A Geek's Guide: Corporation of Occult Research and Extermination Jump

V1.0 by Disposable_Face

Welcome Jumper, to a world of Devils and Dragons. It may seem familiar to you, if you have spent time with the Kuoh Academy Occult Research Club, though there are subtle and gross differences between that plane and this one. You begin your jump on January 13th, 1984, just as Sheridan Creighton receives a letter from a deceased family member he had never met, learning of his family's occult and hedonistic history as well as gaining control of a new, massive, paramilitary and research organization.

The Corporation of Occult Research and Extermination is an attempt by the US government to develop and exert influence in the moonlit world, protect American citizens from supernatural threats, and help maintain the masquerade that allows ordinary people to go about their daily lives. Though only just created, C.O.R.E. and its sister organization, the CSG, will eventually take the North American continent from its current status as a mystical backwater, where true threats and power are scarce and any supernatural being can operate as they please without issue, into a major contender, securing humanity as a powerful faction in supernatural struggles and bringing liberty and justice to non-human citizens of the USA in a big way.

Don't expect the light-hearted harem hijinks of Highschool DxD. Though harems are *relatively* common, this is a setting still recovering from the Great War. The Abrahamic factions are tense, reeling from massive losses, and looking for any option to expand their power. None of the Satans have been softened by their experiences as older brothers/sisters. The Archangels are struggling to suddenly manage the divine system, and left management of the church to more corruptible human elements. The Fallen lack any true central power base or home in which to recover. Notably, Serafall Leviathan is still an emotionless killer, her heart frozen from emotional turmoil of a war, and unrecognizable to any fans of "Magical Girl Levia-tan." The new generation of devils, nuns, and exorcists that would grow up in a time of peace have not been born yet, and inter-faction relationships are tumultuous, waiting for a spark to reignite a second Great War. Even outside the Abrahamic factions, there are multiple conflicts brewing.

Various ancient factions in Europe such as the various churches, the vampire factions, and more all exist in a pseudo-cold war, only the human Templar faction managing to keep some semblance of peace (though the church is grumbling and may start making moves to secure their supremacy in Europe as they have done in South America).

Russia is a mess (though what else is new). Interdimensional kaiju invaders termed "Chimera" fight their way through occasional rifts in Siberia and the Urals, nesting in desolate wastelands and devouring all life they can find. The secret war against these beasts is overseen by the LRU, a Russian government organization charged with maintaining the masquerade. Casualties have been atrocious and continue to mount in the face of this implacable foe; the Chimera's have been killed or driven back successfully until now, though the Russian Government has faced pointed questions about the rise in "nuclear testing" in Siberia that has been necessary to slay these beasts.

China, and most of south-east Asia, is ruled by the Jade Empire, one of the strongest vampire factions, though the current Jade Empress has been acting increasingly erratic, and open revolt may be

on their horizon, as may mass defection/immigration of Chinese vampires to other faction and continents.

And most importantly, the secret organization of Ouroboros is slowly but surely gathering power and infiltrating every major faction it can. In the name of khaos, Ouroboros wish to drive the earth into flames. Multiple different factions exist in Ouroboros, all with their own sub-goals, but they can be assumed to have a finger in every pie that draws interest (which is basically every pie that isn't in the mystical boonies) Should their plans be exposed carelessly, the entire world will be engulfed in genocidal war. Should their plans be ignored, the entire world will *still* be engulfed in genocidal war.

This is the world you face, Jumper. To get you started, take these:

+1000 Choice Points

Gender: Your gender can remain the same as it was in a previous jump for free, or changed to a gender of your choice for **50 CP**, note that some races may not have the same male/female gender paradigm or the same human sexual dimorphism

Age: Your default age is 20+1d8. Some races may have different starting ages, in which case this is your apparent age. Or you may pay **50 CP** to choose any age available to your race. All Hybrids default to the age range of their younger race.

Race

Note, you may purchase two races here and be a hybrid, possessing some of the strength of both races and little of the weakness of either. For example, a Human/Vampire hybrid is a Dhampir, which has half of the strength of a vampire, without any of the weaknesses. Droids, Homunculus, and Aspects may not be hybrids. Mental effects, compulsions, and contamination from a purchased race disappear post jump at the Jumper's discretion, and are less pronounced in Jump than for native sapient, with no racial instinct being truly or functionally irresistible.

Human (-0 CP): You are an ordinary human, significantly weaker than other races. Slow, fragile, and lacking innate magic affinity, humans are rarely considered threats by supernatural beings. Humanity has two strengths in the supernatural world however. Firstly, humans are adaptable. While humans lack the innate magic affinity of Youkai, Vampires, Devils, or Angels, they can use wizardry to control an amount of mana for their own use. Moreover, they can, through ritual and practice, unlock Sorcery, which allows them to control massive amounts of their own mana and the ambient mana of the world, by essentially connecting their souls to the world around them. Additionally, many forms of unique energy manipulation (such as Senjutsu, Heavenly Light, and Touki), are available to humans. While they will not be as easy to learn as they would be for races attuned to those energies (such as Nekoshou for Senjutsu), any style of esoteric energy that is not limited to a specific bloodline is learnable by humans.

Secondly, humans have access to the sacred gear system. While it is possible to “steal” sacred gear from their users, humans and human hybrids are the only species in setting which can be born with sacred gears, and as such they receive a stipend of **+500 CP** to spend only on a sacred gear.

Ghoul (+100 CP): Ghouls have the worst luck. While they are stronger, faster, and more durable than humans, but are slightly weaker than ordinary devils across the board by default. While their power can increase, they cannot exceed the power of High-Class devils and Mid-tier angels on the strength of their body and lack the innate magic affinity of most supernatural beings. They suffer immense hunger for human flesh and denying that hunger results in immense pain. Most Ghouls are murderers and cannibals. Ghouls that try to fit in with society are often one failed bribe at the local morgue from choosing between starvation and murder. A ghoul’s strength comes from the Kakuhou organ, and kagune natural weapons, and can grow stronger from eating Human and Ghoul flesh. Be ready to either live on the margins of society or to do some truly heinous things just to survive as a Ghoul.

Vampire (-100 CP): Vampires are innately magical beings. They have strength and speed comparable to weaker High-Class devils, and powerful innate magical abilities, especially as they relate to blood. These traits all slowly increase with age and can additionally be strengthened with training. Vampires can live for hundreds of years without dying. However, vampires are severely harmed by natural sunlight, and remaining in the sunlight for to long can result in their deaths. Moreover, they require regular consumption of blood to survive.

For an additional **300 CP**, you can be a True Vampire, a naturally born vampire that was imbued with the blood and magic of thousands of people as a fetus, which grants power equal to stronger High-Class devils, a much greater power for magic, and removes the need for blood to survive as well as reducing injury caused by sunlight.

Beastman (-100 CP): A member of the various Beastmen tribes of north and south America, you resemble a human with various animalistic traits, such as sharper teeth, claws, and cat ears. Pick an animal, and you now resemble an anthropomorphic version of that animal. Additionally, you have strength comparable to Mid-Class devils and are only moderately inferior to them in terms of speed. You also gain an affinity for nature or shamanistic magic. While your body cannot be trained to reach High-Class or Super-Class in muscle power, there are other ways to gain a powerful body. All living things can unlock Touki, but Beastmen, as beings of nature and struggle, have a greater affinity for this power than most.

Homunculus (-200 CP): This race was created by the Fallen Angel Azazel as an attempt to match the greater number of the Devils and the greater infrastructure of Heaven. By default, they are attractive women or androgynous men. Their strength is comparable to Beastmen, but they have one significant advantage: A Homunculus can be “removed” from their own body and placed in various custom built, arcane robot bodies.

Droid (-100 CP): These beings will not be invented for several years from the start of the jump, but you can choose to be one, nonetheless. Droids resemble Homunculus, in that they are artificial beings created originally for industrial purposes who can be removed from a default body into custom platforms for different purposes. They diverge from Homunculus in that their default bodies are not fan-service designed by a lustful Grigori, but far more robotic instead. Additionally, Droids are purely technological beings, rather than arcane technology like Homunculus, which makes their platforms easier and harder to make, depending on available infrastructure. Lastly, as beings that are largely software, they can control multiple networked platforms at once, unlike Homunculus, who are limited to one central body. Please be aware that you will have difficulty building or finding droid platforms at the beginning of the jump, as computing technology is typical of 1984, seeing as the jump begins in 1984.

Youkai (-200 CP): Though similar to Beastmen, Youkai are native to Japan rather than north and south America. Youkai typically resemble anthropomorphic version of animals, though usually far more animalistic than Beastmen. A Crow Youkai, for example, will be entirely feathered and have a beak instead of lips, while a Crow Beastman will have feathered hair (and perhaps forearms and legs) while maintaining a human face. You may also choose to be an Oni. Youkai speed is comparable to Mid-Class devils, though their strength is slightly lower. Moreover, Youkai have an innate affinity for Shinto and Eastern magics, as well as innate talents for Senjutsu. For an additional **200 CP**, you can be a Youkai who has absorbed or connected to a source of power somewhat weaker than the Kyoto Ley-lines. Granting you physical and magical power enough to place you just shy of a Super-Class supernatural being. However, your power boost will not bind you to a single place.

Reincarnated Devil (-100 CP), must be taken with a separate race as you cannot be *just* a Reincarnate Devil, cannot be taken with Aspect): Replace any inherent affinity your other species has with one for devilish magic and sin, and gain a large boost in power, both physical and arcane. All devils have strength beyond mere humans, and are Mid-Class supernatural beings at a minimum (so long as it is night and they are not on holy ground) You gain the ability to speak and understand all languages, can fly, gain innate magic if your prior species lacked it, and can now live for thousands of years.

Pure-Blooded Devil (-300 CP): As a member of one of the 72 bloodlines of hell, you have the potential for immense power within you, as well as immense sin. You can fly, have innate magic, may speak and understand all languages, can live for thousands of years, and gain a small boost to your luck based on your strength as a devil. You may choose any canon DxD bloodline, and you may sacrifice access to a bloodline-power to gain an equivalent boost in raw magical/physical power (as Sairaorg gains in canon by his focus on Touki to compensate for lacking the Bael bloodline) Moreover, you may choose whether you are born as an ordinary member of your bloodline's family (though you will be several places removed from the line of succession, so you will not gain headship of house unless at least 10 people die), or you may choose to be an "extra" devil, a member of one of the families that rejected the

rule of the New Satans to live on the outskirts of the underworld. You must take a sin to affect your personality, though effort can allow you to either change your sin or completely overcome it.

By default, you are a young, relatively inexperienced devil, with some training in your bloodline, but lacking combat experience. Your power, strength, and speed all dwarf a human's, and are a Mid-Class supernatural threat. For **100CP** you can upgrade to a High-Class devil, an order of magnitude stronger, with greater skill in controlling your bloodline. For an additional **100CP**, you can further the upgrade into that of a Super devil, equal to the Satans in raw power and potential, even if you lack the experience and technique that made Sirzechs and Serafall capable of overthrowing a nation of High-Class devils and other Super devils. Note that progressing from an ordinary devil, to a High-Class devil or super devil is something that can be done with training, though it can take anywhere from decades to centuries to do so. Additionally, while Devils respect power above all else, a boost in power will not grant you rank in the underworld if purchased here. Devils may choose any actual age between 20 and 500.

Angel (-300 CP): Angels, YHWH's second favorite creation. Your power is inherently tied to the Light of God. You have borne Pentecostal flames and may understand and be understood by all who speak, regardless of language used. You are significantly stronger and faster than a normal human, any injury that doesn't kill you outright will eventually heal (though losing both arms and legs may take a few years to recover from), cannot die of old age, are capable of flight, have strong reserves of mana, and can generate spears of light capable of core-ing a main battle tank which are especially effective against Devils and beings of sin or destruction. You may freely choose to be a white-feathered heavenly angel or a black-feathered fallen angel, with no difference in power for the choice. Though do note, Heavenly angels will fall if they allow themselves to feel too strongly. The rush of combat, the joys of physical love, and even the exquisite taste of a gourmet meal can drive an angel to fall, so long as the feelings evoked are too powerful for the Angel to let go. As a result of this required denial, Fallen Angel's experience worldly pleasures on a much stronger level, though heavenly angels gain a stronger will.

