

What happens when you are spirited away?

All around the world, children disappear into thin air…

An angel runs through the sky of tragedy.

There is the real world, where mankind advances, and wages war, and strives as it always does. But there is another world, a world that can only be entered when the Door of Light shines… a world where children vanish to. Car crashes, frozen lakes, kidnappings. In many tragedies where a child is presumed dead, they have in truth been taken to Gilverado, a world of magic and fantasy. Indeed, these children often gain incredible powers. The people, despite living close to magic, sometimes turn them away in fear. But there is one man who strives to protect them, Count Dior. An old magus who once fought evil as a hero, he now raises these displaced children as 'angels', teaching them to safely harness their gifts and protect the innocent. Now, as Halloween approaches, terror shall strike Gilverado. A man far from home sought the way back, opening the gates of hell, with legions of demons appearing to terrorize the kingdom.

+1000 Choice Points

Origin

What life have you led?

Drop-In - Free

None at all. You appeared out of thin air, but unlike most here, there is no 'real world' from which you hail.

Local Adult - Free

That of a responsible gentleman or lady. You are an adult of reasonable wealth, capable of financially supporting at least one child. You may be an actual local, or someone who arrived from the real world decades ago, your choice.

Young Angel - Free

That of a carefree child. You were in danger, threatened by criminals or mother nature itself, and thus your powers awakened… whisking you away to Gilverado. Whether you live on your own or are one of Dior's angels is your choice.

Seeker of the Door - Free

That of a working man or woman. You were a successful adult, something like a stockbroker or businessman, useless as your past is in Gilverado. With these powers, if you returned home… who could stop you from gaining everything?

Perks

Discounts are 50% off, Freebies are Free.

Invitation From Another World - Free

The very nature of Gilverado is magical, and that magic awakens the slumbering potential in any who visit it. Or perhaps those who awaken to power are spirited away to it... who knows? The important part is that you have talents of your own. While proper finesse and true skill lies beyond you with this alone, you are capable of powerful magic, following a theme of your choice. From the wind magic of Windia to the death magic of Casper, or something more abstract like wielding the power of a specific demon or youkai. If you know what kind of world this is, you should realize by now that anything you choose really just amounts to different aesthetics in how you shoot energy bullets like a living machinegun. You can fly about as fast as an owl or hawk and produce an energy shield that essentially works like a health bar, strong enough to block three good hits before your body is vulnerable again, and needing a few hours of rest to replenish the shield in full. Should you desire it, you may also gain a familiar, a small creature such as a bat or fairy who serve as loyal partners in life and can be used as another vector to fire your magic from.

Mad Symphony - 50 CP

Dancing across the sky as bullets fly everywhere can be a rush, but what would make it even more exciting? Backing music! Your life has gained its own soundtrack, drawing on the songs from all Deathsmiles games to begin with, but capable of developing new tracks to match novel environments and unique opponents. These follow the style of the original soundtrack, offering a blend of electronic, gothic, and classical tunes right at home in a bullet hell game with their frenzied energy.

Christmas Angel - 50 CP

The appearance of Gilverado's angels reflects the beauty of their souls. Mostly in being utterly adorable given their age, though Rosa is truly blooming as a growing woman. In any case, you are now their equal in whatever manner you prefer. Become so adorable nobody could resist helping upon seeing you wander the cold streets at night, or so beautiful noble suitors will gladly seek your hand in marriage. Indeed, even as a young lad you may choose to harbor feminine allure instead of a handsome countenance, or the opposite.

Scary Creep - 100 CP (Free to Drop-In)

Forget being a puny human, you're something else. A right proper monster, from a centaur to a mini-reaper to a merman or giant spider. Anything fit for dark fantasy or gothic horror is allowable. Your abilities from this should be mostly physical in nature and strong enough to kill any normal human with ease, though still weak enough Mr. Dior's little angels could easily wipe out guys like you by the dozens. This alone is not enough to make you a giant monster or extremely magical existence.

