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Welcome to the world of Shin Megami Tensei 4: Apocalypse. Here, the world ended both very recently and a long time ago. Masakados sacrificed himself to save the world by forming a layer of earth called the Firmament that covered the entire city. Under the Firmament, the people of Tokyo still live, although Demons roam the street. People salvage what they need and fight on. Above the Firmament, the Kingdom of Mikado lives on in a feudal system where the Luxurors rule over the Casualry. This Kingdom was established by YHVH, and centuries have passed up there compared to the 25 years that have passed bellow.

However, that has all changed when the Samurai Flynn and his teammates ventured down to Tokyo, both stopping the change in the flow of time and connect the two peoples. However, things are not well. The armies of Lucifer and YHVH are now growing in their respective lands. However, Flynn decided to pick the side of Humanity over the Demons and Angels, so the war is at a stalemate right now.

This Jump can have two endings. The first is when your faction succeeds in its goal. The Second is living out the usual 10 years. However, regardless of whenever you want to end this Jump, you will now receive 1000 CP to help survive to that point.

Origins

This war has many sides. Which one are you on. Who are you? (Note: Starting as a human automatically gives you an immunity to all light based attacks, while resistance and weaknesses are decided by your form if you aren't human.)

Hunter (Free): A Hunter that's part of the Hunter Association. This organization fights against both the Demons and Angels, and uses scavenged smartphones to contract Demons to fight with. Your age is 14 + 1d8, and your gender is the same as it was last jump. You can change this for 50 CP. (You may choose to be aligned with any of the other factions of Tokyo as well. It's not like it would make a difference)

- Nanashi (-800 CP): The reincarnation of the man Akira that was later known as the king of Mikado. This is also the main character. By choosing this, you will be inserted when Dagda revives you after you are first killed. You are Nanashi, so your body is his. If you chose this, you count as a Hunter as well as Nanashi for discounts.

Samurai (Free): This chosen warriors of the Kingdom of Mikado. They use the Demon Summoning Program on their gauntlets and are servants of YHVH. Your age is 17 + 1d8, and your gender is the same as it was last jump. You can change this for 50 CP.

Demon (-200 CP): A Demon of Tokyo. You aren't a weakling, but there are very clearly beings above you. Whether you roam the streets or serve Lucifer, it doesn't matter. You are what you are. Your age and gender is irrelevant, as you are a demon. Your appearance is that of your race.

Natural Spirit (-400 CP): One of the natural spirits of this world, you are considered a God of considerable power, like Dagda. Your goals could be considered one of two. You could either strive to create a new world where you could return to being a natural force, or you could strive to protect nature and end this war. However, you can not achieve real change on your own, and will need to act through a Human champion. If you want to, you may choose to replace Dagda or Dana. Your age is measured in the millennia, and your gender is the same as it was last jump. You can change this for 50 CP.

Locations

There are many places in this world, but let's simplify it a little. You'll likely be running around so much that it doesn't make that big of a difference anyways. If you want to start somewhere that isn't listed or a place that you couldn't normally start at, you ca. Freely choose for 50 CP, except for Nanashi. He's stuck where he is.

- If you are a Samurai, you can start anywhere in the Kingdom of Mikado.
- If you aren't included in the above, you can choose to start anywhere you would normally be allowed in Tokyo. The only exception is Nanashi, and you will start where he died.

Perks

These are the abilities that will help you survive this world. Spend them wisely.

General

Salvager (-100 CP): In the wasteland of Tokyo, you need to salvage things to survive. You now have an instinctive knowledge of where to find the best salvage, and you have immense skill in finding the worth in random items.

Whispers of Power (-200 CP): As you hang around supernatural beings like Demons and grow closer to them, you will be able to learn skills from them. This will occur in a single moment, and then you will never get the chance again. Furthermore, you can only learn active skills. However, despite the restrictions, you will be able to learn as many skills from them as you want, and learning the same skill from multiple people will increase your power and decrease your energy cost when using it.

The Power of Friendship (-400 CP, Discount for Nanashi): The Power of Friendship, in my Post Apocalyptic World? It's more likely than you'd think. Now, all of your allies will be able to fight together perfectly, Furthermore, when you fight together with an ally, your strength will double for every ally you are fighting with, as will their strength. To avoid confusion, the equation this is using is Current_Strength = Normal_Strength * (2 * Number_Of_Allies). If you aren't fighting with any allies, your strength is as normal. You are now also healed and are capable of healing via motivational speeches about the bonds between friends and related subjects. As a side benefit, you make friends easier and had a far harder time accidentally offending people.