An angel's power is measured by their number of wings. By default, you are a 2-winged angel, capable of throwing down with humans by the score and Mid-Class supernatural threat. You may purchase additional pairs of wings here for **(50 CP)** each, up to a max total of 6 pairs of wings, making you an archangel equal to Gabriel, Michael, or one of the Satans in raw power and potential, if not in technique and experience. If you should choose not to purchase wings here, you may still train your power enough to grow new pairs of wings, though the effort may take decades or centuries to grow from a mundane member of the heavenly choir to the level of an archangel. While you may be respected in heaven, you will not be granted rank beyond that of a 6-winged angel in Heaven or with the Grigori unless you prove yourself dedicated and loyal in the jump. Angels gain an addition +1d100 to their age for each pairs of wings beyond their first.

Aspect (-1000 CP): While in DxD, not much reason is given for why the Tetragrammaton, Trihexa, Ophis, and Great Red are so much stronger than all comers, in this world, it is simple. These beings are the physical aspects of certain concepts. The Abrahamic God is the aspect of Creation, as fitting for the being that designed an Earth in which all life flourishes as well as creating almost all-other races that live on it. Trihexa is the aspect of Destruction and would surely drive the Earth and all other

worlds into pure, dead, entropy merely by existing had it not been sealed away. Ophis is the aspect of Infinity, and Great Red the aspect of Dreams. Now you, Jumper, are such an aspect. Your mystical might will be immense, though tied to the concept of your choice in both scope and flavor. Beware, all factions will know of your existence, and all will seek to either recruit you, manipulate you, or kill you, should you choose to take an active role in world events. Aspects are ~4 billion years old by default, though you may choose any age between 25 and ~4 billion. While normal Aspects require a second half, (an Aspect with an opposing concept) you do not require one.

Main Stat: As a person, you either have a talent for one of the following skills or have trained all your life to gain proficiency with it.

Diplomacy: Diplomats are skilled with convincing other to agree with them, serving as intermediaries between powers, and serving as moderators between hostile powers. You have a talent for find the right words to defuse or raise tensions as you see fit.

Martial: Warriors are gifted with skills of physical combat. Whether they use weapons or their own body, those with Martial skills are ready for a fight. You have a talent for winning fights, and know your way around your weapon of choice

Stewardship: No man is an island, and no man can do everything, which is why complicated societies and power structures exist. You are a skilled administrator and have a knack for inducing growth and gain in any organization you work for.

Intrigue: Everybody lies, you're better at it than most. Those with an intrigue focus are good at ferreting out information about others, while hiding information about themselves. Stealth and subtlety are their bywords, and you've taken them to heart.

Piety: It's magic, I ain't gotta explain *shit.* And now, Jumper, neither do you, because you've chosen to focus on telling physics to shut up and sit down while you do your thing.

Learning: Everyone but you is an idiot, and you'll show them that. Whether it's by making invisible tanks or guns that shoot shurikens and lightning. You're good with technology and science of all kinds.

Faction

Choose which faction you will be working for.

Independent (Drop-in): You are not associated with any faction; you have no history in this world. This may cause questions if you flaunt the wrong heritage without the history to back it up. You have no obligations, no expectations, and no one is looking for you, but you have no allies or back-up beyond what was brought along on your Jumpchain. Additionally, you have no in-Jump memories to deal with.

C.O.R.E.: The new magical CIA. This organization has only just been started, and while it has the backing of the US government and military, it is lacking in high-power supernatural assets and magical resources. Moreover, most military personnel are assigned to its sister organization, the CSG, as such C.O.R.E. primarily focuses on research, espionage, and diplomacy (though mostly through proxies). North America is a supernatural dead zone, and they will not have pressing enemies on a major scale until they start scaling up their operations.

CSG: The new magical FBI. Like C.O.R.E., this is a new organization, lacking in high-powered assets and magical resources. However, it has many highly trained and disciplined human troops. When it comes to larger military operations in moonlit-America, CSG leads the way. North America is a supernatural dead zone, and they will not have pressing enemies on a major scale until they start scaling up their operations.

Templars: Centered out of Gibraltar, the Templars are an old paramilitary group focused on keeping supernatural peace between the many factions existing in the EU as well as maintaining the masquerade. The hermetic traditions of Europe have left them a large number of magicians and magical/technological augmentations. However, they lack true military resources such as air-support, and the complicated political situation of Europe has led to them having difficulties with intrigue and the target of many *old* grudges. Note that the Templars are not associated with the forces of Heaven.

LRU: Russia's supernatural army, the Land Recovery Unit. They have long fought off the Chimera hordes. Their army is a strange mix between conscripts and spetsnaz, relying on large numbers of disposable troops to carry the day. They have the strongest industrial base available to a human supernatural faction, with a massive amount of armor and the ability to retool their production to match their needs. Unlike other human powers, they can and do use nuclear weapons. Unfortunately, they face foes that require the use of nuclear weapons.

Heaven: Also known as the church, though this faction includes the Catholic, Eastern Orthodox, and myriad Protestant churches, as well as Judaism and Islam. They manage the divine system and work to carry out the will of YHWH. They have the largest base of support of any faction, and hold significant sway in Europe, as well as uncontested dominion over South America. Their magic is limited to heavenly magic, their equipment is largely limited to exorcist equipment, holy swords, and sacred gears. But despite their lack of a traditional military apparatus, their force projection is second to none. Though there are rumors about God that are becoming rather troubling.

Grigori: The Fallen Angels, a faction that fought in the Great War merely to secure their own survival. They lack any place that is solely theirs, though have substantial control over the Middle East. Their magical options are similar to heaven's, though they lack the same production capacity for exorcist equipment and holy weapons. Though Azazel has been experimenting with Sacred Gears and shown

promising results. Their lack of a homeland has led to the Grigori relying heavily on information gathering, intrigue, and research.

Hell: The 72 Pillars of the underworld as led by the Four Great Satans. Hell has recently had a civil war, with terrible consequences on their population. They have expanded their practice of reincarnating most species as devils to boost their numbers. Their power is centered around the Underworld, though they are expanding into Japan and Southeast Asia. The Devils are the most individualistic faction, and it shows. The range of power of devils ranges from Mid-Class devils barely stronger than Beastmen and ghouls to Super devils who can destroy continents, and there are almost as many devilish fighting styles as there are devils, especially as most species can and are represented in the ranks of reincarnated devils. Though the civil war is over, there are still those in proper devilish society who subtly oppose the Great Satans, as well as "extra" devils who by choice or by policy were relegated to the outskirts of Hell. Moreover, the Old Satan faction of Ouroboros is waiting and preparing for a chance to overthrow the current regime and regain their power.

Ouroboros: This faction has multiple sub-groups all with their own goals, but together they are all working to a common goal: universal khaos. Ouroboros wishes to ferment war and destruction wherever possible. Their ranks include member of all species and walks of life, and they have infiltrated almost every other faction to a shocking degree. Between Super-Devils, Youkai, Evil Gods, and Longinus Users, they have enough power to hold their own against most of the rest of the world. Joining Ouroboros will require you to be gratuitously evil and sow disharmony where-ever possible. However, a faction built around chaos, shockingly, lacks internal unity, so your "allies" are likely to be as dangerous to you as your enemies. Good Luck.

Perks

Perks are discounted to those of the appropriate skill focus or faction. All 100 CP perks are free with the appropriate discount.

Diplomacy:

Silver Tongue (-100 CP) You are very good at finding the words and tone to get people to like you.

Inspiration (-200 CP): Diplomacy isn't just something that you use on third parties. You're good at inspiring your allies, whether you're lifting them out of depression or convincing them to give an extra 10% in training or on the battlefield. People almost always look to you to give a protag speech.

Diplomancer (-400 CP): Your ability to convince others to join you is nothing short of mythic. You could host a peace summit between multiple pagan factions, only to have a dragon crash the party, kill

everyone except you, and then convince that dragon to not only let you live, but also leave her secret world-manipulating conspiracy to join *your* secret world-manipulating conspiracy.

Martial:

Combat Training (-100 CP): You're familiar with your weapon of choice, solidly of journeyman level when it comes to combat. You certainly know more than "Stick 'em with the pointy end."

Veteran (-200 CP): Fighting seriously is extremely psychologically taxing. Most fresh troops don't shoot to kill, and firing squads are mostly issued blanks so that no-one knows who fired the fatal bullet. You are past these issues, capable of fighting to kill without issue, and will not suffer from PTSD or the various guilt or psychosis induced problems that can plague veteran soldiers.

Roach Motel (-400 CP): You are monstrously skilled at combat. Foes with the same level of power as you are basically chaff before you, and so long as your enemy is of "ordinary" skill, you can fight equally far outside of your weight class. Moreover, you are good at *finding* fights, you could personally find 90% of the enemy combatant who seeks to enter your continent, so long as you seek to fight them off personally.

Stewardship:

Administrator (-100 CP): Large organizations suffer because the higher execs simply can't consume and manage all the information about their subordinates necessary for highly efficient work. Now you can. You have a well-ordered mind and can keep straight the information needed to manage hundreds or thousands of subordinates to get the most and best work out of them.

Bureaucracy (-200 CP): Paperwork is a necessary evil, and it will never hinder you again. Any blank document intended for you will be immediately finished once you touch it, as though you had filled it out, and you will gain knowledge of what it asked, no one will notice this occurring. Moreover, when it comes to reading forms, you are very lucky when searching archives for the forms you're looking for and can absorb information from forms in an instant.

Golden Rule (-400 CP): Any organizational ability or efficiency you have will be added to the abilities of any loyal subordinates you have. For any organization you lead, this will lead to increased productivity, decreased overhead, and better work performed.

Intrigue:

Stealthy (-100 CP): You are talented at hiding, moving without making a sound, and can instinctively finding the shadows deep enough to conceal you.

American Merlin (-200 CP): Conspiracies are normally hard to maintain, what with the witnesses and messes and paper trails. You are now a pro at maintaining a conspiracy. In a world with magic, you could have a magical girl get in a fight on a calm night, then fly away in a government helicopter without issue. The magic conspiracy theorists won't believe the government is involved, and the government conspiracy theorists won't believe in magic. Even major organizations are within your ability to hide. After all, who would believe that the secret government magical paramilitary group is hiding a second, smaller, government magical paramilitary group.

Nice Guy (-400 CP) You are a master of fitting in. Your powers won't be detected by outside groups, and you'll never seem like more than an ordinary, if pleasant, person. You could be one of the strongest sorcerers in the world, and neither Serafall Leviathan nor Gabriel would be able to sense your potential or think you're more than a random clerk unless you want them to know the truth.

Piety:

Mage (-100 CP): You have some experience with mana manipulation and are capable of some basic combat and utility magic. Your skill is typical for a member of your faction, with Independents choosing which faction's basic magic they learn.

Secondary Power Source (-200 CP): There are more sources than magic available to learn. Pick one, whether Senjutsu, Touki, Holy Light, Devilish power, or Chi, and you gain a moderate ability to use said energy. With time and effort, you will be able to master it completely. These energies are potent, rare, and difficult to deal with, making them excellent trump cards and force multipliers. **You can purchase this perk multiple times for different energy sources. Beastmen, Youkai, Angels, and Devils all receive this perk for free, gaining Touki, Senjutsu, Light, and Devilish power respectively.**

Sorcerer (-400 CP): There's magic, and then there's **magic**. Sorcerers are made with ritual, meditation, and training. They have much more magical power than ordinary wizards, are much more sensitive to the flows of magic, and capable of truly great feats. Teleporting entire armies across the world, massive attacks and epic barriers, forging great magical artifacts, and more are within the remit of a Sorcerer, and now that remit is yours. This makes it easier to use or learn to use Secondary Power Sources, so long as you are already of a species that could physically use whatever secondary power source you'd like to learn.

Learning:

Doctorate (-100 CP): You gain education equivalent to a Doctorate in a traditional field of your choice, with the paperwork to backup your skills. You can purchase this perk multiple times for different fields, but only the first purchase is discounted.