Angels' Melancholy - 100 CP (Free to Local Adult)

There is more to caring for a child than simply giving them a roof and three meals a day. You know how to connect with children, even ones so far removed from your experiences they might as well be from another world, and how to impart lessons and guidance on them. Not just literal lessons like how to use magic or how to maintain proper decorum amidst nobility, but things such as helping them understand their own heart or develop the bravery to face life head-on are within your reach as well. Even without such practical or philosophical concerns, the mutual bonds you forge with your wards are strengthened by this empathy.

Death Smiles At Us All - 100 CP (Free to Young Angel)

With only one life to live, it's better not to doubt yourself. When faced with momentous decisions, such as going back to the real world through a Door of Light that will soon vanish, your heart will be able to answer true where your mind is uncertain. Happiness may remain out of reach due to external factors, but in following this innermost feeling, you can be confident you will never regret the paths you've walked.

Welcome Reality - 100 CP (Free to Seeker of the Door)

Before losing your old life to this fairy land, you were an adult. A grown-up, with a job to work, taxes to pay, and all sorts of responsibilities no damn brat ever acknowledges. Gilverado's anachronism makes it so not everything you've done is applicable for living here, but the simple fact is that you're still an actual adult. Whether you traded stocks or ferried boxes, you're generally talented at making a living and the assorted responsibilities of managing a household.

Nice Older Man - 200 CP (Discounted to Drop-In)

What's with these puny girls challenging you? Do they really think flying and shooting is enough to handle a big guy like you? You're large, the size of a house or building, capable of grabbing a human child with your hand and swallowing them in one nice bite. With this size comes strength, toughness, and a spot of speed just because your stride is that much bigger than the adorable brats stomping in your manor. But too much size can be a bad thing, so you've learned a spell to reduce yourself to the size of a normal human being. If you're even bigger than this, it might take some more power to shrink all the way down, though.

Angels' Rest - 200 CP (Discounted to Local Adult)

But not every child can be raised the same, especially if you wish to help truly unique talents bloom. To answer such circumstances, you have grown quite adept at adapting your own sagacity and experience to the development of others, especially when it comes to the usage and growth of supernatural powers. You could help a young lady master her ability to blast foes with magic bullets even if you were but a defenseless healer, or teach a martial arts style meant for standard humanoids to some kind of monster girl. No matter what, you can remain confident you'll be able to help make your ward's potential into a reality.

Lolis Smile Back - 200 CP (Discounted to Young Angel)

Even if you've got magical powers and a talking critter backing you up, jumping in to fight a giant ogre is a daunting prospect for most young girls. Thankfully, you're not most. Maybe it's compassion driving you forward, knowing you're the only one standing in front of innocents? Whatever your reasons, you won't run from a fight in fear, and in fact you're pretty good at this 'danmaku' stuff. Weaving through waves of bullets, keeping track of enemies all around you, all while blasting them to shreds is old hat for you.

Games of Death - 200 CP (Discounted to Seeker of the Door)

Gilverado... this place has too many angels protecting it. But the real world? Oh, the folks back home are not even close to being prepared to handle a monster like you. Even if you were a normal stockbroker, you could easily adapt to leading your own criminal organization. But where you shine is in using supernatural powers to lord over the masses. With the dark magics you awakened just by entering Gilverado, you may well cast a shadow over all of England. Get stronger, and maybe one day you really will conquer the world.

Jingle Hells - 400 CP (Discounted to Drop-In)

There's being tenacious, and then there's being freaky! Not only are you willful, the kinda guy to nurse a grudge from beyond the grave and exact vengeance the moment you're back among the living, but you're hard as hell to put down. This only makes you a little tougher, but damage hampers you a lot less than it used to. As in, you could be a decapitated head with some spine attached and remain just as if not deadlier than you'd be with your entire body. Even if you're completely destroyed, your spirit will latch onto whatever it can to stay alive. Might be some downsides or side effects, such as becoming the faithful familiar of a little girl, reliant on her power and permission to continue living, for example.