God Slayer (-600 CP, Free and Required for Nanashi): All Humans are naturally able to permanently kill the supernatural. Now, you have this ability permanently, and once you kill something, it's dead forever. However, simply having this ability isn't enough to make a True God Slayer. No, you now have a growth rate ten times what you would normally have, and you deal ten times as much damage to the divine. Any Divine abilities that would stop you from hurting or killing a God will no longer affect you, and any form of damage a divine being seeks to deal to you is only 1/10th as effective.

Awakened Power (-800 CP, Discount for Nanashi): You have awoken a power that has long been dormant within you through your growth and resolve, and it grants you greater strength. You must now pick a category of skill and ability be boosted by this. These categories can be as wide as “Gun Skills”, “Physical Skills”, “Magical Attacks”, or “Healing Abilities”. You are now three times as skilled in each of these areas. You will also deal three times as much damage while using them, use up a third of whatever remorse you use to do them, and take a third of the damage from backlash and people using the same type of skills on you. Also, any skill you boost with this will pierce through any method of avoiding or reducing damage from this skill as if it's not there. Be it absorption, reflection, nullification, resistance, or any other method, they will now be irrelevant to you.

- If you are Nanashi, this will apply to all of your abilities, but you will not receive this until you make your choice of path in the Cosmic Egg, or, if you changed the plot to the point where that never happens, a suitably dramatic and character defining moment. If neither of these occur, you will simply gain it post-Jump.

DLC Pass (-1000 CP): Congratulations, you may now buy DLC from down below! Of course, the free ones are now free for you, but every ability with DLC in the name will require this to buy.

- Level Cap Breaker (Free, DLC): Why have limits of you can help it? Well, now you don't. In fact, you and all if your minions/companions/friends/allies/etc. can now grow stronger with no limit! Also, the growth of anyone affected by this is multiplied by five until they reach the what would be their natural growth limit, and only receive a growth multiplier of two after passing that point.

- Hats Galore (Free, DLC): Hats! You will now be able to choose from any five hats that exist in the world you visit once you start every Jump. While these are only replicas, they are perfect replicas in appearance.

- Cos(panion)play (Free, DLC): Ever want to look like your friends? Well now you can, with these sets of outfits. You now have two costumes for every companion you have that look just like them. One is simply a silly costume for having fun, and the other is an incredibly detailed and intricate set that will grand you their powers at 1/10 strength, along with being far more convincing of an outfit. The second can allow you to fool most people into believing that you are them, as long as you have the acting skills to back it up and no One respects you too closely.

- Lore Notes (Free, DLC): Congrats, you now have a complete history of all of the lore you may be interested in. When you show this to anyone in that Jump, they will believe all of that information without question as completely true fact, which it is. If the information you desire isn't available anywhere, feel free to create your own information of what happened, as long as it is plausible that this is true without actually changing the facts of the setting.

- Promo Chain (Free, DLC): Ever want to set the scene for a story, or just look at some cool action of you doing Stuff? Well, that time is now, because you can now get a promo trailer on command for any Jump or adventure you've ever gone on!
    - Theatrical Jump (-100 CP, Must also take Promo Chain): Now, you have more that just trailers, you have full movies that you can get on command of anything you've ever gone through that were made in the most entertaining way possible.

- Beach Visit! (-200 CP, DLC): Ever want to have a beach day, but you can't find a beach? Well, now you can! At any point, you can now send you and anyone around to to a pocket dimension that contains a perfect tropical island that contains everything you need for a fun beach adventure! Plus, everyone you take with you will get a free swimsuit that will perfectly fit them, as well as being healed of any problems they have so they can enjoy the beach day to the fullest. While in this pocket dimension, you may choose whether or not time will flow in the original world, but no matter what. The time you spend in this place will not be counted towards your total Jump time.
    - This also gives you the ability to put any one being you can perceive in any way into an unlockable, unbreakable, and undetectable illusion that they are in the above scenario until you decide to stop it. They will be comatose during this period, and it will continue even if you can no longer perceive the target.

- A Jumper Needs: Since all of the sub options below are basically the same except for subject, I'll explain the basics of all of these here. For each of the sub options below, you will be transported to an alternate dimension in your current state. Time will both pass while you're there and take up time in your Jump. In this area, enemies will appear that have a 25% chance to drop the items that will be described below. Among these are the Mitama, which will have a 100% chance to drop at least one of of the items. These enemies will scale to your abilities and strength *in health and defence only*. In all other

aspects, they will be weak enough that even an average human could take them down if given enough time. Each purchase will give you a separate pocket dimension, and you will have a 6 hour time limit to how long you can spend in there, and every time you leave, it will have a 18 hour cool down until it can be accessed again. If you have purchased multiple, you can simply have it pick you out to the next one when your time finishes rather than returning to the Jump's world. (Note: These pocket dimensions are safe in all regards, and no-one other than you and your companions may enter. Also, if you die here, you will simply be kicked out to the Jump's world.)