Alternate Field (-200 CP): You gain education equivalent to a Doctorate in a supernatural field of your choice, whether it is arcane spell crafting, alchemy, magic item creation, or something else. You can purchase this perk multiple times for different fields.

Exploding Criticals (-400 CP): Scientific and Technological projects you work on tend to succeed in big ways, exceeding the parameters of the original proposal, either by exceeding requirements or by producing extras. Research into spell-circles and glyphs might fill out your library and then also produce a powerful greatcoat defensive artifact. Work to design a stealth vehicle may produce an invisible tank that can roll around a battlefield and without anyone realizing it's there until it begins firing.

Independent:

Recruitable (-100 CP) You may start as an independent, but that doesn't mean you don't want to join a faction later. Any faction you wish to join will be happy to accept you, so long as your history and actions aren't immiscible with their philosophies.

Neutral (-200 CP) You may start as an independent, and sometimes you want to stay as one. So long as you publicly maintain your neutrality, all other factions will believe and respect it. Any faction that is willing to deal with neutrals have no problem dealing with you, and no such faction will make an ultimatum that you side with or against them or try to subvert your neutrality

Harem Aura (-400 CP) It wouldn't be DxD without the harems. You seem to run into women who are compatible with you everywhere you go, and any plural relationships you are in are never tarnished by the politicking and jealousy that typically plagues them, despite membership of women/men/other from warring factions or hostile races. So long as you engage in healthy, open, and honest communication with your partners, those partners will do so with one another. Neither drama, race, faction, nor dark of night will disrupt your relationships/

Hum a few bars (-600 CP) There are a lot of different *flavors* of power available in this world, and many of them are limited in some way as to who can learn them. Pillar bloodlines, deity domains, racials skills and attacks, they're all incredibly unique, and completely impossible to learn to anyone except those who bear them naturally. You can fake having these bloodline limited powers. Any power limited to a people with a specific quality or physique can be mimicked by you, though you do so rather poorly, starting with 1/10th of the full potential, and with a few years equivalent of training you can reach ½ of a power's full potential. This mimicry is limited to innate powers of living beings, and cannot be applied to empowered objects. Additionally, it will not mimic physical attributes, only innate powers. For example, watching a dragon wouldn't let you grow scales and wings, but it would let you breathe fire.

C.O.R.E.

Land of the Free (-100 CP) Should you wish it, then any organization you create or rule will find itself free of (or at-least less mired by) bias and racial/factional grudges. This will make it easier for you to form alliances with disparate or hostile (to each other, not to you) factions as a neutral third party or recruit people from all races, creeds, and walks of life.

Home of Military Industrialization (-200 CP) When recruiting members to a paramilitary organization you are a part of, you will find that most applicants are veterans of some degree. Don't expect world leading experts in badassery, but don't worry about idiots who freeze in a crisis or don't know how to breach a room.

Private Interests (-400 CP) You are incredibly skilled at either re-adapting technology to profitable and mass-producible ends or finding people who will buy your tech and do it for you. If you have a supercomputer that hogs power and is expensive to run, then the only solution is to start a silicon city to make computers ubiquitous in your country and sell them for millions in net profit.

Double Secret (-600 CP) If you're going to be the secret conspiracy organization behind America's secret conspiracy organization, you have to be willing to play spy vs. spy. This perk makes you a bloodhound when it comes to sniffing out usable information about other conspiracies. The

shadow council will never see you coming, and even after you destroy them, they'll never be quite sure who actually ruined their plans.

CSG

Cleaners (-100 CP) A statute of secrecy is hard to maintain, especially in a technological world. Now you know precisely how to clean up the scene of some altercation to prevent local law enforcement from noticing that anything happened last night during the freak thunderstorm.

Older than you know (-200 CP) When you initiate people into a secret magical world, you seem to know what to say to prevent them from going into shock or denial. Moreover, you know how to train people to be able to function appropriately in insane magical battlefields where they can expect to be outgunned by horrors from their nightmares and still do their jobs.

The Most Important Step (-400 CP) The most important step of any operation is execution. R&D can say their prototypes are perfect and their models account for everything, but things never quite match up to the field. When looking over plans, equipment, or supernatural powers, you can zero in on any changes or improvements that would normally only become apparent from widespread field testing. Moreover, you can convince others to edit their perfect brainchild to sacrifice theoretical elegance for practicality.

Double Investigation (-600 CP) Keeping a conspiracy hidden isn't the end-all-be-all of defensive espionage. You need to be able to find enemy agents when they start looking for you, before they find you or anything useful. Should any spies or conspirators start digging for you or your allies on your own home turf, you are now supernaturally good at finding them before they make progress or designing systems to expose them for you. Whether you kill them, capture them, or feed them bad intel once you find them is up to you.

Templar

Magic Index (-100 CP) Europe is, in many ways, the center of magic on Earth. Books and users of almost all kinds of magic, members of almost every race, and many magical circles and think-tanks are all home on earth. Merely by living closely to so many kinds of magic has granted you a useful skill, you are adept at identifying magics you see. Moreover, if you need a spell for some specific purpose, you have always heard of a magical tradition that has something perfect for your needs.

Magic Augmentation (-200) You know how to make some basic potions and unguents to slowly boost healing and physical statistics. They won't let a human match blows with a devil, but they will let a healthy and fit human reach the stats of Olympic athletes with a few months of regular workouts.

Dig in (-400 CP) The Templars are based out of a massive fortress in the Rock of Gibraltar, heavily warded and armed with defenses physical, metaphysical, obvious, and subtle. You now are an expert in setting up fortifications that include defenses made by or intended against magic in addition to traditional military force.

Magical Armaments (-600 CP): Technology is useful because it is reproducible and usable by all. Magic is useful because it is powerful and versatile. You can now blend magic and technology to develop enchanted weapons and armor for modern military sensibilities that will function more effectively than purely technological equipment without needing the training and metaphysical strength of magic. And armor includes armor in the sense of tanks and planes. By default, your gear is about twice as effective as normal equipment, though as your skill and magical strength grows, you will be capable of mass-producing equipment half as strong as you are.

LRU

"Nuclear Testing" (-100 CP) Sometimes, a fight and its collateral damage will be to prominent to hide. So long as you can suppress witnesses and recordings of a fight, you will be able to explain away the craters, radiation, and destruction in a manner that will be accepted (if frowned upon) by the world.

Hold The Line (-200 CP) So long as you or your organization can hold the line, you'll always seem to find enough extra budget to assign to R&D, recruiting, or expansion. Your enemies might be able to kill you with attrition, but they'll need to escalate their force or tactics to do it. Don't expect stalemates to hold for long: they'll resolve themselves quickly as either the enemy escalates, or you grow enough to end them on your own terms.

Moar Men, Moar Tanks (-400 CP) So long as your organization can pay for them, you'll always be able to find men of the bare minimum of skill to function in whatever roles your organization needs, willing to sign up and work for you. They may not be the best, but you'll always have a lot of them.

Retooled Industry (-600 CP) Industry is an exercise in specialization, a set of machines to produce cars would require retooling before they could produce tanks. Any organization or industrial infrastructure you manage will find itself capable of retooling to change its production or adapt to changes in resource availability in a fraction of the time normally required.

Heaven

Power of Prayer (-100 CP) The Heavenly System is an omnipresent aspect of life on this earth, and it responds directly to prayers in a subtle way, as evidenced by devils experiencing pain when praying, reading scripture, or invoking the Abrahamic god in speech. Now, your prayers tap into the light energy of the divine system, and any holy powers or equipment you have will be slightly energized or boosted by honest, spoken prayers.

Holy Sword Wielder (-200 CP) There are many holy swords, ranging from the energy swords wielded by exorcists to the immensely powerful, named swords created by YHWH. You are now capable of wielding them all. Any blade that is considered "holy" can now be wielded by you without issue and holding such a blade will grant you intimate knowledge of the blade, its powers, and what it demands of its wielders.

Delay Immortality (-400 CP) Developing magical strength and practicing magic increases longevity, which poses a problem. Children can't be taught magic normally, or they'll end up being physically 7 years old until their eleventh birthday. However, the Church has a method to bypass this, delaying the onset of slower aging while still increasing magical power among children. You

can now do something similar: any side-effect, whether beneficial or harmful, of an arcane process can be delayed for up to a decade until the exact moment you decide to deal with them.

Vatican II.0 (-600 CP) The Second Vatican Council, which modernized many practices of the Catholic Church and decreed that Catholic Masses could be given in languages other than Latin was arguable the largest and most liberal revisions of religious practices in living memory. You can now do something similar. If you find yourself in a position of power in a religious organization, you can enforce a change in practices (if not doctrine) to make the organization more/less liberal and inclusive, have your changes be viewed as legitimate by the establishment, and have the majority of believers of your religion accept said changes.

Grigori

Joy (-100 CP) You do you. You are freed from mental hindrances like Clinical Depression, Anxiety Disorders, the mindset of an Enabler, or an Appeaser. You are fully capable of recognizing when you do something because you want to do it, or when someone else wants you to do it. Revel in knowing that you are living a life that you truly have chosen.

Second best target (-200 CP) So long as your foes have more than one enemy, you'll always know how much damage you can do to them before you become their main priority.

Back-alley magic (-400 CP) When the Grigori fell, they lost access to the resources of heaven. This should have put a damper on any research or industrial projects they had, and yet it was Azazel, Governor General of the Fallen, who was the first to make artificial sacred gears. Your personal research or building projects will not hindered by lack of specialized facilities. You'll either find salvage of the exact machines or reagents you need, or you'll know just how to make an appropriate substitute with whatever cheap stuff you have in your cupboard.

Clandestine Communication (-600 CP) There are whole fields of science and mathematics dedicated to secure communications, and whole fields of popular culture dedicated to expressing certain thoughts in deniable or clandestine ways. You are now a master of all these miscellaneous fields. Your messages will always go to exactly the person or people you intended, who will understand your message as you sent it. Attempts to listen-in, intercept your communications, or distort your messages will all end in failure. You don't even need to know the specific person you want to reach: attempts to send a note to the head of Secret Organization #4 will work so long as you know the organization exists, even if you don't know who runs it.

Hell

Hedonism (-100 CP) Excessive indulgence of your desires normally has a whole host of side-effects, ranging from diminishing returns to complications in your physical and mental health. Or at least it used to. Every time you eat a slice of cake will be just as good as the first time you had a slice of cake of similar quality. Every time you kiss your beloved will be like that magic first kiss. Every cigarette will be your first, at least as far as cancer is concerned. The only times this does not apply is for acquired tastes, in which case every instance is just as good as the best similar experience, and nostalgia, which can improve an experience beyond what you remembered.

Hell is Eternal (-200 CP) You will always get over your problems, eventually. Grief for your first love may take centuries to move past, but you will find love again. Childhood fears and traumas may

haunt you into adulthood, but you will put away childish things eventually. Addictions will eventually pass, if you manage to resist long enough. Antipathy will melt away, paranoia will yield to reason, and fear of abandonment will fall to trust. No pain is eternal, only you are, Jumper.

Do Your Own Thing (-400 CP) Hell is other people, in the sense that it is a place for the individual rather than conformity. Organizations and bureaucracies that include you are able to continue functioning efficiently despite all of their members going off and doing their own thing from time to time. Should you run an organization, you can set it up to function as you would intend and being capable of maintaining your chosen ethos and its own functionality despite your tendency to just fly off for a few years to do your own thing.

Head Hunter (-600 CP) If you face an enemy organization, you'll always seem to be able to find the members that you can kill/defeat without issue. If you have an ally organization, you'll always seem to stumble over talented or skill individuals who would be a good fit to recruit for it.

Ouroboros

Silent Treatment (-100 CP) You are skilled in setting up sleeper cells and have a knack for finding the right time and place to activate them.

Divide and Conquer (-200 CP) No process is difficult if you divide it into tiny parts. Should you identify a foe, whether they be a man, an organization, a nation, or a god, you will be able to identify their main assets and strengths, and figure out what is necessary to destroy, subvert, or bypass those individual strengths and assets.