Wandering Pure Soul - 400 CP (Discounted to Local Adult)

Being able to defeat great evils is a crucial power, but what happens after the battle is over? Those who faced pain, loss, despite your efforts are not saved simply because they are no longer in danger. Perhaps this empathy of yours is why this power manifested. Much like Dior himself, you are a genuine healer. You can close small wounds with only seconds spent casting, and slowly drag someone on the verge of death back to safety with little less than a hour of concerted effort. Even things such as terminal diseases can be cured. That being said, you may choose for this healing to be affected by your magic's theme, which could modify its potential and parameters. Perhaps you'd like to be a cursebreaker, or bless many at once with your healing instead of lone targets, sacrificing intensity for utility or scale?

Trembling Mad - 400 CP (Discounted to Young Angel)

Rather than only serving as companionship, your familiar bond is far more refined, equal to Dior's angels in puissance and utility. Your familiar can act as a sort of condenser, or perhaps relay, to your magic to create a 'Targeting Area'. Any foe who enters this rotating sphere of energy is locked-on to, letting your magics automatically fly at the target without any need for aiming on your part. Furthermore, you can use what is known as Summon magic, unleashing a magnificent display of your magic that causes heavy damage and makes you invulnerable for about three seconds. The sheer energy required for this means it is a trump card or last resort to be used sparingly, not something to be wielded casually, as even the greatest witch currently alive could use it no more than thrice in a single day.

Goodbye Fantasy - 400 CP (Discounted to Seeker of the Door)

The powers awakened in Gilverado work just fine back on Earth. One girl may use hers to claim vengeance on her kidnappers... while a certain man will strive to conquer the world and reshape it in his image. This fact is now a rule for you, letting you retain otherworldly powers outside their origin. This applies to powers gained 'in' or 'from' another world, not ones that only work 'on' another world. Being able to manipulate dreams won't give you the power to manipulate reality, but if there was a special power you can only use inside the dreamlands, you would find that ability working just fine elsewhere.

Merry Satanmas - 600 CP (Discounted to Drop-In)

Monster? You're not a monster. You're the devil. Or evil Santa Claus. Lots of possibilities here. You can be the grim reaper! Maybe a god of flames in the shape of a dragon? You can even stay human, just a freaky one nobody wants near their children. Either way, you are strong. Your magical bullets can be projected in dizzying, dense patterns, and your shield can stand up to enemy fire for a minute or two straight. But as a result of your choice, you can either theme yourself after an existing holiday, or create one of your design to match your new form. Whether anybody's willing to join your brand of fun is another story, but that day is undeniably your day. If you were in fact an evil Santa, your every Christmas would be blessed, no matter how naughty you've been all year long. On that holy night alone you'd enjoy the kind of luck that'd have you escaping the netherworld and finding the perfect opportunity to not just strike down your hated rival, but steal an incredibly powerful artifact from them holly jolly all the way.

Wandering Beloved Souls - 600 CP (Discounted to Local Adult)

The unfortunate children who arrive in Gilverado are often left with no help and no understanding of their burgeoning powers. Exploiting them would be quite easy. It is fortunate that a kindly man like you is here to take them in. Or maybe you're the drunkard planning to dress young boys in maid outfits for profit. No matter the intentions, your luck in finding young individuals with incredible powers who have lost it all is astounding. It's not that you invoke such tragedies, that would be too cruel, but rather that you often stumble upon such persons. Both literally and through things such as networks who keep a look out for such people or close allies who directly place these children under your care. This initial act of kindness is keenly felt by your new wards, and thus, they will prove exceptionally reluctant to leave or think poorly of you. Though this special attachment can be eroded, if you are personally abusive.