- Experience (-300 CP, DLC): In this section, you will find Grimoires that will give you skill and experience. They can all be used by putting your hand on them and wanting to activate them. Ulon activation, they will take immediate effect and burn up in non-harmful flame. The Heavy Grimoires are the first one you can find. They will either give you 1/100 of your full (ignoring uncapers) potencial to you or will bring you to the next "level" in any skill or ability that can be divided into levels. This can only be used on yourself or any minions that directly control. The second is Light Grimoires. They are basically Heavy Grimoires that are less effective, so they are far easier to find. It takes seven of them to replicate the effect of a single Heavy Grimoire. Lastly, there is the Friend Grimoire. These are Heavy Grimoires that only work on any companions you may have, and about as rare as a Heavy Grimoire.

- App Points (-200 CP, DLC): In this section, you will find 50, 100, and 200 AP Cards. These can be used to buy apps on a Hunter's Smartphone as well as improve other hardware and software. You may also create new all apps with these. As a general guild, 300 AP on an average smartphone could create an percentage based healing Application that activates as the user walks. 300 more AP made so that that regeneration could heal a person in a minute, and an additional 500 AP allowed it to work on any allies around the person who used it

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- Cash (-100 CP, DLC): Rather than giving you cash itself, this section will give you items that will sell for a large amount of cash. You can choose what these are, but they will always sell for at least tens of thousands in the local currency.

- Incense (-100 CP, DLC): Here you will find incense, which comes in many forms, and can be used on anyone. The first are the five small attribute which will give the person using it 1/7th of average ability of their race in that attribute.These attributes are Strength, Dexterity, Magical Strength, Agility, and Luck. Then there are Large Attribute Incense, which does three times the effect of the small one, as well as healing the wounds of the person who uses it. Lastly, there are the HP and MP Incenses, which will give the uses the average vitality or magical capacity if an average member of their race.

- Story Quests (-300 CP, DLC): Story Quests! Yes, now you can have more problems that you would normally have! By buying this, you will get the story quests naturally in this game added to your jump, but you also gain the ability to create Story Quests in the future. The only requirement are that there must be an enemy for you to face that must be a challenge for the average person of your origin, who must be able to exist within that world. You may only create up to 4 of these each jump.

- Relative Power (-400 CP, DLC): You may have noticed that all of these gods and demons, despite apparently being able to shape the world and rewrite reality on a whim, can still be beaten by a teenagerr and his friends, and are unable to simply destroy the city of Tokyo with their own power. Even YHVH Himself, with his apparent unlimited power, falls victim to this. Yes, for some reason, all of the power in this Realm has been scaled down so that a human, even a ridiculously powerful one, can defeat beings that, by all rights, should be able to erase him from existence. Well, you can now universally scale down the power of a Jump to your liking in a one time decision pre-Jump, just as long as you remember that you yourself aren't exempt from this. You must also make yourself at least somewhat stronger than the average human, and power ratios remain constant. To help explain this better, let's use an example.
    - Let's say you're going to Jump Z. You currently have the power to destroy a mountain in a single punch, but you're still worried. You see, in Jump Z, you know that there is a being that is twice as strong as you are in every respect. Now, in a one time decision before you start Jump Z, you scale down the power so that you are only slightly more powerful than the average human. Now, all of the power ratios remain, so everyone that was weaker than you is now between your current strength and that of the average human. Meanwhile, that person that was twice as strong as you is still twice as strong as you, bit that's only a little stronger than twice the strength of the average human. This allows you to use tools to more effectively deal with him, as well as making the power difference of that ratio a much smaller advantage for him. Do keep in mind though, that everyone weaker than you is now closer to your level as well, and that this does go away post-Jump.

Hunter

Contractor (-100 CP, Free for Hunter): You have the Demon Summoning Application, and you know how to use it. You can use this app to form contacts with Demons and use them how you want. These Demons can also be digitized and stored at will.

- By picking this, you start with a low level Demon in your service.

App Master (-200 CP, Discount for Hunter): You are a master of Applications of all kind. All of the App Points you earn are doubled, and any program you use is now twice as effective. Furthermore, you now understand all the limits of a program instantly upon your first use.