Emotional Blackmail (-400 CP) The problem with long term covert ops is that people aren't psychologically equipped for living lies, they either slip up or become the mask. This is not the case for you or your agents. Your spies do not go native. Your minions do not slip up. Your sleepers do not go off prematurely and expose themselves. They know better than that.

Love Bombing (-600 CP) It is said that everyone has a price. Should you be in an organization, then with a few days of research or observation you will know exactly what is necessary to bribe, coerce, or intimidate anyone who can be bribed, coerced, or intimidated into joining or working for your organization. Note, these requirements may change based on what you intend your patsy to do for you and despite claims, not everyone actually has a price.

Gear

Gear is discounted to those of the appropriate skill focus or faction. All 100 CP items are free with the appropriate discount.

Diplomacy:

Notebook (-100 CP) An ever-expanding notebook that indexes anything written in it. Perfect for any note-taking diplomat.

Fancy Suit (-200 CP) A suit that makes you look respectable, earnest, and intelligent. Exactly what you want when convincing someone to listen to you.

Dossier (-400 CP) Once per week, you may designate a target individual or organization and this dossier will fill itself will all information on the subject that you could be capable of collecting on them, organized to be easily understandable and usable.

Martial:

Maintenance kit (-100 CP) Blood stains everything and is hard to get out. Combat is hard on clothing as well, with rips and general wear and tear being common. This kit contains everything necessary to make clothing and equipment you have look and feel like new. It won't let you restore magical qualities or armor capabilities, but any clothes can be restored to a cosmetically pristine and physically wearable state.

Not So Fancy Suit (-200 CP) A suit of mundane armor. Not made of metal plates, but rather bulletproof fabrics. It resists most small arms fire, won't interfere with magic or your movements, is easy to upgrade with enchantments, has pockets for inserting ceramic or metallic armor plates, and lots of webbing and hidden pockets for holding miscellaneous equipment.

Time Sword (-400 CP) Sometimes powers that should make you invincible make you incapable of interacting with the world. This sword will always be capable of striking, regardless of what physics says. Is time stopped for everyone but you, preventing you from enacting changes on the world? Use the Time Sword. Are you suddenly out of phase with reality incapable of touching your foes? Use the Time Sword. Have you turned into a gas? Use the Time Sword. Any physics altering effect (regardless of origin) that would render you unable to affect damage or change on the world will consider this sword a special case exception, so long as you can wield it. Alternatively, you may apply this affect to a weapon you already own.

Stewardship:

Spreadsheets (-100 CP) It's hard to keep track of a large organization and all its assets. It's hard to even keep track of everything you have in a Forum Quest. These Spreadsheets are digital documents that automatically update in a list of all resources and assets you have, and they are easily sorted or organized as you like.

Laundromat (-200 CP) Shadow wars take money, and money attracts attention. This "laundromat" is actually a chain of business and shell corporations that all you to turn dark money into legitimate funds with an appropriate history or take legitimate money and hide it away for shadow projects without drawing questions from taxation groups. This won't be enough for people truly dedicated to researching your finances, but with skilled accountants and these businesses, you could set up some truly obfuscating paper trails. Note that these businesses generate no net revenue of their own, all profits are automatically spent in maintaining them and the many odd statuses that allow for unique approaches to taxation.

Supercomputer (-400 CP) This supercomputer is always equal to either the greatest supercomputer that exists in your current setting or the greatest supercomputer is has been in the past, at your discretion. Regardless of the setting, no one ever notices anything out of place about this supercomputer unless it does something truly impossible with local tech. At your discretion, it is located in either your warehouse or in your factions headquarters. In each future jump, you can

choose to place it in your warehouse, an appropriate location for your origin, or any position in a place of your ownership.

Intrigue:

Hidden Pockets (-100 CP) These pockets can be sown into any set of clothing or armor. They will be invisible from the outside, can hold a shocking amount of stuff, and are easily accessible to users at all times.

Un-fancy Suit (-200 CP) This suit makes you look like an ordinary, un-special person that most people won't remember 10 minutes after you leave the room. It won't compensate for unique, visible, and memorable traits like protagonist hair, but anyone from a 2 to a 7 will just blend into the background. Perfect for clandestine work.

Dead-drops and Safehouses (-400 CP) So long as you have a few days to prepare before going somewhere, there will always be a set of Dead-drops for you to hand off retrieve equipment or items that would fit in a normal sedan, as well as two safehouses to hide in if things go south.

Piety:

Basic Alchemy Set (-100 CP) This contains the basic magical resources necessary to perform cantrips, form magical circles, make basic enchantments, and brew low level potions.

Immaculate Suit (-200 CP) Whenever you wear this suit, you seem just a little unearthly. It remains immaculately clean and crisp regardless of where you have been or done in it. If you claim to be magic while wearing this suit, then even the uninitiated will believe you a little bit, even if they don't know why.

Enchanted Accessories (-400 CP) A collection of magical jewelry or other accessories that double your mana regeneration and capacity and can hold any single defensive and single offensive spell precast until you or a preset condition trigger one of them.

Learning:

Basic Chemistry Set (-100 CP) This contains the basic chemical reagents found in a 1990s American undergraduate chemistry lab.

Lab Coat (-200 CP) This lab coat is wearable over anything, has deep pockets, easily washable, and makes you look like the smartest person in the room.

Facilities (-400 CP) This workshop contains all the state-of-the-art metallurgical, chemical, and technological equipment you could find at the end of the 20th century on Earth_null. In future jumps, it will update to the standards of whatever technology and equipment is available to the public in your setting.

Independent:

Robe and wizard hat (-100 CP) Wearing this disguise makes you look like a stereotypical Merlinic wizard. Only detailed observation will pierce this disguise.

Protection Amulet (-200 CP) This amulet, consisting of a ceramic carving of the sun on a golden chain, will absorb a single death-blow for the wearer before the carving shatters and the magic fails. This amulet will repair itself at the beginning of each jump or every 10 years should a jump take longer than that.

Sorcery Retreat (-400 CP) This new room is either in your warehouse or in a location convenient for you. It is mystically shielded from the outside world and has all the equipment necessary to let a mage ascend to the status of a Sorcerer. Sorcerer's are mages who have connected their souls and internal magic to the magic of the world around them. The process takes a year of deep meditation, but it massively increases the mage's sensitivity to magic, ability to channel magic, and the size of their internal pools of supernatural energy. This retreat can handle up to 4 mages simultaneously working to become Sorcerers.

Freedom Satellite (-600 CP) The Wise men found the messiah by following a star, now you can follow whatever star you like. This satellite resembles an ordinary communication satellite; it provides perfect 5 by 5 signals with whatever communications tech routes through it to anywhere on whatever planet it orbits, and no external observation will provide information to the contrary. However, it is also an incredibly powerful telescope, providing incredibly detailed and accurate astrological data, as well as providing a boost to any star-based prognostication magic or abilities used in conjunction with it. And a telescope *that* accurate makes this also an excellent spy satellite. With time and technical know-how, it can easily be upgraded to incorporate weapons systems or sensor systems of your choice.

C.O.R.E.

Gaming Rig (-100 CP) As an offshoot of their attempts to break various encryptions, C.O.R.E. accidentally accelerated the growth of computation technology in the USA by decades, giving rise to the Silicon City. Naturally, this led to the creation of video games. This PC will run any videogame you have at the highest quality without issue. It can also emulate any console. Should the video game require extra add-ons, such as a light-gun or a VR headset, then the extras will always be compatible with this computer.

Greater Long Coat of Resistance (-200 CP) This leather long coat is enchanted with high level circle magic to grant resistance to fire, both literal and from small arms, cutting and blunt force, as well as miscellaneous magic spells from anything below the level of a High-Class supernatural threat. Additionally, it is very warm and comfortable, and can be worn in public without drawing strange looks.

Slayer Weapon Compound (-400 CP) A dozen blades and 1200 bullets coated in Wodan's Blood, weapons treated with this compound do increased damage to magical beings and mages. The stronger their magic, the more damage these weapons do. For High-Class supernatural beings, these weapons do double their normal damage. For gods, these weapons are 10 times as damaging as they would be against normal humans. For Aspects, they deal 100x as much damage. This includes the formula to produce more Wodan's Blood derived slayer compound, and enough compound to treat a dozen blades or 1200 bullets.

Literal Armor Production Lines (-600 CP) This production line is added to your warehouse. If provided with metals and magical power, it will produce a suit of Golem armor every day. With time and a

little know-how, it can be upgraded to produce any armor suit developed by C.O.R.E. or the CSG, up to the powerful Mk.III Exoskeleton Armor: a suit capable of letting average untrained humans to fight equally with the strongest Middle-Class supernatural threats and trained soldiers fight on par with any High-Class supernatural threat, which also come with a built in Homonculus that usually ends up emotionally attached to their user. This can also produce Drone platforms. Once per jump, this can be retooled to automatically produce any single suit of armor you have the designs for, at the same rate that you would be able to produce them, so long as appropriate resources and sufficient power are provided.

CSG

Maneuver Gear (-100 CP) This 3D maneuver Gear increases the mobility of infantry units in urban, mountainous, and heavily forested areas. It requires fuel, but can operate for hours, requires little maintenance, can carry literal tons of weight without issue and is easy to use. While it cannot match the maneuverability of true flight, it is still a useful piece of equipment for any modern soldier. It comes with a supply of fuel that is accessible through your warehouse.

Chem Thrower (-200 CP) This gun resembles a flamethrower, though is much lighter and with smaller tanks. It can be set to shoot electrified conductive gel, flaming petroleum gel, or liquid nitrogen in small globules or wide bursts. It comes with a steady supply of the chemicals it uses that are accessible through your warehouse. Additionally, with some work, it can easily be altered to shoot any stable chemical fluid or gel you come across.

Enchanted Bullet Press (-400 CP) Enchanting ammunition is a modern but widespread tactic for the various supernatural powers. This automated press is capable of packing and enchanting any small arms ammunition you can provide the casing, propellant, and shot for. By default, it has a necrotic, hoarfrost, molten, and lightning enchantment, but you can imbue it with any enchantment you can cast yourself. Provided materials and a source of magic, it can feasibly enchant 10 kg of ammunition in an hour with no input from you or any other person.

Military Armor Production Lines (-600 CP) This production line is added to your warehouse. If provided with metals and magical power, it is capable of producing a Stealth Tank every day. With time and a little know-how, it can be upgraded to produce any military developed by C.O.R.E. or the CSG. Once per jump, this can be retooled to automatically produce any single military vehicle you have the designs for, at the same rate that you would be able to produce it, so long as appropriate resources and sufficient power are provided.

Templar

Flesh Eater Knives (-100 CP) A dozen non-descript knives carrying a potent enchantment. Upon being struck by one of these blades, a mass of flesh equal to the mass of the knife is replaced with metal mimicking muscle, organs and bone. As a result, the wounds inflicted are incredibly painful and slow to heal, even slowing most forms of regeneration.

Enchanted Armor (-200 CP) This plate mail is crafted of high-quality steel and custom fitted to your body. It is heavily enchanted, and capable of resisting the spells and attacks of the average High-Class supernatural being without issue. While you can’t wear it in public without drawing attention, in battle this armor is a powerful defense against most foes you would face here.

Mystic Fortress (-400 CP) The Rock of Gibraltar contains a mighty bulwark against any who would attack the Templars. Its underground hallways span several square kilometers and have a depth of several hundred meters and can hold a massive garrison. It is enchanted to resist mass attacks from High-Class supernatural beings, or singular attacks from Super-Class supernatural beings. Its tunnels are dizzying to the unfamiliar, and it is filled with static emplacements of heavy weapons, runic traps, and is easily held by even a token force against most armies. You may take ownership of either the Rock itself, if you are a Templar, or an equivalent fortress in your faction's territory. In each new jump, this fortress will move to a strategically advantageous location for your origin or faction of choice.

Wodan's Blood Transformation Formula (-600 CP) This research was stolen from Nazis, after it was stolen by Nazis from places unknown. It includes the knowledge necessary to upgrade ordinary humans into Shipmen. The basic upgrade increases muscle mass fivefold, bone density three-fold, has reflexes allow bullets to be caught, night vision, and energy projection that can shred non-ablative armor within minutes. Though the specialized forms have different manifestations.