The Witch of the Bottomless Swamp - 600 CP (Discounted to Young Angel)

...speaking of which. The magical talents developed in Gilverado are not equal in the slightest. Some of the humans living here technically have magic, but it is too weak to even be worth developing. You already soared past the average much like all of Dior's adopted daughters, but now, you're at the far end of the bell curve. Your abilities equal Sakura, the daughter of the maniac currently summoning demons, though if things proceed as normal Supe will prove your match as well. Simply put, you've won the magic lottery. The potency of your shield and the intensity of the bullet patterns you fire equal monsters such as Jordan or Deathscythe, and you can even have two familiars at once. But this quality is not limited to Gilverado's magics alone, as any magical powers or spellcasting you hold are similarly magnificent in potency, with skill growing much faster as well - though still below any given world's 'apex' absent of exceptional powers or qualities beyond this seeing as Sakura will need help to challenge her father.

Bloody Bugger - 600 CP (Discounted to Seeker of the Door)

The real world is gonna chew you up and spit you out if you let it. You're stern, sterner, the kind of man who can play the stock market without folding in fear. The kind of man who'd arrive in a land of fantasy and decide to go home, learning magic from scratch and summoning demons along the way, only to get eaten alive by a lord of hell... and fly out of his gullet in a crazy new form. This is a mixture of grit and luck, stringing along opportunities for you to snatch from the likes of hell and capitalism, while helping you power through defeat after defeat. In fact, at times your luck works against what you want in favor of what you need, even helping your so-called enemies defeat you to put you on a roundabout path towards the ending that will truly make you happy.



Items

Discounts are 50% off, Freebies are Free.

Rook - 100 CP (Free to Drop-In)

Castles are pretty safe, but this seems a little excessive. Just like Ozier and Bigote, you've got your own set of fortress armor. As in, an entire castle that was broken apart in such a way that a creature of sufficient size could wear it on their body. This is questionably useful if you aren't actually big enough to use it or possessed of the right magic to animate it as some kind of servitor, but you can technically still live inside the ruins just fine if nobody's busy wearing it.

Nobleman's Fashion - 100 CP (Free to Local Adult)

Fine suits, fine dresses, and... gothic lolita? You have an incredible collection of clothes, fit for both yourself and several individuals of nearly any body type and age combination to wear. While most of these outfits are in line with the 20th century sensibilities most of Gilverado follows, you do have quite the surplus of unique clothing following the Lolita fashions developed in Japan.

Banquet of Madness - 100 CP (Free to Young Angel)

Even if they fight using magic, all of Dior's angels are provided with magical weapons aspected to their magic's element. Windia uses Wind Magic and wields the Wind Blade, Casper uses Death Magic and wileds the Haunt Scissors, and so on. To that end, you may gain one weapon of your choice themed after your magic as defined with "Invitation From Another World". Something like a wand or crossbow will serve as a means to better aim your spellcasting, while melee weapons let you apply your magic through physical attacks.

Visitors From Hell - 100 CP (Free to Seeker of the Door)

Now that's what I call gangsta. You've got a gift from your buddies on the other side - a submachine gun! You can fire your magic through it if you wanna show some mooks or cops what spray and pray looks like in fairy tales, and you can load it using magic energy alone as well if you ever wanna shoot real bullets. It also comes with a badass trench coat, sunglasses, and fedora that clean and self-repair via magic.

The Kingdom of Unfinished Dreams - 200 CP (Discounted to Drop-In)

Smile, everyone! You are the proud owner of your very own theme park, a place where dreams come true. Your dreams, to be specific, and everyone else's worst nightmare. This run-down industrial hell land does work as a theme park, with all kinds of automated (because they are haunted) attractions ready to make everyone scream, and a constant parade whose floats are (filled with murderous intent and capable of firing lasers) based on you running around the place 24/7 to provide security and discomfort at all times. But the people in charge, other than you of course, are a pair of plushies who can swap between small cuddly friends and giant monsters ready to blast intruders to pieces at will. Seriously though, you can tell these freaks to simmer down on the murder if you want anyone other than you to enjoy the place.