Our Observations (-400 CP, Discount for Hunter, Free and Required for Nanashi): The ability of all Humans to make their own observations about the world and change it. However, you can go even beyond that. By denying the claims of a being as to what they are and stating your own *truthful* observations of them, you can strip that being of a large portion of their power and deny them their role in reality. This will allow you to slay beings such as YHVH, even as a Human and can stop them from enforcing any rules that they claim is their right or is natural to them upon you.

Sponsor From Beyond (-600 CP, Discount for Hunter, Free and Required for Nanashi): You now have a spirit or God that will revive you whenever you die. Unfortunately, you found out about this upon your death, but you're fine now. You are now unable to die, but there is a problem with this. You are now bound by this spirit's will and they can choose to take over your body If they wish to. They also have the ability to bestow power upon you. Post Jump, this perk function as a one up once ever jump, and they can no longer control you. They also have the vanity to bestow power on you, which can up to double your current strength and give you various other abilities, if they wish to.

- Note 1: If you are Nanashi, this spirit is automatically Dagda.
- Note 2: If you aren't Nanashi, you may pick the details if this spirit. You may also choose to have a Companion you've Imported as Natural Spirit take this place instead.

Samurai

Soldier of YHVH (-100 CP, Free for Samurai): You are a sacred Samurai, and are tasked to slay demons. In order to help you in this task, you have been authorized to contract Demons. You may store them in your Mystic Gauntlet and command them.

- You start with an Angel with you if you buy this.

Discipline (-200 CP, Discount for Samurai): You have a talent for instilling discipline in the people that serve under you and dedicating yourself to a task. You are good enough at this to have the sideline you instil even overcome weaker supernatural effects.

Clean Being (-400 CP, Discount for Samurai): As a loyal servant of YHVH, you obviously must be worthy to live in his world. In fact, everyone will now automatically think you are worthy for whatever you may need to be worthy for, as long as you actually could be. While this doesn't make you eligible for, say, an ancient prophecy, you will automatically be considered the worthiest of participants for a utopia project. No amount of rumors or hearsay will be able to change this either, not without direct evidence, anyways.

Almighty Power (-600 CP, Discount for Samurai): As a servant of The Almighty, you have learned much about its power. You now know how to make any damage you deal into Almighty Damage, know all of the spells in the Megido family, and have gained an innate resistance to Almighty attacks.

Demon

Picking a Fight (-100 CP, Free for Demon): You're good at making trouble and getting people mad. There's almost no one that you can't goad into a fight. What you want to use this for is up to you, but you'll never be short of a fight if you want one.

Lucky Bastard (-200 CP, Discount for Demon): You can't survive out in this chaos based on strength and skill alone, not at your level at least. You're now far luckier than your average Demon, and things seem to go your way. You dodge attacks and hit your enemies where it hurt twice as much as a normal Demon on one of your bad days. You always seem to find something good while looking for loot as well.

Power is Everything (-400 CP, Discount for Demon): In the world of Chaos, power is everything, and the strong are the ones that change the world. Now, you can bring a little of that power with you. As long as you can show that you are strong enough to participate in anything that would require that type of power, you will be able to. No questions asked.

Being of Chaos (-600 CP, Discount for Demon): As a being of Chaos, you destroy any order that tried to restrain you. No being can force you to do something. No grand authority or reality manipulation can affect you. Predictions will fail in ways that benefit you, or just blow up spectacularly, and any sort of Fate or Destiny may as well not even notice your existence no matter how you mangle it's tapestry.

Natural Spirit

Divine Nature (-100 CP, Free for Natural Spirit): As a “God” you are exempt from some rules of mortality. You can no longer be killed by other Gods. While this does protect you, every other God in this world has a similar protection. You can bypass this for others by using human proxies or getting the God Slayer perk, but, for this Jump, it is something you will need to keep in mind

Domain (-200 CP, Discount for Natural Spirit): Most Gods have something they rule over, and this is what you have. This will grant you conceptual power over a concept, although if your concept is wide, Gods with more specialized domains will be able to override you. Your power in your Domain is also reliant on your personal power. This can be bought multiple time to either power up an existent domain or get a new one.

Empowerment (-400 CP, Discount for Natural Spirit): You have the ability to grant power to others. This could be dominion over a type of being you have control over, a simply boost in power, or weaker versions of abilities you possess.

- If you possess Domain, you may gift the person you are empowering with a part of your domain.