There are 'Missile Frigates,' who have none of the physical capabilities but have vastly superior Energy Projection and are capable of making tanks disappear at a glance.

'Super Frigates', meanwhile, can pick up a tank, and another tank, then throw them over a kilometer, as well as catching them before they hit the ground, but lack the Energy Projection abilities.

This upgrade is relatively cheap to produce, safe to implement, and consistently applicable to humans, though it took years to refine it until the users could recover from injuries without dying horribly or could survive without a more or less constant drip of nutrient sludge to compensate for the increased metabolism.

Note that the canonical versions of these augmentations are fatal to people with training in magic, and more toxic as magical strength increases, though the notes purchased here include the final product, safe for all users, without being fatal to mages.

LRU

Field Kit (-100 CP) It is the duty of the Land Recovery Unit to recover land from the Chimera threat. This entails sending troops and vehicles to the Chimera's nests across Siberia. Surviving those hostile climates is incredibly difficult, even for those who are trained to do so. This kit includes everything you'd need to survive an extended time in Siberia, save for food. With this kit, if you are lost or abandoned in the wilderness, you'll be able to make your way towards civilization, even if you have to walk as far as your feet will carry you.

Artillery Platform (-200 CP) This vehicle, which resembles a 76 mm regimental gun M1927, comes with no ammunition and is largely useless on its own. However, if you provide it with any artillery shell, then it will serve just as well as whatever vehicle or emplacement was intended to launch that ammunition.

Empty Illusion (-400 CP) This spell tome is a powerful grimoire of Grigori Origin. In addition to instructions for large amounts of illusion magic, it is capable of casting powerful illusion magic for an inexperienced user provided a power source is available or making illusions cast by an

experienced user be even stronger. Given enough power, this tome can hide entire armies from a variety of senses, both mundane and esoteric, without any skill or training needed for the user.

AETBAN (-600 CP) This is a bomb. Rather, this is **the** bomb. It started as a Tsar Bomba and was then enhanced with as much magic as the various human powers could get their hands on. As such, it has greater destructive potential than the most powerful nuclear weapons available on Earth and can break through most magical defenses and resistances. This bomb could slay a fully realized Aspect, assuming you managed to get them to stick around for the boom. You get one AETBAN, as well as the scientific and magical designs necessary to construct more, provided you can get your hands on enough weapons grade uranium and a wizard willing to craft the spells and runes necessary.

Heaven

Light Weapons (-100 CP) One handgun and one arming sword, these weapons drain a small and steady trickle of power from the user and convert it into holy energy. The gun requires no ammunition, though custom ammunition can be found that would strengthen it. The sword resembles a lightsaber. Holy light, by its nature, weakens evil beings or people by simply existing, and does great damage to those who would willingly act with malice to other beings.

Cross of Exorcism (-200 CP) A crucifix and chain, worn around the neck, that allows you to pit your power against static magical effects. Should you expend power greater than is present in your targeted persistent magical effect, then the effect will be dispelled without issue.

Holy Swords (-400 CP) Two score swords, not at the level of the Excalibur blades. They imbue the user's body with holy light, boosting their statistics enough to allow an ordinary, untrained human to match the upper tiers of Mid-Class supernatural beings, in addition to radiating a weak aura of holy light.

Brave Saints (-600 CP) These 13 cards of a single suit are immensely powerful magical artifacts. They can be used on any non-conceptual species to reincarnate them as an Angel. It will bind them to your power, grant them an affinity for holy light, and all the benefits of being an angel. Of the 13 cards, they will be split into 6 groups of 2 cards, capable of converting someone into, at max, a 2, 4, 6, 8, 10, or 12-winged angel (or however many wings they deserve from their own power, whichever is less). The Ace, however, is unique. It will consume as much power as you are willing to grant it, and then convert someone into a similarly powerful angel, regardless of their state or power before the transformation.

Additionally, anyone willingly converted with these cards will gain (at your discretion) the innate self-control and empathy to live life as a heavenly angel without falling.

Grigori

Shag-pad (-100 CP) This apartment is always clean and stocked with whatever groceries are necessary to make a romantic meal, complete with social lubricants. It also has an amazing bathroom. It

always has a perfect ambiance for passionate love and includes whatever accoutrements you or your partner(s) would like to use.

Sin bunker (-200 CP) Not all the Grigori are hedonists, some are adrenaline junkies, some are blood knights, and some have tastes that are…*darker*. This bunker is always close enough and accessible enough to you to allow an outlet for your darker impulses but is secure enough that you'll never have an unexpected visitor or witness to your action. No sin committed in this bunker will have be exposed outside the bunker.

Homunculus Construction Kit (-400 CP) Ostensibly, Homunculi are the Grigori's attempt to build armies and support staff, as even fallen angels have difficulties reproducing. In reality, the Homunculi are Azazel's personal attempt to make the phrase "harem building" literal. You now receive all the scientific and arcane notes necessary to produce artificial, arcane beings, as well as the most common bodies they wear. You can choose what they look like, and even move the mind of a homunculus into a new body, but by default they resemble busty women and effeminate men. With the right technological and magical skills, you could even set up mass production of homunculi. Any homunculi constructed with this knowledge is incorruptibly loyal to you.

Sacred Gear Creation Kit (-600 CP) This kit includes all the equipment and notes necessary to make your own Sacred Gears, except for the entities who will empower them. At a Sacred Gear is a prison that attaches to a compatible soul and grants the host powers aligned with the being imprisoned in the sacred gear. With just the equipment hear, you can trap any entity below the level of power of an Aspect, though time and work on your part may strengthen the gears to allow for more powerful prisoners. Additionally, no being trapped in a sacred gear made with this kit can escape without external help. Alternatively, you may use this kit to free beings from gear made by others.

Hell

Magical Girl Outfit (-100 CP) A perfectly mundane outfit that makes you or the wearer look like a magical girl. Guaranteed to get a small smile from anyone who sees you, except your little sister, of course.

Grimoires of Circle Magic (-200 CP) Devils are capable of magic based on will and imagination, but not everyone is so lucky. These grimoires contain a full accounting of the knowledge necessary to set up Low-, Mid-, High-, and some Super-Class spell circles. Basic attack spells, defensive barriers, utility spells, and even small-scale teleportation is possible with these books and the will to study.

ISP (-400 CP) We all know that ISPs are evil, and now you have one to work your will. This company is an internet service provider with the resources and technology to provide high-speed internet to a mid-sized nation and its population. It is answerable to you alone and is willing to break laws and social norms at your order, just be careful to not get caught.

Evil Pieces (-600 CP) A full set of enchanted chess pieces, capable of binding any non-conceptual, reincarnating them into a devil, granting them an affinity for devilish magic, and granting a small boost in certain attributes. Knights gain a boost to speed and agility, and talent with using supernatural energies to boost them further. Rooks gain a boost to strength and durability, and

talent using supernatural energies to boost them further. Bishops gain a boost to magical ability. Queens gain all 3 boosts, and pawns gain a much weaker equivalent to all 3 boosts and can have the boost increased to Queen level for a short amount of time by drawing on your power.

Last is the King piece, which boosts your various attributes anywhere from 10- to 100- fold, though the stronger you are, the less of a boost you receive.

Ouroboros

Tattoo (-100 CP) This tattoo takes an appearance of your choice and appears on a part of your body of your choice. You can make it invisible as you please. Should a secret society or criminal organization have a symbol or tattoo used for identification, this tattoo will be considered valid proof of your membership by its members, but not by law enforcement.

Franchise business (-200 CP) This is a small business in a field of your choosing that operates as a front for you. It can launder money to grant it a legal paper-trail or vanish money for illicit uses without issues. It will also generate enough of a profit to provide an upper-middle class life to a family of 4 without requiring any of your time to run it smoothly.

Nuclear Fireballs (-400 CP) A dozen nuclear bombs, each with a 25 kiloton payload. These bombs would fit in an international airline carry-on and weighs about 100 kg. But they must be physically delivered to their location. They all have a timer mechanism that cannot be defused by a hostile force once started, only disengaged by you. A new bomb appears in your warehouse every 10 years, so long as you have fewer than 24 undetonated bombs from this perk in your possession.

Evil Lab (-600 CP) This lab is hidden in a pocket dimension and can't be found from the outside except by someone who already knows it's there. Any cybernetic or augmentation experiment or procedure that occurs in this lab is 10 times more likely to be successful, and any side effects are far less likely to occur and are far less severe.

Sacred Gear

Normally, individuals can only have a single sacred gear, though you may purchase more than one if you please. At your discretion, any Sacred Gear save Longinus can be a copy with identical powers to the original, and no prisoner. At your choice, your status as a wielder of a Sacred Gear and what gear you wield can be public knowledge, or a secret known only to you. Longinus purchased here are automatically copies rather than the original, and no one will consider it odd that 2 instances of a unique gear will exist.

Twice Critical (-300 CP) This gear manifests as a red, skeletal gauntlet. Upon activation, all of the user's attributes are doubled.

Barrier Breaker (-300 CP) A massive sword that 'breaks' things rather than cutting them. It is stupidly durable and cannot be lifted save by its user. When thrown, it spins in a massive, nigh-unstoppable arc before returning to its wielder. Can be used as a shield to great effect.

Mirror Alice (-300 CP) Manifests as a single mirror in front of the user. This gear can absorb single direct attacks and reflect them at their source after doubling their power.

Variant Detonation (-400 CP) This sacred gear manifests as a glowing aura around the user. This gear grants immense physical resistance to blunt and concussive force as well as immense heat. Additionally, the user can create explosions at his/her discretion by touching his/her target.

Sword Birth (-400 CP) The user of this gear can spawn cursed swords of their own design around them. The strength of the swords and how long they last is dependent on the user's raw magical power, while the complexity of their powers is dependent on the user's skill.

Blade Blacksmith (-400 CP) The user of this gear can spawn holy swords of their own design around them. The strength of the swords and how long they last is dependent on the user's raw magical power, while the complexity of their powers is dependent on the user's skill.

Devil Destruction (-400 CP) Normal-Class, Gauntlet Type: A massive, holy gauntlet specialized in fighting devils. In its presence the vaunted abilities of the Pillar Houses are greatly weakened, as are all other innate devilish or demonic abilities. It can grow to the size of a bus, but still retain the dexterity and weight of its smaller form.

Night Reflection (-600 CP) When activated, it turns the user into an anthropomorphic shadow, intangible to physical force and capable of absorbing and redirecting most attacks through shadows. The user is still vulnerable to environmental conditions.

Elemental Fang (-600 CP) A sword that is capable of changing shape and magical attribute in order to suit the current battle. Can form into a suit of armor or a shield.

Fervent Muse (-600 CP) When summoned, it is a collar round the neck that is wreathed in sapphires. Allies can hear its song across even the most pitched battle, healing wounds, conferring magical resistance, and refreshing their stamina. Extends the amount of time that a Sacred Gear user can use their Sacred Gear, or others can use their own special powers.

Twilight Healing (-600 CP) This sacred gear manifests as two rings. It grants the power to heal any wound, illness, or curse that the user understands in depth. With medical and arcane training, anything short of death is fixable.

Analytic Engine (-600 CP) This gear is a calculating type, with the number of operations increasing infinitely with magical power provided to it. It excels in economic prognostication, makes Circle Magic and other calculation based skills trivial to use, and grants a large boost to general intelligence to the user.

Forbidden Balor View (-800 CP) This sacred gear allows the user to freeze time of anything in his/her line of sight. Selectivity of targets and number of distinct targets can be increased with practice.

Trick Vanish (-800 CP) This sacred gear manifests as a wooden staff. Once used, it dissolves into an aura of light around the opponent that decays into purplish marks that resemble chains. While in use, it deactivates all special abilities or unique attributes of the opponent.

