

----DEVIL SUMMONER: SOUL HACKERS----

Professor Paradox
Version 3.1

Welcome to Amami City, a high tech metropolis on the coast of Japan. Algon Soft has provided every household in the city with a free computer that is connected to the city's own network. Right now everyone is excited about Paradigm X being opened to beta testers. Beware, however, behind this innocent looking game lies a conspiracy orchestrated by the Phantom Society. You enter the world the same night a certain hacker hacks his way into the Paradigm X beta.

Here Jumper, have 1000cp, your gonna need it if you hope to keep your soul...

---Backgrounds---

Roll 15+1d8 for age or spend 50cp to choose your age and gender. All Backgrounds are free except Cyber, which costs 400cp to take.

Drop-In: You wake up in an apartment with the first three months of rent paid and an Amami City ID in your pocket.

+No new memories to cloud your mind.
+/-No history.
-No source of income.
-You might be a minor, so good luck with that. 0Cp

Hacker: You have a way with computers and know some people who can help you out in a pinch.

+You have friends and family who can help you out.
+/-You have a history.

Summoner: You are either a low-ranking member of the Phantom Society or member of the Kuzunoha family.

+You own an object you can use to summon demons.
+You have experience with interacting with demons.
+You have associates who can help you out.
+/-You have a history
-As a member of an organization you have certain responsibilities to uphold.
-Summoners tend to either die gruesomely or suffer even worse fates.

Cyber: You are a mysterious class of demon known as a Cyber. You are currently possessing a human who may or may not still be conscious.

You may pair this with another background for your starting situation, but you don't get the discounts. If you choose drop-in your host is a soulless husk that you wear like a suit. Any other Background gives you a body where there is still someone at home but they are surprisingly okay with the situation, even if they aren't exactly happy about it.

+You're powerful.
+You could theoretically possess an object or someone else if you wanted to.
+With the right equipment you could probably find a way to fully manifest in the human world.
-The Phantom Society is looking for you.
-Other people might not take too kindly to you if they become aware of your existence.
-You're probably slowly consuming the soul of your host if you haven't already.
-You don't have access to your host's memories and your own memories aren't exactly clear either.
-Any damage your host takes you take as well. If your host dies, so do you.

---Skills and Abilities---

Strong Soul: Your soul is hardier and you are harder to possess. This also gives your willpower a bit of a boost. 100cp (Free: Drop-In)

Hardcore Hacker, Hack You!!: You can create programs and hack computers; even if your not familiar with the system or coding language you can usually figure it out pretty quickly. Your not a master yet, but with practice you can expect to be one of the greatest hackers in the world. 100cp (Free: Hacker)

Negotiator: You have a way with demons. Not only can you gauge their moods and (usually) understand their (body) language, but they just seem to find you a lot more likable. Outside of this jump it also applies to other monstrous beings. 100cp (Free: Summoner)

Awareness: Your sense of perception is so great that it borders on the supernatural. If you're enemies plant a bomb on your van or brainwash your friend and you can detect it in someway (like seeing or hearing something), you will. 100cp

Arms Master: You ever wanted to cut someone without a sword? How about shoot a bullet made of meat? Or maybe your just tired of life and want to blow yourself up. Well, now you can. For some reason you possess the ability to learn physical skills. Be careful though, using these attacks drains your health. 300cp (Discount: Drop-In)

Computer Conception: Not only are you good at getting a hold of hard to find or unreleased computer parts, but you are also a master at jury-rigging different parts together into something that actually works. 300cp (Discount: Hacker)

Occult Connections: You seem to have a knack for finding people who have some connection to the

supernatural and they are more likely to help you as well. Be they a reporter, hunter, witch, scientist, demon, or something even stranger your probably going to hit it off as long as you don't have a reason to be hostile to one another. 300cp (Discount: Summoner)

Black Witch: Choose an element group (fire and expel, ice and death, electricity and almighty, or force and Ailment). You can learn to cast spells of these elements. They start out weak at first but eventually your magic can grow extremely potent. 300cp (Free: Cyber) [You may purchase this ability multiple times. Cybers receive a discount to each additional purchase.]

White Witch: Choose a prayer group (buff or debuff). You can learn to cast these spells along with healing spells. Your spells start out pretty weak, but they will get stronger with time. 300cp (Free: Cyber) [You may purchase this ability multiple times. Cybers receive a discount to each additional purchase.]

