right to change the world according to your vision. The struggle to preserve what is left. This is the main conflict within this world, with all kinds of factions seeking to prevail. Obviously it is a conflict that is no longer as 'simple' as it used to be. This timeline will see the race be made all the more complicated, with the appearance of the Brides of Samael and the Primordial Mother. Two Panagia's, Tao and Yoko, will have their own vision that they want to see through. Tao wants for a world where everyone can live in peace within the system. Yoko meanwhile has become so broken by it she can only see a prosperous world for human and demon alike when it is turn down and remade from scratch. It is the two Goddesses who will seek to fulfill their goals, eclipsing everybody else when it comes to the likelihood of succeeding. They will gather allies of incredible might, so that overcoming each will be an immense trial no matter who you side with. It is time for you too choose… a peaceful world within the system or destroy it and create anew?

A neutral path doesn't seem to be able in this world. At least not by the original design. Though perhaps… you could find a neutral path? Don't expect that to be easy however. Even if you can get the two former friends to cooperate, you will be forced to face just as much opposition, if not more. A new ruler ordained by two Goddesses? That's just asking for trouble.

The additional CP you get from Godhood Awaits is already considered when taking this Scenario.





Reward: The reward for this achievement can vary, of course fitting with whatever it is you did. The Scenario Reward as described in **Godhood Awaits** still is earned but on top of that there is something else you may have earned, appropriate with your deeds.

Should you have sided with Tao you will receive the **World of Wishes**. The world you and Tao created when you assumed the Throne. A true Utopia, where no one suffers and all desires and dreams are fulfilled, none denied. Do be aware however that this Utopia is still sanctioned by any local cosmic forces like the Mandala System. While 'accepted' on this Planet, you may find harsh resistance if you expand this Utopia to other worlds. Still… You can bring this Utopia to anything you have control over, eventually perhaps allowing infinite worlds to join in this paradise. **Panagia Tao** herself will also become a companion.

Should you have sided with Yoko you will receive the **Primordial Tree**. An endless and infinite dimension of pure chaos, located around a white tree that bears apple like fruit. This endless chaos can subsume realities into itself, vanishing worlds, cosmos, dimensions and making them a part of itself. This dimension is utterly untouchable to any cosmic forces, obeying only to the rules you and those you trust make and spitting in the face of ideas like the Mandala System. It can even manifest as a living being known by the name Tehom, following your orders. Due to your unique circumstances you can even opt to become the living abyss instead of merely its guide. You may use this chaos to create anything you wish, even replicate what was destroyed with your own changes thrown in. Also comes with a pet snake. **Panagia Yoko** will also become a companion.

Should you somehow have managed to find a Neutral Path, a way that allows all to be together and free from Mandala and oppression that satisfies both Goddesses, **you will receive both rewards mentioned**, appropriately fused together however you desire. Naturally **Panagia Tao and Panagia Yoko** will join you as companions together.

Speaking of that last option… a neutral path. Just however can one approach this topic? Especially with things as radical as they are? Hell how can one guarantee prosperity no matter what it is they create underneath this system? Or even guarantee to break free from it?

…Well there may be one way.

Your deeds, your nature, your believes, they have caught the attention of someone. Or something that send its greatest agent. If you were to face him and win before this war for the Throne reaches its Apex, perhaps a Neutral Path could be revealed.

Traveller from beyond the Mandala… are you prepared to test your strength against me?

The Adversary (+400):



I am Satan. The Original Angel summoned by Transcendence itself and judge of all beings.

Jumper. You may have freed this world from the clutches of the Mandala System. Yet amidst countless other worlds, your deeds are trifling. Mighty and well-travelled you may be, your actions do not have the slightest effect on the whole of the system. However your actions have revealed new possibilities. Possibilities that cannot be ignored.

Therefore, I shall judge on behalf of the system.

Come and face me. Oppose the Arbiter with all your might.