Longinus (-1000 CP) These 13 Sacred Gears all bear a conceptual power, and each of them can be used by skilled hosts to slay even the strongest gods and Aspects. They are as follows

- **True Longinus**: Spear that can launch strikes over a mile away at mach 1, that also tears apart dimensions, and thus probably ignores most defenses, provides a nearly invincible shield, and can convert all of one's attributes into either martial power or magical power if given preparation. Mastery can lead to conceptual mastery of Destruction.
- **Innovate Clear**: Mind Control at its finest. Capable of easily altering individuals into loyal servants, and even enhances them up to a single class of supernatural being, though is limited by how many it can be used on every year. Mastery leads to conceptual control of Identity. Note that anyone under the effects of this gear dies if the user dies.
- **Telos Karma**: A shield like device that can control cause and effect and manipulating time. Capable of taking the effects of various actions and then applying it to other things probably added to general time manipulation. Mastery leads to conceptual mastery of Time. Note time travel in this jump works by destroying the previous timeline. While this limitation goes away post jump please do not attempt to travel back in time during your stay here. It will only lead to bad things. Note that this limitation is on all native Time Travel, not just on that unlockable from this gear.
- **Absolute Demise**: Dynakinesis at a massive scale, capable of manipulating both magical and mundane energies. Mastery lead to conceptual control of Energy
- **Canis Lykaon**: Summons 2 invincible Wargs made out of light and shadow that can tear apart gods. Mastery leads to conceptual control of Light and Shadow.
- **Zenith Tempest**: The ability to manipulate the weather in the scale of nations. Mastery leads to conceptual ability to affect your environment
- **Dimension Lost**: Capable of manipulating and creating pocket dimensions or simply dropping things into the dimensional gap, in addition to teleportation and protection against spatial phenomenon. Mastery leads to conceptual control of Space.
- **Boosted Gear**: A Crimson Gauntlet that doubles the power of the wielder every 10 seconds. Mastery can lead to conceptual doubling of anything.
- **Divine Dividing**: Halves the power of enemies with every use and adding it to the user to replenish and augment its user's power. Mastery can lead to conceptual halving of anything.
- **Sephiroth Graal**: The ability to manipulate the principle of life and death, doing such things as resurrection or analyzing the lives and souls of others. Mastery can lead to conceptual manipulation of Life and Souls.
- **Annihilation Maker**: The ability to create monsters of any type and form. They can be specialized to actually assault a particular type of foe. Mastery leads to conceptual control of ”Creation of Life”.
- **Regulus Nemea**: Manifests as golden, lion themed armor. Makes the bearer an inviolable being, immune to all forms of direct attack and resistant to most indirect forms of attack, both physical and arcane, while also massively boosting physical strength. Mastery leads to conceptual invulnerability to attack.
- **Incinerate Anthem**: The True Cross, this sacred gear manifests as an independent, intelligent avatar that can spew incredibly potent, holy, purple flames. It can be transferred from one host to another at the current host’s discretion. Mastery leads to conceptual control of Entropy.

Companions:

Forum Lurkers (-100 CP): You may import as many companions as you please for **(100 CP)** each with your choice of faction and main stat. Each companion receives **(600 CP)** to spend on races, perks, and items as you please.

Advisory Staff (-400 CP): You may import 6 companions, each with your faction. Each must take a different main stat. Each companion receives **(800 CP)** to spend on race, perks, and gear as you please.

Sweetie (-300 CP): DxD is a harem setting, and you have found love. A canonical girl/guy/other has fallen in mutual, perfect, shounen, harem-compliant love with you. Alternatively, you may create a new companion of your appropriate gender, with a free race of your choice (except for Aspect), faction and main stat of your choice, and **(600 CP)** to spend on perks and gear.

Spread the Love (-50 CP): You may purchase this as many times as you like. For every purchase, each of your companions receives an extra **(50 CP)** to spend on their own perks and gear.

Drawbacks: **Take as many drawbacks as you like, for as many points as you can stand. Companion Compatible drawbacks may be taken by companions.**

Useless Stat (+100 CP) [Companion Compatible]: One of your stats -- Diplomacy, Martial, Stewardship, Intrigue, Piety, or Learning – is terrible. Maybe you try hiding behind cactuses, maybe you break your thumb whenever you throw a punch, whatever your weakness is, you're incredibly useless with it. You can train to overcome this weakness, though no stat boosting or increased learning perk will help, and it will take a year of regular lessons with a dedicated teach to reach "average" with your stat. This can be taken multiple time.

Collector (+100 CP) [Companion Compatible]: You have an addictive personality, and enjoy collecting accoutrements of whatever hobby or skill you currently enjoy. You will go out of your way to complete or expand your collections, spending money and favors you really shouldn't. Moreover, you will move on to a new obsession every few months, ensuring there's always something for you to track down and buy, trade for, or steal.

Rot Your Brain (+100 CP) [Companion Compatible]: You are a minor video-game addict. You will want to spend at least 2 hours a day on some form of computer game, at a minimum, and only actual crisis will keep you from sating your hunger for pixels.

Frozen Heart (+200 CP) [Companion Compatible]: You were hurt. Maybe you simply got sick of the blood of war, maybe your beloved died in front of you. But as a result, you've given up on feelings. For your time here, your emotions are frozen, and you will feel almost nothing. The joy of taking your soul mate to bed will be what most people feel from getting a good parking spot. Rage that shatters mountains to you will be like a stubbed toe to anyone else.

Sin (+200) [Companion Compatible]: This drawback can be taken multiple times. Pick a Deadly Sin: Sloth, Avarice, Wrath, Pride, Lust, Envy, or Gluttony. You now embody that sin in an extreme way. Meditation and self-reflection over several years could help you overcome your sin, but

until you do, expect to be hindered in your interpersonal relations, personal growth, discipline, and rationality when it comes to your sin.

Monster Bait (+200 CP) [Companion Compatible]: Whenever you go into the field, you'll find that any enemies or while beasts seem to zero in on you as a target. Chimera always charge the bunker you're sitting in, ghouls rush you specifically out of a group of soldiers. When devils bombard a city, it's always centered on you. Even monsters that aren't aware of your presence seem to gravitate in your general direction, and their attacks seem to head towards you as well.

Impolitic (+300 CP) [Companion Compatible]: You rub *everyone* the wrong way. You ask Beastmen about flea shampoo, you make Skynet jokes to Droids. You try to push heavenly angels to "loosen up" with activities that will almost certainly cause them to fall. You assume every fallen angel you meet is looking to smash. People *may* be willing to work with you, but it will not be because they like you. Your best bet to not get lynched is to just *never speak*.

Rogues (+300) [Companion Compatible]: Certain members of a faction of your choice have decided you need to die. Expect a group of foes equal to a low Super-Class supernatural being to defect from their faction, track you down, and attempt to kill you. Whether they survive the attempt or not, there will be political ramifications as a result of your and their actions. This can be taken multiple times for multiple factions. Note that if your faction's existence is a secret, these rogues will target your public identity instead.

Fallen Brother (+300) [Companion Compatible]: Someone close to you has died, leaving behind a young child with no one to care for him/her. You will need to personally take up the mantle of a parent, protect and care for this child, and deal with the immense guilt and regret caused by your failure to save your friend. Should you choose this drawback, you may take the child with you as a companion for future jumps.

Understaffed (+400 CP): You are chronically understaffed. Any organization you join will have immense difficulty finding enough qualified staff to meet its operative goals. Whether hiring soldiers, scientists, diplomatic attaches, or clerks, it seems like no one wants to work for you.

Enemy Faction (+400 CP): Pick a faction other than your own, now that faction considers your faction to be their greatest enemy. They will attack your forces on sight, and accept no diplomacy except through 3rd parties. It will take the work of at least 6 years to obtain a neutral relationship with them, though it is possible to do so. Can be taken multiple times for different factions.

Comatose (+400 CP): You begin the jump without your powers or defenses, in a coma. Your allies or companions will need to find or use some high level magic to heal you and awaken them. Something on the level of Twilight Healing will take 6 months to awaken you, at which point your powers will return. The Sephiroth Graal would take a week to awaken you. Hope you can trust your companions to protect you for a while.

Rivals are for children (+400 CP): Pick an Longinus, the wielder of that Longinus will now do everything in their power to find and kill you. Moreover, the current wielder of the Longinus will have their skill boosted to true Mastery of their gear, becoming a threat capable of slaying gods. Can be taken multiple times for different Longinus. Note that Longinus Wielders will not simply attack you directly to express their displeasure. Expect portals between your bases and natural

disasters, mind-controlled suicide bombers, new species designed specifically to target and destroy your own, and other such tactics.

Useless Underlings (+500 CP): Your minions, employees, and citizens will get their jobs done, but they always seem to make some stupid mistake or cause some troublesome complication that ends up making it not worth it. They'll infiltrate the enemy base and steal some information and an augmentation formula, then drink it without reading the warning labels and dying in agony as a result. They'll bust into a church orphanage to plant a bomb or steal an artifact and, in the process, suffer grievous casualties to elderly priests who happen to have been former exorcists. They'll mind control an empress and give you a puppet state but miss or ignore her sister (who will flee with full knowledge of your plans and local assets right to your enemy's doorstep). If you plan to get anything done right, you'll have to do it yourself.

Lovecraftian Rituals (+600): One of the former wielders of Annihilation Maker was H.P. Lovecraft, who envisioned being beyond time and beyond description. He crafted Shoggoths, he dreamed of Great Old Ones, and every faction stopped their fighting just long enough to kill him and seal his creations beyond as many magical seals as they could manage. Unfortunately, every year of your jump, some cult will rise and attempt to undo the seals when the stars are right. The astrology to determine when the stars are right is easy to obtain from any established faction, but you'll still need to find where this cult is hiding and stop them. Their combat power collectively is only equivalent to a single High-Class supernatural being, but if they succeed, expect a multitude of Super-Class threats to swarm the world all hunting for you.

Ouroboros Infiltrators (+600 CP): Whatever faction you work for finds itself completely and thoroughly infiltrated by an Ouroboros faction, working to destabilize the faction, kill its strongest members, and run off with whatever shiny they can get their hands on, and you're always a major target of the infiltrators. Changing factions won't help, as your new faction will become infiltrated seemingly overnight. Even joining Ouroboros won't help, as whatever faction you join will be overrun by infiltrators from a different faction in no time at all. With lots of dedicated and competent Intrigue, you can spot the infiltrators and root them out, but it will require constant vigilance and effort from your entire faction to avoid being completely destroyed by infiltrators.

Enemy Aspect (+800 CP): Pick an Aspect: Ophis, Great Red, or YHWH. They now hate you with a passion and would love to see you dead. Their animosity will start with merely dispatching minions to attack you, before escalating to attacking you on sight, before 9 years in to your Jump, they drop everything they were doing and unerringly seek you out, using all their power and resources to destroy you, your faction, and your works. Should you or a companion be an Aspect, then you may choose to have your enemy be the Aspect counterpart to your concept instead of a canon Aspect. For example, an Aspect of Time could have an enemy Aspect of Space or Aspect of Fate, depending on how you interpret the "Time" as a concept. The new aspect will be of similar power and notoriety to the canon Aspects, have the same age as whatever member of your party is an Aspect, and have a minimum effect on the general timeline pre-jump.

Trihexa (+1000 CP): Trihexa is the Aspect of Destruction, and it manifests in Chaos as destruction and entropy. While he was defeated, and his mostly dead corpse was sealed away during the Great War, Trihexa still lives, and he hates you with a passion, as do the various fragments of his

power that still exist freely. In terms of direct combat power, Trihexa is probably the strongest of the Aspects in direct combat, and YHWH only managed to defeat him by increasing his own power with his creations. Now, Trihexa will be released from his seal in 5 years and be restored to full power, at which point he will destroy the Underworld, a feat that should take him all of a day, before moving on the Earth, Heaven, and the various pocket worlds held by miscellaneous gods.

Scenarios: **You may take as many or as few scenarios as you please, and each will grant you a reward for your hard work. Your Jump will not be complete until you resolve every scenario you have chosen.**

Homo Sapiens: For more than 10 centuries, YHWH has sat immobile on his golden throne. He is master of heaven by his will and the might of his creations. He is a dying cripple writhing invisibly with the power of the Divine System of Heaven. He is they almost-carrion lord of Heaven, to whom a billion prayers are sacrificed every day in the hopes that he may never die. Yet those prayers and his works will cease to be effective very soon, and the god of Abraham will pass.