Spirit Guide: Kinap, a Native American shaman who long ago shed his mortal form after sealing away Manitou has decided to help you in your journeys. Occasionally he will appear to you in the form of an animal to help guide you to your next objective. More importantly, if anyone died do to being tied up in whatever dangerous situation you are in, he can allow you to experience the moments leading up to their death. 300cp

Victory Cry: Whenever you win a serious fight you find yourself reinvigorated, body and soul. For some reason victory heals your wounds and refills whatever power pools you have. Note: this does not cure any sort of ailments you might be suffering from, Bone-itis is still gonna strike you deader then dead no matter how many battles you win. 600Cp (Discount: Drop-In)

App Master: You have a talent for creating esoteric programs. You can make apps for COMPs and if you really put your mind to it you could even create your own demon summoning program. If you happen to get a hold of some other computer system that can alter time and space you could create programs for that too. 600cp (Discount: Hacker)

Devil Buster: You are very, very good at finding and killing demons. Not only do you seem to instinctively find them and know their weaknesses and the best way to counter their strengths, but your attacks seem to do at least a little bit of damage even when they shouldn't be able to scratch your target. Outside this jump this ability applies to any kind of monster. 600cp (Discount: Summoner)

Cyberdive: You possess the supernatural ability to upload yourself and one other person into a computer system. You can even bring things out of the computer when you leave, but don't expect anything with parts more complicated then a door hinge to work. Don't think you can use this for unlimited resources either because computer generated objects aren't accurate on an atomic level and polygons lack a certain sturdiness compared to other materials. 600cp (Discount: Cyber)

Song of Death: Somehow you've gained the gift to grant the peace of the grave to deathless beings. You may help anyone willingly pass on, or beat death into them if they're too stubborn to die. 600Cp

---Items---

Paradigm X Beta: Now you too can spend countless hours getting lost in the virtual world that is Paradigm X. (Free)

Money: You start out with 50,000 yen, which is the equivalent of 420.54 dollars. 50cp

MAG: You start out with 5000 units of magnetite. Magnetite is mostly used by demons to maintain a physical form. 50Cp

Sake Cabinet: A cabinet for storing sake in. It always seems to be restocked with a wide variety of sake at the beginning of each day. You can get a demon drunk to change their personality. 50cp

COMP: A portable computer that can, among other things, allow you to communicate with demons, store up to eight of them, and summon and control the ones that you have stored. Demons have to join you willingly, but after that they are yours to command. Your control over your demons is not absolute, but they will not be able to act against you and will have difficulty ignoring your commands. Your COMP can take pretty much any form you want, from a simple arm terminal to a guitar. 100cp (Free: Everyone but Cyber).

Nameless Sword: You have a high-quality but seemingly unremarkable sword. With the right equipment or techniques you can fuse this with demons to create an even more powerful weapon. You may have it pre-fused with a weak demon to give it an element (fire, ice, electricity, or force) of your choice if you want. 100cp (Free: Drop-In)

Computer: You have a cutting edge computer. While everyone in Amami City has a free, top of the line computer in their home, this one is both better and lacks the Krypto Chip so your soul won't be stolen if you use it too much. You still have the computer provided to you and it still has the Krypto Chip in it so you probably don't want to let anyone use it. 100cp (Free: Hacker)

Weapons Cache: How are you going to fight demons without weapons? With this you get a cabinet full of guns, swords, and ammunition. 100Cp (Free: Summoner)

Outfit: A sexy and stylish set of clothes that will never get dirty or worn out. If your outfit gets destroyed you will find a new set of clothes in your Warehouse the next day. 100cp (Free: Cyber)

Dolly Kadmon: A strange doll that when fused with a demon creates a Zoma class demon. Zoma have no personality and are completely loyal to their masters. You can make a Zoma more powerful by fusing it with different demons. With the right demons you can call forth the souls of fallen heroes to inhabit the Dolly Kadmon. Be warned though, a Zoma's power waxes and wanes with the moon and if you fuse a Zoma with a demon on the new moon it will revert back into the Dolly Kadmon. 300Cp (Discount: Drop-In)

MAG Compressor: A machine the size of a refrigerator that is used to convert magnetite into a physical form. While you can harvest magnetite from humans with this machine, Through some mysterious process it produces 100 units of magnetite a day. 300cp (Discount: Summoner)

Decoder: This device holds a program that can crack all but the most advanced passwords, encryptions, and electronic locks. 300Cp (Discount: Hacker)

Autobody: A vaguely human body made of car parts that has arms that end in power tools. It serves as an adequate body for a Cyber but you could probably put an A.I. in it if you wanted to. 300cp (Discount: Cyber)

Forge: You get a highly advanced forge connected to your Warehouse or some place safe and convenient. This forge can not only fuse demons into certain pieces of equipment, but it also contains instructions on how to make this equipment. The forge also comes with an Equipment Compendium that you can use to recreate these items. 600Cp (Discount Drop-In)