Trap Maid - 200 CP (Discounted to Local Adult)

Do you really want money that bad, or are your tastes similar to that of Satan Claws? Whatever you intend to do, you have found an incredibly cute and feminine young boy and convinced him to work for you. The boy is unbreakably loyal to you for reasons I leave at your discretion to decide, dutifully helping you with any zany get-rich-quick schemes you concoct and eschewing any opportunity to break away from you. Even if you walked away while he's busy saving the world, he'd find you sooner or later. By default, this lad is a Follower who will naturally develop good but not amazing superpowers if taken to worlds where those are a thing, through whatever mechanisms you believe make sense for said world's rules. You can upgrade him to a Companion if you want, as well.

Memories of the Lost - 200 CP (Discounted to Young Angel)

Should a nice lady like you really be playing in a place like this? You have gained ownership of your own Ice Palace, a great frozen cavern holding strange structures inside, echoing with memories and magics of a time long gone. Hostile monsters continually spawn inside and the great crystals dotting its odd landscape detonate with magical bullets should anything disturb them. In truth, it is no safehouse or place to make your den, but a training grounds. The atmosphere here allows one to develop their powers at a faster rate than normal, while the perpetual danger ensures one's skills will rise to the challenge, or else.

Lost Graves - 200 CP (Discounted to Seeker of the Door)

How morbid. You have claimed ownership of a remote location where many individuals are laid to rest. That can mean you are the keeper of an actual (and incredibly expansive) graveyard, but it can also mean places like a forest where people have disappeared for so long dozens of hanging skeletons line its perimeter or perhaps the last battlefield of some forgotten war. Regardless, it is inhabited by a small army of loyal monsters strong enough to readily terrorize villages and small towns, whose nature is under your control. Though it should probably be thematically consistent with the location itself if you want them to actually be comfortable here. Regardless of your choice, the previously mentioned dead bodies restock at a rate of one per day, even if you don't order the monsters to get more.

Bewitched Palace - 400 CP (Discounted to Drop-In)

A simple manor is far below you. No, your new home is something greater, something magical. This household resembles a stone temple more than anything else from the outside, but the insides are even stranger, with great halls of interlocking pillars, stairs and corridors that bend and twist with no regard for gravity, many of which open into what appears to be outer space with visions of other planets in the distance. The place is protected by an army of animated chess pieces (some large enough to crush men, some large enough to crush carriages) and demented laughing cherubs. The domestic issues such an abode would usually demand a small legion of servants to deal with is handled by a swarm of invisible ghosts, who are sadly no good at fighting, but can scare off annoyances pretty well by leaving bloody handprints in their wake.

Halloween Town - 400 CP (Discounted to Local Adult)

The wealth you hold is normally only afforded by one's birth, yet it seems you have friends in high places to be granted this as a stranger from another world. To begin with you have a large and comfortable manor to spend your days in, but through a mixture of investments and leases you gain enough money on a monthly basis to make working another day in your life completely unnecessary, even if you happened to adopt half a dozen children and had every intention of continuing to do so until you died of old age while allowing them to lead luxurious lives akin to those of actual noble scions. Even if your current money sources dry up for whatever reason, the nobility will make up some excuse to bankroll you anyway.

The Special Two - 400 CP (Discounted to Young Angel)

This will only make the heartbreak of vanishing to Gilverado worse, but I suppose the nature of the Chain could have inured you to separation. Your family in this world - the people left behind in the real world, far from where you reside - loved you and you loved them in turn. They were truly wonderful. But even if they are far beyond you, that does not mean you are alone. Count Dior has taken you in, after all. This is largely redundant here besides giving you memories of a happy childhood, but in future Jumps, your family will be similarly great people to you - and if ever separated, a caring and affluent guardian will shelter you, a person who will strive to make you happy and whom you may well wish to call a parent one day.

Hades Castle - 400 CP (Discounted to Seeker of the Door)

Now this is a house fit for someone of your stature. A great stone castle, with many towers and buildings, and a lavish interior fit for a king! A lush garden crosses the interior walls, separating the structures, with the center being the palace in which you reside and can host thousands of guests in various atriums and dance halls. The ghosts of nobles and peasants liven and maintain the place for your pleasure, but it is no great force to wage war on a world. Not yet, at least, for the design of the fortress as a whole is something akin to a summoning circle... whatever discipline or method you choose to employ, the forces you can summon through magic are greatly magnified in numbers so long as it is done at the core palace's apex.