However, as the true and fully realized aspect of Creation, the tetragrammaton has created a solution to his mortal injuries. He will reincarnate after passing from this life, and his final act will be calling out to hundreds of Wisemen across the world, informing them of which stars to follow to find his new incarnation. To these men and women, he entrusts his new life's safety and education, so that despite his weakness, he will rise to his new power with the same compassion for all life that he has in this life.

You have been selected as a Wiseman and charged to find god after his new birth. You must be the first Wiseman to find the new Almighty and raise the Heir of Heaven to have the wisdom and empathy needed to lead Earth to a new age of prosperity. You may approach other Wisemen to gain allies in your quest. Should you not play an integral role in Elohim's education, you will have to wait for the Aspect of Creation to die and reincarnate a second time and succeed in your quest the second time around before you can continue your chain.

As a Wiseman you will have the following advantages in your quest. Firstly, just before his passing, Allah will appear before you in a dream and grant you a single piece of personal advice that will help you grow as a person or overcome some major personal regret or flaw. Secondly, you will know how to identify the Christmas Star, and use it to find where the promised child has been born. Thirdly, should you lay eyes on the new Heir of Heaven, you will be filled with a sense of recognition, knowing certainly that the child before you is destined to rule Heaven.

The Christmas Star will be visible from earth's surface in 3 years. Additionally, the Heir of Heaven is a valuable pawn for many who would use the child to their own ends, beware that if your custody of the Almighty is known, many will seek to attack you and take the child for themselves, or murder the Aspect of Creation before the child grows into its full power.

However, should you succeed in finding and protecting this child, and then raising the child to be filled with love of all life and the will to protect innocent life against all threats, you will receive the following rewards. Firstly, following the Christmas Star has taught you to identify potential and importance: when looking at someone, you will be able to understand their full potential, even if they cannot feel it themselves. Secondly, you have experience as a teacher: you can raise any child or student to be a healthy, happy, and productive member of society while also completely realizing their potential. Thirdly, the Almighty has blessed you with a small fragment of the power of creation. Anything you create will now be greater than it should have been, whether the creation is arcane, technological, or biological.

Innovative: Shortly after your jump begins, either a close friend or one of your companions has been subjected to the power of Innovate Clear, the ultimate Sacred Gear when it comes to mind control. You will not know when it happens, or which friend/Companion has been compromised, but they will be ordered spy on you, subtlety oppose your efforts, and do everything in their power to either kill you or entrap you for your own Innovation. This includes entrapping your other friends and companions for Innovation.

First, you need to identify who among your circle is compromised and detain them, lest they alert their new master of your attention. Then, you need to track down the current bearer of Innovate Clear, a member of the Ouroboros Hero Faction who is hidden as completely as his faction can manage. Then, you'll need to kill him. While he is not strong in his own right, his normal guards are fanatically loyal, and have had their powers boosted by Innovate Clear, they consist of several sacred gear users and powerful mages. Additionally, your target recently succeeded in Innovating the True Vampire Empress of the Jade Empire, granting him access to a Super-Class Vampire Mage as well as the military might of magical China. While he obviously cannot have the Empress and her military guarding him 24/7, if he knows you are coming, he will absolutely use his full resources to set a trap.

Innovate Clear is an existence of betrayal. It holds the serpent from the Garden of Eden, who tempted Eve and Adam to turn back from God's commands. If you manage to find its current bearer, defeat or circumvent his defenses, and defeat him, then Innovate Clear will turn on its bearer and offer you power.

If you accept, Innovate Clear will consume the host's soul to empower you. You gain a weaker version of its power to alter minds and identities and its ability to induce others to grow in power. However, all beings who have been Innovated will die, and when your Companions respawn, they will not remember anything from their time post-Innovation.

If you refuse, Innovate Clear will move on, releasing all from its spell without killing them. As a result, several very powerful people will owe you a great debt. Wanmei Ai, the Empress of the Jade Empire, will offer you immense treasure and enchanted armor and weapons of immense power, capable of standing up to attacks from Faction Leaders such as Sirzechs Gremory, He Who is Like God, and The Scapegoat. Additionally, Azazel will find you later and thank you for avenging one of his closest friends, killed by the servants of Innovate Clear. He will grant you one of his artificial sacred gears. It can be transferred between users without issue, and can mimic the powers of any single Sacred Gear from the Sacred Gear section worth less than **(600 CP)**.

Not Quite Ready (Cannot be taken with Ouroboros): The LRU and Russian military have been fighting a long battle against Extradimensional Chimera invaders, massive Kaiju with various biological weapons. The breed and grow quickly and take immense punishment before dying. Fortunately, the Rifts in spacetime that allow Chimera to access earth are rare, as well as being limited to Siberia for complex reasons on the shape of reality. Unfortunately, the bearer of Dimension Lost will decide to flip his shit years early and open new rifts for the Chimera all over the world, allowing a massive invasion of Kaiju numbering in the millions spread all over Earth, the Underworld, and the lower Heavens. Once here, the Chimera will rampage across the world devouring all biomass they can reach, growing and reproducing until nothing remains save for a giant cancerous hive that covers the Earth that will serve as a staging point for Chimeric invasions of other dimensions in the future. The various supernatural and human powers are not quite ready to handle a threat of this size, and while the work of Heaven, Hell, the Grigori, and miscellaneous pagan and non-Abrahamic powers will ensure the survival of humanity as a species, society is guaranteed to collapse without your help, as is any hope of humanity as an equal power to other supernatural races.

This invasion begins in 3 years, and you have only that long to prepare. Should you find and slay the wielder of Dimension Lost, the rifts will open immediately as he curses the world that wronged him with his final breath. Should you remove his sacred gear or seek to prevent him from using his power by crippling him or using mind control of some kind, his final use of it will be to open the rifts. Should you imprison him, then Ouroboros will free him in time to open the rifts 3 years after the start of your jump.

The Chimera are an unholy mix of Kaiju, transhumanists, and locusts. They care little for the survival of individual Chimera, so long as their biomass is recoverable. They share a hivemind of some sort and can always maintain contact with one another. Moreover, should their endless hunger be stymied by some tactic or weapon, they are capable of analyzing it and growing custom troops with specific defenses or weapons to counter it. Additionally, to complicate things, Ouroboros has been experimenting with using runes to enhance the strength, durability, and destructiveness of Chimera beyond their already massive levels, and use their resources to enhance as many Chimera as possible to ensure maximum chaos during the invasion.

You do not need to destroy all the Chimera, but you do need to ensure the survival of at least 3 major world governments of your choice, while ensuring the earth population of humanity does not drop below one billion. Should you, your allies, and the human forces manage to destroy enough Chimeric Biomass to ensure that the remaining governments can hold their own against what remains of the Chimera without major losses. By default, this amount is 90% of Earth's total biomass plus biomass equal to all consumed by the Chimera on earth, though if you allow Earth to suffer enough, you may need to destroy more.

How you choose to prepare is your choice. You could rush technological weapons development for various militaries, you could recruit mercenaries and empower them to beyond human levels, you could try to convince Ophis, Aspect of Infinity, or Great Red, Aspect of Dreams, to step up and defend Earth from the Chimeras. You could go to the 7th heaven and heal YHWH, Aspect of Creation, from his wounds, knowing that he would defend his creations on principle. You could negotiate a peace between supernatural factions, convincing them to arm up and take the fight through the Siberian Rifts to the Chimeric staging grounds. You could simply flex the immense power of the Jumper and destroy the Chimera personally, it matters not.

Should you succeed, you will receive the following. Firstly, time spent fighting the Chimera has granted you insight into the power of biological weaponry. With the right equipment, you could grow your own biological Kaiju monsters, loyal to you and capable of accepting any biological enhancements you have encountered on your travels and have a detailed understanding of. Secondly, you have the notes of the Ouroboros enhancement runes, which are compatible with and can be applied to any purely biological life form by a trained mage on the level of a High-Class supernatural being. These runes double the strength and durability of the bearer, grant powerful magic resistance, and allow the user to channel their innate magic into generic energy blasts.

Jumper Task Force: One of the ultimate ironies of human life is that Sacred Gear users are coveted prizes for non-human factions. These people granted weapons meant to allow humanity to fight on even terms with other races and factions are often stolen by non-human races to fight against human interests. Even among human factions, the competition to recruit sacred gear users is high enough to promote coercion, blackmail, brainwashing, and other worst practices of HR. You must remedy this by forming a new task force, lead by, with, and for the benefit of human sacred gear users. You must find and recruit at least 50 sacred gear users (from at least 10 nations) for this Task Force, fight off the initial probes of Hell and Ouroboros meant to kidnap or murder your new members, while also preventing the subtle recruitment attempts of Heaven and the Grigori.

The JTF does not need a permanent headquarters, though a fortifiable location to host you would be incredibly useful in your quest. You will, however, need to obtain or create some method of global travel, whether it takes the form of a fleet of private jets or several sorcerers capable of teleporting large numbers of personal around the world at will.

The JTF must see to its member's needs, support them should they wish to pursue normal careers, education, or family life. You also much establish some method of looking for Sacred Gear users, either by reaching out to other factions to let them use their resources or developing some magic or intelligence network to search for you. Once this support-network/gang for Sacred Gear users is complete, you will need to step down as leader and withdraw your protection. You will not be allowed to continue your jump until the JTF manages to exist without your protection or rule for 5 years.

Should you succeed, the JTF will follow you through future jumps, serving to recruit and protect individuals of power who would be targets for larger, established factions, while providing a group of irregular forces that support you. Additionally, you may take Azille, the current wielder of the True Longinus and the canonical leader of the canonical JTF equivalent, as a companion.

Old vs New: (Requires that either you or one of your companions take either Hell or Ouroboros as a faction or Reincarnate Devil or Pure-blooded Devil as a race) The forces of Hell have had a civil war as recently as a century ago, and most devils currently alive are still damaged by the war in one way or another. Unfortunately, the war did not come to a satisfactory conclusion, and it looks like the next civil war might flare up in the next few decades. You are now dragged into this conflict, and must choose a side, fight or politick you way to the highest levels of the appropriate faction, and resolve the conflict between the New Satans and the Old Satans conclusively.

Should you pick the New Satans, first you must rise in station high enough to be trusted by the New Satans and have regular interactions with them, though you may supplant one of the New Satans completely if you wish. Your mission will be to destroy or imprison the surviving Old Satans (each a Super-Class devil in their own right), then incorporate a majority of the Extra Devil families hiding on the outskirts of the Underworld back into Devilish society proper, and then reduce racial tensions between pure-blooded devils, half-blooded devils, and reincarnated devils enough that violent conflict between them will not break out for the next 200 years unless an external power starts a very successful propaganda campaign.

It Should be noted that Serafall Leviathan is probably the strongest being on earth other than the remaining Aspects, and Sirzechs is not far behind, so you need not fight the Old Satan faction yourself, so long as you can find where they are hiding and relay that information. However, devils respect power, so become strong enough to throw down with Super-Class supernatural beings would be a boon in your overall political goals, even if you do not fight much personally.

Should you pick the Old Satan faction, you will need to rise in rank until you are at least trusted advisor of one of the still living Old Satans. Your mission will be to kill the New Satans, and either subvert or overpower their factions. The existing Old Satan faction lacks the military power to do this, so you may need to perform some research to find a trump card of some kind or become the new Whip of the Old Satan faction. Once you have reclaimed power over the underworld and have the majority of pure-blooded and half-blooded devils in Hell accept your rule as legitimate, you much destroy the Evil Piece system and get rid of all living reincarnated devils. Whether you do this by killing them or re-reincarnating them as member of another species is irrelevant, they do not belong in your hell. Moreover, no devil may be allowed to reincarnate a member of an inferior species as a devil ever again. Whether you use a social campaign to stigmatize the usage of Evil Pieces, or simply destroy all Evil Pieces and the knowledge to make them is up to you. And lastly, beware that weakening hell enough with your purges may induce the opportunistic Grigori or vigilant forces of Heaven to invade and deal with Devil-kind once and for all.

Whichever side you choose, your Jump here will not complete until you succeed.