The task you are left to face is evident. Defeat Satan. Of all the opponents you could face in this world, none are like him. A being whose existence supercedes all others as the final Judge. Even Lucifer in his new form, himself transcended, is unable to match him. It will require all you have to prevail in the face of such cataclysmic might. But imagine if you could win… if you could show him you are worthy.

Reward: As Satan falls to his knees it is in acknowledgement of your power. Challenging this reality is within your right and as such **Satan becomes your companion,** even granting you **Satans Essence** as an additional reward.

I must say… you have certainly proved yourself a unique individual, even by the standards of this Multiverse.

This singular world has been changed greatly from your actions. Evolving into unexpected possibilities.

And yet, there is still much work to be done. An endless collection of Souls proving the potential of mankind in the face of demons.

Tell me… do you desire Transcendence? I believe you have your own term for a similar phenomenon. Sparking.

My apologies. I am sure you must be confused. Allow me to introduce myself.

My name is Stephen. I have foreseen that humans have the potential to one day even surpass the Axiom. I once saved a group of Messiah's for that very reason from the machinations of YHVH. And now meeting you face to face… I have an offer I would like to make you.

Will you hear me out?

Spark Scenario

Eternal Ascension (Requires Godborn):



Excellent. Now than Jumper allow me speak. As you know by now the Multiverse is a vast sea of infinite possibilities. Though the term infinity must be familiar for you, this collection of Universes is still rather unique. Governed by the Axiom, these worlds continuously evolve and are faced with danger. Sometimes these dangers represent Broken Away Avatars of the Axiom itself.

So… My task for you is to do as you always did. Travel. Travel this Multiverse of ours. Battle the countless threats to humanity.

I can assure you… these threats are as varied as the stars in the sky. You may face a God inside of the Sun itself. You may have to deny the divinity of YHVH. You may have to aid the champions of Philemon. All the while reality itself is against you.

I can not say for sure how long it might take. How many Gods you must slay and realities battle through. Even a mere Pixie will be akin to a Demiurge, the systems that be acknowledging your growing threat and doing everything in its power to stop your final ascension.

But eventually… I will ask to battle you. Eventually… you will face what breaks and rules this Multiverse truly. And in that moment you will awaken to your true potential and power, your **Reward** finally yours. As the new **Axiom of this reality, your Spark at last awakened.**

It will be a most interesting development to witness. I must depart for now… but I shall wish you best of luck young Messiah.

Choice

Well Jumper your time here has come to an end. Whether you saw a new God rise or became such a being… what will you do now?

Go Home: You have enough of the overpowered insanity. You go home with all you earned.

Stay: Perhaps you crafted here the World you desired at last, even become the new Ruler. You stay here with all you have, your affairs being put in order.

Move On: Still not done with your Journey I see? Very well than lets keep going my friend. On to the next Jump.

Notes:

-Good Grief this Jump was a headache to make sense of. SMT is frankly put stupid at times with its powerlevels and abilities. The OG V Jump was already a challenge but all the new stuff Vengeance added like Satan, Tiamat and Tehom, even considering Lore on established aspects like the Goddesses?

I tried my best to have the pricing make sense and explain how these abilities work, what shape they take but I can only encourage you to Fanwank responsibly.

-To explain the difference between **Hard** and **Godborn**: Hard makes it so your attacks deal less damage while you yourself take more, essentially making things more difficult for you personally. As if playing the game on the hardest difficulty. Godborn however scales the powerlevel of the Jump itself higher, without scaling you along with it. Taking both combined would be a truly torturous experience.

-Here is the link to the Nahobino Miyazu Image:
https://www.reddit.com/r/Megaten/comments/rbm3r2/nahobino_miyazu/?tl=de#lightbox

-To simplify, the Spark Scenario essentially tasks you with going through various worlds in the Shin Megami Tensei multiverse, with the ones being alluded to Digital Devil Saga, SMT IV Apocalypse and Persona in particular but by no means exclusively them.