Hell's Emperor - 600 CP (Discounted to Drop-In)

Don't they know who you are? Haven't they ever read the good book? No, not the one peddled in Church. The Key of Solomon! You are a genuine ruler in Hell, be it an infernal king or satanic prime minister or, of course, a Demonic Imperator just like Tyrannosatan. Besides having a throne waiting for you instead of a torture chamber down below, you do in fact have legions of demons at your command. Reapers and hellhounds, goat-headed brutes and well-armed centaurs, damned couples who dance for your amusement and ravens, with this many soldiers you could wreak havoc on an entire nation! But perhaps that is a little too dreary for you. If you wish, you could instead become the ruler of a specific holiday. Of course, this doesn't much change the danger and grotesquerie of your personal army. As the new king of Christmas, you should expect the reindeers pulling your sleigh to be more than a little rabid, and for the walking toys marching into children's homes to hold the spirits of psychotic killers inside them.

Ave Maria - 600 CP (Discounted to Local Adult)

Did you know Count Dior has a set of magical wish-granting notes? Numbering five in all, each note is the size of a sword, and when invoked as a set they play a song that calls down God. Yeah, literally God. She will grant one wish to whoever successfully calls on this power. Bringing the dead back to life, lifting one's sentence to Hell, undoing mass destruction, opening a path between dimensions. The kinda stuff that wraps up a story after the bad guy is defeated but is never used to solve the plot directly. Anyway, you have found one note from some other set of magical wish-granting notes, which acts as a dowsing rod to the remaining four scattered across the world. Once all five are gathered, you can summon God on the spot or guard them for when such a miracle is truly needed, and once a wish is granted the notes will disappear from the world. Regardless, in future Jumps (or each decade post-Chain) the first note will appear in your possession, with the rest being hidden across the world for you to gather anew.

Little Tyrant - 600 CP (Discounted to Young Angel)

Much like a young girl who has yet to arrive, your familiar is not some cutesy mascot but a true monster of incredible power, nearly doubling your potential in the local magics (with a similar boost to forms of spellcasting from other settings) and granting access to another branch of it such as 'demon magic' from a demon lord or 'god magic' from a fallen god. But as one who's crossed worlds many times by now, a special opportunity is available. Instead of a local monster, you may claim a supernatural being you've slain from a previous world as your familiar. Beings stronger than the local fare will require greater magical power on your part to harness their full potential, but amplify your spellcasting to at least the same extent as a native one, and grant you magic themed after their abilities. No matter the specifics, the familiar bond will also ensure they are loyal... though not necessarily much of a talker.

Door of Light - 600 CP (Discounted to Seeker of the Door)

Can you see it? The light shining at midnight... it's the way home. Somehow, you've acquired your very own door of light. It's not quite a natural phenomenon, but not quite a spell either. You could think of it as an existence following you until dismissed, even when closed. The door of light can open the way between dimensions, allowing you to travel to the real world, netherworld, Gilverado, and many more lands beside and beyond depending on the current universe. Your mastery of the door is such that you can open it when the clock strikes midnight on any night, rather than only All Hallows' Eve, but it is quite receptive to external stimuli. You may be able to open the door out of schedule by making it resonate with the death of a powerful being in the dimension you wish to visit, for example.

Companions

To remain alone is true tragedy… who waits for you, in this new life?

Companion Import / Creation / Export - 50 CP / 100 CP

With each purchase, you can Import an existing Companion and grant them 600 CP alongside a Background of their choice, Create a new Companion of your design (including things like their history, appearance, relationship to you, and so on) with 600 CP and a Background of your choice, or take a canonical character as a Companion if they agree. For 100 CP instead, you can gain an existing relationship with a character in addition to potentially making them a Companion. You can be their childhood friend or the demon who gave them math tips in their dreams if you want.

You may receive one of the following Companions for Free.