Each side presents a unique award for your service in resolving their conflict. Should you choose to side with the New Satans, they will show you how Evil Pieces are made and how they work, providing you with a means to reincarnate members of any species as a Devil. Moreover, the magic behind the pieces is mutable, and can be altered to reincarnate a person into almost any race of your choosing, so long as you can study the body and magic of your target race, and the person being reincarnated does not have the full conceptual power of a major pagan god or Aspect (it is questionable if a Buddha or Bodhisattva is conceptual enough to resist reincarnation, though no Buddha or Bodhisattva has chosen to sacrifice enlightenment and be reincarnated as a devil to date). Furthermore, the pieces cannot be

altered to reincarnate someone into a conceptual or unique being like an Aspect regardless of how much you study or improve them. Additionally, your experience has helped you learn how to stabilize political turmoil following controversial or major changes in a society and how to make your message accepted by a populace without too much trouble or violence.

The Old Satan Faction, meanwhile, will gift you with an Orb of Infinity. Composed of a fragment of Ophis' power, this orb can be used to empower someone with effectively infinitely regenerating supernatural energy. While the amount of power they can channel will not increase, no amount of spell-casting will ever drain them dry. More esoteric uses for this orb may become apparent to you with research. After all, this is a crystalized piece of the concept of **Infinity**. What may come of it is potentially only limited by your understanding and imagination. Additionally, you have gained experience in establishing new regimes or re-establishing old regimes in arbitrary nations and having them be accepted as legitimate. You know what to say and who to put on your posters to get the populace to follow you. So long as it is possible for a populace to consider following your chosen patsy, you'll know how far you need to go to make it so.

Faction Leader: Congrats, you are now the leader of your faction, and responsible for achieving their goals. Your jump will continue until such time as you achieve a faction victory. You may import or create up to 6 companions with **(800 CP)** each. They all share your faction, and none can share the same main stat. You and your advisors must have a race that is recruited by your faction (so you cannot lead Hell as an Angel, nor can any of your advisors be pure angels)

Your victory can be any one of the following for all faction except Ouroboros.

Diplomatic Victory: You and your faction must be considered the ally of all listed factions except Ouroboros, then lead a major operation against a common foe or in relief of a major disaster with assets from at least 4 factions and succeed.

Martial Victory: Your faction must be unilaterally recognized as the strongest faction, capable of handling any 3 factions in open warfare and hold your own. Moreover, the single strongest fighter (excluding Aspects and the Jumper) must be a member of your faction.

Stewardship Victory: Your faction must have a production capacity large enough to land in the top 25 world nations by GDP and maintain that level of production for at least year. Whether you use this to produce tanks, magic equipment, or widgets is unimportant, you must be capable of producing more goods than the nation of Belgium, and you cannot cheat by simply producing an incredibly rare magical item and then selling it to a companion for 100 trillion dollars: goods and services produced by your faction by local standards must be enough. Be aware that increasing your industrial base will not be secretive, and that level of escalation of resource production will draw enmity from other factions just as surely as military action.

Intrigue Victory: Your faction must successfully infiltrate every other faction at every level. There can be no secrets from you, and you much be able to leak or block enough information to be able to puppet other factions to your will at least 20% of the time.

Piety Victory: The ultimate work of spellcraft was designed by YHWH and is known as the Heavenly System. Its effects span worlds and applies to all people. Any who call on YHWH or pray to him generate miniscule amounts of light energy, causing pain to devils. Sacred Gears use it to find ideal hosts. And it allowed him to fight on even terms with an Aspect of Destruction and Entropy, despite his domain not including combat. Your faction must either overhaul the Heavenly System so it can run effectively in the absence of the Almighty while also adding a feature of comparable influence to those it already has (in the case of Heaven), or you must develop your own arcane system that has as great an impact on the world and is as robust as the heavenly system.

Learning Victory: You must successfully launch a Moon mission. And a Mars Mission, and a mission to the Dimensional gap. These missions must rely solely on reproducible, local technologies and allow humans to survive for extended periods of time in all three locations. Once 15 humans have survived on the Moon, Mars, and in the Dimensional gap for at least 100 days each (not necessarily all at the same time), you victory is complete.

Should you succeed, your faction will follow you on your jumpchain, being inserted into every jump in an appropriate manner, behind any veil or masquerade that may exist in setting. Any technology carries on into future jumps, and any infrastructure is either placed in the jump or in your warehouse at your discretion.

Ouroboros Leader: Congrats, you are now the leader of the Ouroboros faction, or one of its cells (such as the Hero Faction or the Old Satan Faction) and responsible for achieving their goals, you horrible person you. Your jump will continue until such time as you achieve a faction victory. You may import or create 6 companions with **(800 CP)** each. They all share your faction and must cover all of the 6 main stats.

Diplomatic Victory: You and your people must reignite the Great War, start a third world war and destroy any hope for peace being declared. Beware, if you are caught fermenting war, you may provide the impetus for a lasting peace between the various human and supernatural factions.

Martial Victory: None can be a threat to Ouroboros and live. No Super Devil, Archangel, or equivalently powerful person can exist outside of your faction. You will need to kill the strongest members of each other faction and somehow survive. Only Aspects can remain alive, and only because they are effectively impossible to put down for good.

Stewardship Victory: The world is too organized, too…. productive. You must remedy this. Destroy the world's industrial base. At least 1% of the global population must become refugees fleeing poverty and broken homelands. The Global GDP must decrease by an order of magnitude, and not show signs of recovery for 5 years, and this level of decrease must also be applied directly to Italy, Japan, Israel, the USA, Russia, and Spain, the homelands of the major factions.

Intrigue Victory: Your faction must successfully infiltrate every other faction at every level. The rulers of each faction must be loyal members of Ouroboros. Whether you mind control them with Innovate Clear, kill and replace the New Satans with the Old Satan Faction, or plant sleeper agents who work their way to the top is irrelevant. C.O.R.E., the CSG, Templars, LRU, Heaven, Hell, Grigori, and the Jade Empire must all answer to you

Piety Victory: Magic is an incredibly potent tool, and a tool you cannot allow outside of your control. Most factions have their own trump cards or will develop them shortly. Evil Pieces, Holy Swords and their wielders, Brave Saints, Artificial Sacred Gears, enchanted long coats, or the mighty AETBAN nuclear options are such trump cards. You must destroy these options. While you can keep the knowledge for yourself, there can remain no record of these techniques outside your faction and no experts capable of producing them.

Learning Victory: Technology will win the day, if you let it and so you must now destroy repositories of technology and educated people, regressing technology at least 100 years. Fortunately, the internet does not exist yet, so your job should be easier than it will be in 10 years.

Should you succeed, Ouroboros will follow you on your jumpchain, being inserted into every jump in an appropriate manner, behind any veil or masquerade that may exist in setting. Any technology carries on into future jumps, and any infrastructure is either placed in the jump or in your warehouse at your discretion. Additionally, you may choose to redefine the driving focus of the organization from "Cause Chaos" to whatever you like.

The Great War: Before your jump begins, you are inserted in the existence of YHWH, right after the beginning of the great war in 4 b.c.e. You gain his conceptual powers of Creation, control of the Heavenly System, leadership of Heaven and its legions, and his knowledge of the Supernatural world, but will be tasked with resolving the various crises on Earth.

The devils have sought to enslave the potential of mankind to their hedonism and sadism, hoping for an eternal supply of pets and slaves for their perverse amusement. Your wayward children, the grigori, have sought to seduce Humanity into the same self-serving debauchery that now rules their souls. If mankind was to remain free and in control of themselves and their own destiny, your intervention was required.

Your full strength would be enough to ensure your victory, but Adonai (and therefore you) was weakened by his first reincarnation. Following the sealing of Trihexa, the wounds caused by the legendary conflict necessitated death and rebirth. You are still growing into your power, and many are using your relative weakness as an opportunity to expand.

The first attempt to grant humanity the power to resist the supernatural, the creation of the Sacred Gears, was a mixed success. Now there are humans with the power to fight at supernatural levels, but the slow corruption of mankind erupted into this Great War as a result. Now your legions of angels fight against the Devils and their own fallen brothers, who claim to have been provoked by your actions. Every day, a few more of your children lose their way. Every day, countless more lose their lives to push back the devils from their strongholds and the fallen from their palaces of sin. Every day, more humans lose their faith in you and in themselves as your focus is drawn away from answering prayer to arm your children and fight beside them.

All this would be manageable, were you merely facing war on a scale unseen in all creation. It would take time and blood, but you would cleanse the earth from all who would seek to corrupt humanity and destroy their potential. Unfortunately, there are more threats that seek to destroy You and the Earth than the legions of Hell and flock of the Grigori.

The Red and White Dragon Emperors do battle all across the earth, leaving carnage in their wake. The collateral of their battle can, and does, destroy nations. You must defeat the both of them in battle, despite their conceptual powers, and seal them in sacred gears.

Vampires, evil dragons and gods, ghouls, and monsters of a hundred shades seek to slake their hunger now that you are distracted. If left unchecked, they will grow in power until they could feasibly match the legions of Hell, creating new and powerful threats to humanity and to heaven. Normally, these threats are kept in check by your angels, but with the war demanding most of your attention, you will need to either recruit less evil supernatural powers to protect humanity while you cannot, or arm and armor more of humanity to push back the darkness on their own.

And lastly, there is Lucifer himself. For most of history, you have been powerful enough that he would be no threat to you. Fear of annihilation has discouraged him from coming to blows with you, but with so much else on your plate, your own weakness, and a fancy sword that deals unhealable wounds, Lucifer will soon step in and attempt to destroy you, once and for all. As an Super-Class Devil, his power is just shy of the current Almighty, at least when it comes to 1-on-1 combat, but he has 3 allies his equal in combat who will more than level the playing field and a long history of planning brutal ambushes. You must grow in strength to win that 4-on-1 fight before he attacks, find or make a trump card to level the

playing field, or resolve the Great War so quickly he does not find a good chance to ambush you on Earth, so you can fight him with your full attention and might.

The Great War and its consequences would have lasted 33 years, and resulted in YHWH being mortally wounded, being kept on life support for 2000 years before he managed to establish his second reincarnation. Should you do better than YHWH would have achieved without you, drive back the Devils to the Underworld, prevent the rise of a unified nation of Grigori on Earth, seal the heavenly dragon emperors, prevent any minor threats to humanity escalating into major threats, defeat Lucifer, maintain the cohesion of heaven, and (most importantly) prevent the destruction of mankind, their freedom, or their potential, then you will have earned the following:

Adonai's power is now yours. You have fully internalized the conceptual powers of Creation, and are capable of the many feats that the tetragrammaton was, including the formation of Sacred Gears, the creation of angels ex nihilo, crafting of holy arms and armor, and the establishment of magic systems that reflected his power.

Moreover, Heaven will follow you as an afterlife and base of operations for you in future jumps. If you did not choose Heaven as a faction for this jump, you will still need to complete this jump without Heaven behind you, but in all future jumps, the heaven of AGG:CORE, as led by you through the Great War, will follow you for the rest of your chain.

Upon completing this scenario, you continue on to the normal AGG:CORE setting, with your own Great War having no effect on the setting beyond your rewards and personal experiences.

Notes

Roach Motel is designed to help you root out external spies, or enemies who would seek to avoid a fight by hiding or running. In essence, it lets you find enemies to fight, even if they don't want to be found.

Wodan's Blood Transformation - While it is feasible to improve the Wodan's Blood Transformation with high level study of biology and magic, there is no way to imbue a single body with the benefits of both specialized transformations, attempting to do so only results in the basic transformation.

Aspects - Should you choose a concept that is already taken by an existing aspect (that is Creation, Destruction, Infinity, or Dreams), then you do not replace that aspect by existing, unless you take the Universal Drawback **Is This Your Story** to replace YHWH or 666. However, if you absolutely must have a concept that is already spoken for, please at least try to manifest the concept differently than the original holder, either by specializing in a specific application of the concept or by interpreting it differently than the canon holder.

Golden Rule does apply the effect of **Exploding Criticals** to your subordinates, should you purchase both, meaning that your subordinates can obtain superlative extras while performing scientific research as a member of your department, should you lead the department, or your faction, should you lead your faction.