Revival (-600 CP, Discount for Natural Spirit): You have gained the ability to bring a Mortal back to life. The only limitations that exist with this is that you must manually bring them back yourself, one at a time, and that you need some way of sustaining their life. You may simply do this with your own power, but if you have a way to permanently restore their life force, feel free to use it. You may also take control of anyone you revive this way at will if you wish to.

Gear

This section is where you will gain the equipment you may need to survive in this world.

Smartphone (-100 CP, Free for Hunter): A salvaged but functioning smartphone with the Demon Summoning Program installed. Every Hunter has one. Come free with a forearm holder! Useless if you have a gauntlet. This Smartphone is indestructible, unstealable and all of its apps are fiat backed to work.

Gauntlet (-100 CP, Free for Samurai): The Holy Gauntlet that all Samurai are chosen by. This Gauntlet is to be worn at all times and allows the wielder the ability to contract Demons. It also comes with the spirit (AI), Burroughs that will help you on your journey. Useless if you have a smartphone. This Gauntlet is indestructible, unstealable and all of its apps are fiat backed to work.

1000 App Point Card (-100 CP): This card will give you 1000 App Points that will let you by more apps. You can buy this multiple times.

100,000 Macca (-100 CP): Cash. Lots of Cash. You can buy a bunch of stuff with this, but you can buy this again if it's still not enough.

20 Lifestones (-100 CP): Ah, the ever classic item. They are potent healing items that restore 25% of one's health upon use, but they are also among the most requested items in Demon Negotiation. These fully replenish every week.

20 Chakra Drops (-100 CP): Items that restores 25% of your magical reserves on use. They can be incredibly useful. These restore weekly.

24 Amrita Sodas (-100 CP): The power of Carbonated Drinks will heal all! Well, not everything, but this soda will now heal any abnormality that isn't a wound when it's consumed. These two 12 packs will restore weekly.

10 Revival Beads (-100 CP): Sometimes you die or get knocked out. Well, this will let you get back up!

Bronze Demon Discount Card (DDC) (-100 CP): This card will give you a 25% discount on summoning Demons from any and all Cathedrals of Shadows (and similar establishments) for life.

- Silver DDC (-100 CP, Must also have Bronze DDC): This card will give you a 50% discount on summoning Demons from any and all Cathedrals of Shadows (and similar establishments) for life. This replaces the Bronze Card.
    - Gold DDC (-100 CP, Must also have Silver DDC): This card will give you a 75% discount on summoning Demons from any and all Cathedrals of Shadows (and similar establishments) for life. This replaces the Silver Card.
        - Platinum DDC (-200 CP, Must also have Gold DDC): This card will give you a 100% discount on summoning Demons from any and all Cathedrals of Shadows (and similar establishments) for life. This replaces the Gold Card.

3 Beads of Life (-200 CP): Ah the Bead of Life. This item will fully restore the health and magical reserves of everyone fighting with you. Use them wisely, cause these things are valuable! They refill weekly for you.

Jade Dagger (-200 CP): An incorporeal dagger that can easily channel spiritual energy and can give the deceased a chance to interact with the world. However, you can interact with this as normal. If you want, you can import a weapon as this.

Ame No Habakiri (-400 CP, Discount Hunter): Also known as Excalibur. This sword is important purely because of its ability to hurt Shesha, as well as being able to break certain barriers. However, your version is even better. This sword will automatically pierce any sort of innate defence a creature has, and will actually take all of the damage that barrier would have reduced and adding it to its attack. There are still weapons that are far stronger though. If you want, you can import a weapon as this.

Metatron (-400 CP): A deactivated Metatron. As YHVH apparently has an army of the things in his realm, no one will really notice or care that you have this. You'll have to figure out how to fix it and activate it on your own time, as it's apparently missing it's power source.

Demon Recruitment Card (-400 CP, Discount Demon): This is your very own Demon Recruitment Card! It's expensive, but it can be worth every CP. For this Jump only, you can give this card to any Demon, and as long as they aren't the leader of a faction (a.k.a Lucifer, Merkabah, Krishna, and YHVH), they will automatically contract with you. Feel free to buy as many of these as you want.

Personal Weapon (-400 CP, Discount for Natural Spirit): Through the ages, you've gained a weapon that you've come to rely on. If you wish, you can import a weapon for this, or you can design it as you wish. It scales to your strength and abilities so that no matter how you fight and how strong you are, it will always be a relevant and significant part of your battle strategies. It

will also double your powers when held, along with being indestructible, unstealable, and being able to be called to your hand at will.