Additionally, you may bundle any of them into a group Companion (dividing future purchases between them however you see fit) as well. As with creating a normal OC, feel free to define anything left unspoken.

Panther - 50 CP

This young girl from China vanished to Gilverado when a cruel man tried to poison her. She eventually came under your care and quickly formed a very strong bond. She is fixated on the idea of love, and especially the love you share for each other, seeking to ensure you love her more than anything else and that others can find some form of love as well. She is ostensibly a master of illusions, but that boils down to firing her bullets in confusing and tricky manners. Her familiars appear to be an adult couple who resemble her, but the man and woman are in truth puppets she uses to sidestep her real body's youth.

Witch - 50 CP

A young lady from Massachusetts, the small community she lived in suffered disaster when rumors grew out of control, and she was taken to Gilverado when her house was set aflame. She lived as a witch feared by local villagers for a while, until she met you, and forced herself into your life. While she can pretend to be a nice child in public, she has in truth become something of an evil witch with no care for morals and an excessive fixation on you. Her magic is based around the idea of 'calamity', an irony she actually does enjoy given the loss of her previous life led her to meeting you.

Vampire - 50 CP

Hailing from somewhere in Europe, this rich brat ran away from home after her older sister tried to lock her in the basement, and she swiftly found herself in Gilverado after getting lost in the woods. She's a nice girl at first glance, but interacting with her for long will quickly reveal she's a weirdo who likes fighting and trampling over those who believed themselves invincible. For what it's worth, you have grown on her, or maybe it's her who's grown on you? She'll love it if you spoil her rotten and play with her all day and night, but as a would-be noble scion she's more mature than she likes to act.

Soldiers - 50 CP

These are taken together, despite their supposed animosity. A pair of young girls from Germany and Russia, both of them came from military families, favoring guns and uniforms over frilly dresses. The problem is that they have very firm beliefs when it comes to economic policy: the German is a staunch libertarian who thinks the free market is the one true path, while the Russian longs to create a true communist government that exists for the common man's good. In any case, both of them believe you will be critical to achieving their goals... and they definitely don't like you a lot or anything, Dummkopf/идио́т!

Drawbacks

You can gain a maximum of +600 CP from this section.

Another Other World - +0 CP

Did you know there's official Deathsmiles assets available for RPG Maker? Yep. Taking this Drawback will introduce the greater RPGM canon (or only the stuff you like) into the Jump's world. Fantasy games can be assumed to take place in Gilverado, just far away, while the Earth on the other side is a lot less mundane and a lot more dangerous than expected what with all the horror. Still, this is a Deathsmiles jump first and foremost, so any powerlevels and metaphysics are shifted to where the angels could beat up that scary demon lord.

You can also use this to include the Gothic wa Mahou Otome DLC in your visit.

Ambushed - +100 CP

Reality itself will conspire to make you crossdress and pretend to be the opposite gender. You can strive to preserve your masculinity/femininity, you can shout to the heavens your secret, it doesn't matter if it fools anybody or not. You're getting in that dress/suit and you're not taking it off outside the privacy of a bedroom or bathroom. That said, you won't ever struggle to find the right clothing, and the force in charge of this phenomenon will make damn sure that lacy skirt or gentleman's trouser is flattering.

Tragic - +100 CP

There is someone dear to you in your life, someone more important than anything else. Someone who, far as you know, is utterly doomed. As bedridden as they are, this person couldn't possibly survive if you walked away and left them behind, not that you can even imagine doing so without sickening yourself. They really do mean everything to you. If you know anything about anything, you should realize by now that Count Dior could save them, and in fact he is the only one who can do so. But for some reason, you feel as if you can’t simply ask for him to save them.

Resolving this situation is simple: help his angels with the current disaster. You'll be drawn into the mess involving the swamp witch and her father, and should you survive, you'll have the chance to ask Dior to save your loved one. From there, whether out of gratitude or to settle some imagined debt, you'll feel compelled to help Dior's current charges with their many adventures.

Amnesia - +200 CP

It appears something was left behind when you entered Gilverado. Namely, your memories. The past is a blank slate in your head. There won’t be any dramatic flashblacks or subconscious urges either. It’s all gone for the duration of your stay. However, while your memories have vanished, this hasn’t really changed your personality or general competency. Don’t think too hard about how that works. Maybe learn to live in the now and enjoy the novelty of finding out about your powers and friends from previous worlds all over again?

Harmful Holiday - +200 CP

Once is coincidence. Twice is happenstance. Demons from hell escaping on Halloween, an evil freak escaping on Christmas, what do you think is happening on New Year's? Yeah, every special day for your entire decade is going to feature some demon or demon-adjacent madness wreaking havoc. Even if you don't care about the public, whatever happens is on a collision course with you, so you better learn to nut up and fly away to strike down whatever monster of the month is spearheading the incident. Even if you do some silly nonsense to erase the actual holidays from the people's minds, that's not gonna stop Xnth birthdays, equinoxes, and various other turnings of time from being excuse enough for trouble to head your way.

Old Man - +300 CP

The glory days are long gone, Jumper. You're old, too old, too kind. Besides suffering the usual issues of old age, like flaring pains from old wounds, tiring too damn fast, and often struggling to so much as make food for yourself due to weakness, your combat ability has fallen to near nothing. No matter how powerful you once were or what kind of armor you step into, you'd struggle to put down a hobo with a knife in your current state. Your body and mind just aren't fit for such dangers anymore. However, any other ability of yours remains just as functional as it once did, assuming being elderly isn't enough to mess that up. You can heal with magic just fine, but your hands probably can't do surgery very well.

Christmas From Hell - +300 CP (requires "Another Other World" if you've taken less than 10 Jumps)

What do you get when you smash a power-hungry diabolist, a dream-eating tapir, a child-appreciating freak, and a multi-dimensional wanderer? Absolute chaos, is what you get. The hell beckoning magics of Jitterbug, the dream manipulations of Mu, and the Wish Notes Satan Claws hoped to steal have clashed with the Chain, and now everything's gone mad. Gilverado is a fused mess of various wonderlands and neverlands and lands of illusion, Earth is crammed full of various different iterations of itself, and the three fiends seem to have disappeared. To begin with, you'll have to deal with your past foes, who are taking the opportunity to kick your ass, equipped with crazy new magical powers courtesy of Gilverado's magical atmosphere on top of whatever they could do back in the day. Even if you actually hunt down every single person you've ever fought, the utter chaos will ensure no end of incidents.

If you want a return to normality, you'll have to find out what happened to the original villains and use their help in undoing the magical pileup causing this. Jitterbug's pretty rotten, but the belief his wife was going to die no matter what is large part of why he became so psychopathic, to say little of what hell may have been whispering in his ears. Mu will bite the hand that feeds but can be tamed with a firm boot. Satan Claws... yeah, you should probably just kick his ass even if you can free him from hell permanently. Either way: find the trio, gain or force their cooperation, and you'll be able to undo this dimensional fusion and spend whatever's left of your time in a normal version of Gilverado.

Should your Chain be a little lacking in terms of size, you must take “Another Other World” without cherry-picking what games are added. The various RPGs and horror titles will fill the same role as your previous Jumps, their events and contents proving much more precarious and threatening to your life than the +0 toggle by itself would have them.



The End



Go Home





Stay Here



Move On



Notes

It's never really touched in depth, but magic isn't literally limited to danmaku. Sakura makes a ring to pacify Mu in one of the endings in the iOS version, Satan Claws hypnotizes Supe into attacking Count Dior for him, and Windia displays telekinesis in one of 2's endings. Fanwank, the freebie is what you start with because this is a shmup series.

Those who take "Ambushed" may keep it as a Perk post-Jump.

Changelog:

>0.1: Made the Jump.

>0.2: Removed the loss of power manifestation for "Trap Maid" if made into a proper Companion. Extended "Christmas From Hell" to explain what taking it with "Another Other World" actually entails. Added a note saying you can keep "Ambushed" as a Perk post-Jump.