Hope Gear (-800 CP, Discount for Nanashi): One of the best equipment sets you can get in the game and a white and yellow recolor of Nanashi's original outfit. However, this version is even better. This is entirely indestructible, cannot be stolen, and cannot be lost. While wearing this equipment, you will receive 10% damage from any magic that isn't light, darkness, or non-elemental based, and will take half damage from anything else.

You will also receive Hope's Ring, which has no relation to the original Hope Gear, but does work well in conjunction with it. As like the above, this is entirely indestructible, cannot be stolen, and cannot be lost. It grants you complete immunity to all magic based in Darkness or considered a dark element spell.

A World (Free, Nanashi Only, Can only be taken it you took the Massacre Ending): Your own world that you reign over as a God, able to be shaped to your whims. Now, you can carry this world with you wherever you go, and it can be connect to your warehouse at will.

Companions

Demons Summoned (Free, Mandatory for All): You may keep any Demons you have contracted with you. They don't take up companions slots, but you can only have 3 summoned at a time.

Canon Companion (-200 CP): There are a bunch of people in this world. Upon buying this, you may take one person as a companion. In order to do so, they must agree to it and be alive at the end of this Jump.

Partner (-100 CP): You may import 1 companion into your origin for free, and they have 800 CP to spend. You may choose to have them take another origin, but they will need to pay for it. They cannot take Companions or Drawbacks. Note, if you chose Nanashi, they receive all benefits, but are only considered a Hunter. (If you want a specific number of companions rather than the below options, you may take this several times.)

- The Crew (-100 CP, Must also take Partner): You may import 3 more companions with the same rules as Partner. Also, you and your companions will be considered a small group
    - The Squad (-200 CP, Must also take The Crew): You may import 4 more companions into your group with the same rules as before.

Sponsor (Free, Can only take with Sponsor from Beyond): This is the sponsor mentioned in the Sponsor form Beyond Perk. They will have the entire Natural Spirit Perk Tree, and cannot take Companions. If you wish, you may import them in further Jumps for free as long as they don't

materialize. You may also have them take up a summoned Demon slot if they wish to materialize. The details of them are as is below.

- If you are Nanashi, you can only take this if Dagda is alive in some way, such as in the Peace Ending. The Sponsor will then be Dagda.
- If You aren't Nanashi, you way design you Sponsor to your liking or import a companion to serve as one for free.

Representative (Free, Natural Spirit Only, Must have Revival): A human representative of you that you support. They will be loyal to you, but you can design the rest of who they are on your own. They start with the Hunter Origin and the Supporter from the Beyond perk, as well as 800 CP they can spend. They cannot take Companions.

A God(dess), A God Slayer (Free, Nanashi Only, Can only be taken it you took the Massacre Ending): You may take your God Slayer Flynn and whoever you chose to be your companion as a God(dess) with you. They only take up one Companion slot.

All of my Friends (Free, Nanashi Only, Can only be taken if you took the Peace Ending): You've surely made many friends on this journey, and you may now take all of them with you. Furthermore, all of these friends are biologically Immortal and will all only take up one Companion slot.

Drawbacks

You may only take up to 1500 CP in Drawbacks.

After the End (+0 CP, Cannot be taken with Not too long Ago, World of Law, or World of Chaos): You will be starting just after the Firmament has been put up, although the specifics will change based on your origin. However, regardless of origin, 25 Tokyo years will be added to your stay here, making it a total of 35 Tokyo years. If hope you've got a way if not dying of old age if you're staying in Mikado.

- If you are a Hunter, Natural Spirit, or Demon, start normally one minute after the Firmament appeared.
- If you are a Samurai, you will be a Hunter who has chosen to stay above the Firmament and you will start once the gates to Tokyo close. Once again, I hope you have a way to live through the hundreds of years you will be here for, or you're going to have problems.
- If you are Nanashi, you will take the place of Akira just after the gates to Tokyo were closed from here you may take one of two route.
    A. You will be considered under the effects of Plot Bound until the point where you would normally start as Nanashi. During this time, you will die, but this will not cause a chain failure. This will happen so that you will be reincarnated as Nanashi. You will also not gain the effects of Sponsor from Beyond or any faction drawbacks until this point.

B. You can choose to sacrifice your ability to take the Plot Bound drawback, the Sponsor from the Beyond perk, and the ability to 5ake any path rewards in exchange for the freedom to act how you wish. You will also no longer die and reincarnated as Nanashi, so you will need to survive for all of these years like the Samurai origin. In exchange for this, you will receive a discount on any perk or item of your choice.

Not too long Ago (+0 CP, Cannot be taken with After the End, World of Law or World of Chaos): Instead of the normal time, you will instead be starting a little sooner. One day before Flynn will become a Samurai, in fact. You will also gain one year added to your stay, making it 11 years total. Of course, the objective based ending is still open, if that's your goal. Based on your origin, your beginning will differ a little.

- If you are a Hunter, you will start as normal. However, due to the Ashura-Kai and the Ring of Gaea still being relevant factions, your choice of allegiance can mean a lot.
- Demon and Natural Spirit start as normal.
- Those with the Samurai origin can either be inducted at the same time as Flynn, or simply be a veteran samurai.
- Nanashi can have one of two options on how this will go, although other than these, the main change is that you start without your smartphone.
    A. You will be considered under the effects of Plot Bound until the time where you would normally start. During this period, you will also be unable to access any part of the Sponsor from Beyond perk unroll this point.
    B. You can choose to sacrifice your ability to take the Plot Bound drawback, the Sponsor from the Beyond perk, and the ability to take any path rewards in exchange for the freedom to act how you wish. In exchange for this, you will receive a discount on any perk or item of your choice.

Lag Time (+100 CP, +400 CP for Hunter and Samurai): Any sort of machinery you try to use has some issues working quickly. They tend to lag out for a few seconds before they would work. For Hunters and Samurai who rely on their tech to summon and command Demons, this is especially dangerous, so they get extra CP for it.

In the Nick of Time (+100 CP): What's a little dramatic moment worth? Well, now any backup you may receive will be delayed so that they will only arrive just before you would die if it would come to that. If you wouldn't be in lethal danger, then they will just be delayed until the battle is over.

Enemy of Lucifer (+200 CP): You now start as an enemy of Lucifer. While you aren't their number one enemy, Their forces will attack you unless there is something more important for them to do.

- Hated of Lucifer (+300 CP, Must also take Enemy of Lucifer): You are now enemy number one. Lucifer himself will be hunting you down along with all of his forces. They

will only stop hunting you if there is something else that they desperately need to accomplish.

Enemy of Merkabah (+200 CP, Cannot take as Samurai): You now start as an enemy of Merkabah. While you aren't their number one enemy, Their forces will attack you unless there is something more important for them to do.

- Hated of Merkabah (+300 CP, Must also take Enemy of Merkabah): You are now enemy number one. Merkabah himself will be hunting you down along with all of his forces. They will only stop hunting you if there is something else that they desperately need to accomplish.

Enemy of the Divine Powers (+200 CP): You now start as an enemy of The Divine Powers. While you aren't their number one enemy, Their forces will attack you unless there is something more important for them to do. This will guarantee that Krishna is released.

- Hated of Divine Powers (+300 CP, Must also take Enemy of Divine Powers): You are now enemy number one. Krishna himself will be hunting you down along with all of his forces. They will only stop hunting you if there is something else that they desperately need to accomplish.

Enemy of The Hunters (+200 CP, Cannot take If you are Nanashi, If you take this as Hunter, you aren't aligned with the Hunter faction): You now start as an enemy of The Hunters. While you aren't their number one enemy, Their forces will attack you unless there is something more important for them to do. Naturally, you can't take this if you are Nanashi.

- Hated of The Hunters (+300 CP, Must also take Enemy of The Hunters): You are now enemy number one. Flynn himself will be hunting you down along with all of his forces. They will only stop hunting you if there is something else that they desperately need to accomplish.

Chaotic Negotiations (+200 CP): The memes were real. Demon Negotiation is now a complete random set of demands and questions that may or may not lead to you getting what you want. There is no way to analyze this, you will just need to try your best.

Preaching (+200 CP): People have ideas, everyone knows that. Well, now they're going to preach about them. Yes, get ready to hear about Chaos, Law, Friendship, and Independence at all times, and they. Will. Never. S. T. O. P. So I hope your ready for that.

Weak to X (+200 CP): Pick one of the following. No matter what you do, getting hit will this element will deal double damage and stun you for at least a second. You can purchase this multiple times.

- Physical Attacks
- Guns/Projectiles
- Fire
- Ice

- Wind
- Electricity
- Darkness
- Light
- Almighty
- Ailments (This one will instead make it so that you will always be infected and feel the full effects of anything that could be considered an ailment)

Plot Bound (+400 CP, +300 CP if you chose Enemy of Divine Powers, Only +100 CP If you are Nanashi): The plot of this game is now set in stone. Nothing you can do will change it, up until the Cosmic Egg appears. If you chose Enemy of the Divine Powers, Krishna will be released, so you will receive less CP from this. If you are Nanashi, you will only receive 100 CP because Dagda will be pushing you towards this anyways, but you will also be bound to the plot until the point where you could pick the Peace or Massacre paths.

- Massacre Road (+200 CP, Must also take Plot Bound, Cannot take if you are Nanashi): At the point that the Cosmic Egg appears, Nanashi will go through with the Massacre Ending if he is not stopped.

Demon Magnet (+400 CP): You seem to attract hostile Demons. Not only does this hurt your negotiations, but you will often find yourself swarmed with enemies. They will also display an uncanny knowledge of where you are, no matter how you try to hide.

Powerless (+600 CP): You will now start without any of your powers that you didn't pay for in this Jump. I'm not sure why you would do this in a world like this, but if you really need the CP, feel free.

Recruitment Deficient (+600 CP): You are now unable to summon, recruit, or contract Demons. In a world where everyone fights with Demons. . . Are you sure you want this? You must be really confident in your own strength. If you take this, you only get half of the CP that you would normally obtain from any drawbacks that affect Demon Negotiation.

Area Bound (+600 CP): You are now bound to your starting location. While you don't need to ensure it's safety or anything, you can't go beyond a 1000 yard radius from where you start.

- Guardian (+400 CP, Must also take Area Bound): You now have an item you must protect that will appear when you do. You can choose what it is and what it's made of, but it must be stationary, obvious, and can only be as tough as steel. If it is destroyed your chain ends.

No Rest for the Jumper (+600 CP): In this world, there is a lot of stuff that could take up your time. Well, now it won't stop. Every waking second of every day there will be some pressing issue that will need your attention. The only rest you have is a six hour period for you to sleep. Other than that, assume that you will have no free time whatsoever.

Hard Mode (+800 CP): . . . I'm seriously questioning your intelligence right now. Gods and Demons run rampant here and you're going out of your way to make your life harder? Whatever, you can make your life hell if you want to. All opponents now deal twice as much damage, and you and your allies deal half as much. Any expenses you may have had are tripled, your cash rewards have been cut in half, and traps and poison deal twice as much damage. Instant Death attacks are now 25% more likely to hit you and yours, and all of your healing items are half as effective. All of your techniques also now cost twice as much energy to use as well. And, if all of that wasn't enough as is, your enemies will grow stronger over time and adapt to your fighting style and strategies.

- Apocalypse Mode (+700 CP): Take everything bad about the above and multiply it by 3 in such a way that makes your life worse. Also, any one-ups or methods of reviving you no longer work for this Jump. You're probably insane if you're taking this. Good luck, you'll need it.

World of Law (+1000 CP, Doesn't count towards total, Cannot be taken with World of Chaos, After the End, or Not too long Ago): I'm afraid this world is not the one you were supposed to be sent to. Flynn had sided with Merkabah and all of Tokyo has been destroyed in a miniature black hole along with Lucifer. If you are a Samurai, this probably won't affect you much, but your life will be very strict, so don't expect any notions of free will around you. If you're not a Samurai, then you miraculously survived the annihilation of Tokyo, and will have an incredible uphill battle ahead of you. The world is ruled by Order now, so don't expect to be making any big changes without a ton of effort. Regardless, here is an extra 1000 CP to make up for this. If you took any faction drawbacks that should exist, well, then that war wasn't as over as they thought.

World of Chaos (+1000 CP, Doesn't count towards total, Cannot be taken with World of Law, After the End, or Not too long Ago): This world isn't how it was supposed to be. Flynn had sided with Lucifer and opened a portal to let every Demon into the Human world, making it into a world of Chaos. Only the strong have a voice here, so be prepared to fight. If you have the strength to make it happen, maybe you could create some stability here, but it will be a huge struggle. Regardless, here is an extra 1000 CP to make up for this. If you took any faction drawbacks that should exist, well, then that war wasn't as over as they thought.

Ending

So you've finished your time here. How was It? Oh, what am I saying, I already know everything that happened. Regardless, all of your drawbacks are removed, so let's move on to your choice.

Stay Here: You like this post-apocalyptic world? Oh well, feel free to stay here. Keep everything you've got, you'll likely need it.

Go Home: All this death and destruction made you desire for the relative deftly of your old life? Oh well, this was going to end eventually. Keep what you've got, it's not like you haven't earned it.

Move On: On to the next one, yeah? Ok, let's go. Places to go, things to see, and Jump-Docs to fill out. You've still got a job to do after all.