Mobile Base: You own a motor home that has been modified to create the perfect base for the hacker gang on-the-go. It comes equipped with a variety of advanced computer equipment and has a high-speed wireless internet connection. This van also comes with a kick-ass air-brushed logo (default is a smoking ghost). 600cp (Discount: Hacker)

Gouma-Den: You get a down-sized version of the Gouma-Den connected to your Warehouse or somewhere safe and convient. The Gouma-Den allows you to perform more complex fusions and gives you access to a Demonic Compendium of all of the demons you have fused and contracted. You can re-summon the demons in your Compendium using Magnetite. Th Gouma-Den also functions as a great space for performing demon-based experiments in general. 600cp (Discount: Summoner)

Autobody Mk II: While the first body was a hunk of junk that might have been able to pass as human with the right clothing and heavy lighting, this body is a work of art that also looks like a transformer. Not only is it bigger, stronger, and more durable, but it also has a backhoe for an arm. 600cp (Cyber)

Demonic Server: This Algon Soft server is full of valuable data that could prove useful to anyone with an occult bent or looking to commit identity theft. It contains private data and programs both mystic and mundane. There are even encryption keys and unreleased source code, but its true value is only

revealed when possessed by a Cyber. Cybers are very complex demons that take an abnormally large amount of hard drive space to store and an absurd amount of magnetite to manifest in the physical world. This server allows a Cyber to manifest with a much lower amount of magnetite although it may prove difficult to cart around a server rack everywhere. 600cp (Discount: Cyber)

---Companions---

You may spend 100cp per Companion to give them a Background and 600cp to spend. If you spend 300cp you can import eight Companions instead of one. You can import a Companion as a Cyber, but you must spend 200cp to do so, but if you spend 600cp you may import eight Cyber Companions. Companions may take non-restricted Drawbacks and don't start with a free COMP.

Jumper's Contract: This document is not of this world, but it is something you might find useful. If someone from this universe who would be eligible for podding signs it of their own free will with full understanding of the consequences, then they will become a companion if you cosign it. Don't worry if they don't have a sense of sight or their appendages don't allow them to write their signature, the document will change form to allow them to comprehend it and mark their consent. 300cp

Spookies: A group of hackers who uncover a plot to steal the souls of the people of Amami City. The Spookies are lead by Spooky (Masahiro Sakurai (Fox Maulder)) and made up of Hitomi Tono, Six (Shingo Sako), Yu-ichi (Yuichi Haga), Lunch (Junnosuke Kitagawa), and Cage (Keiji Minegishi). Everyone except Cage is useless in a fight, but as a group they are effective hackers and investigators. If you took the 2Spookies4me Drawback, you gain a discount on Spookies, although you won't get Cage as you have replaced him. 400Cp (Discount: 2Spookies4me).

Reticulian: Twin hackers who individually go by Alpha and Beta. They are skilled enough to hack into Algon Soft and use that information to create Apps for COMPs. If purchased here instead of recruited individually through Jumper's Contract, than their Club EL-115 will also become a Warehouse attachment or can be imported somewhere safe and convenient. 200cp

Nice Boat: This isn't just any cruise liner, the Hotel Gouma-Den has a Gouma-Den and Forge on board. "Why is this in the Companions section then?" you may ask. The answer to that is this boat doesn't belong to you, it belongs to Dr. Victor. If you want to use the Gouma-Den you'll need his permission. You'll also have to get the okay from Muramasa to use the forge. Luckily Dr. Victor and Muramasa are probably well disposed towards you seeing as how they're your Companions. Mary's also a Companion so you don't need to feel bad for separating her from Dr. Victor. 800cp

The demons stored in a COMP are not considered Companions, but you need an open Companion slots available for every demon after the second. You can pod a Cyber, or any other demon for that matter, but they cannot be possessing a body unless it lacks a soul or that body is already a Companion.

---Drawbacks---

You may take up to three Drawbacks. 2Spookies4me does not count against this limit.

2Spookies4me: You are now the protagonist of Soul Hackers. While you still gain all the price breaks of your chosen Background, you start with his life instead of whatever one your Background would have created. You start the jump moments after the protagonist finished putting himself on the list of Paradigm X beta testers. You can choose to have your companions import as members of Spookies. Finally, you can choose to have Nemissa possess one of your companions instead of Hitomi. While how your companion reacts to this may vary, they and Nemissa will quickly develop the ability to switch off to use their differing abilities to the greatest advantage possible. Don't worry about your companion's soul either, for some reason Nemissa's presence doesn't seem to harm it, although they probably won't have much control over their body unless they possess an iron will. (Restricted: Companions) +0cp

Computer Illiterate: You couldn't use anything more advanced then a calculator if your life depended on it. Amami City is a very high-tech city, so this is going to get really frustrating really quickly. +100cp

Lazy: You would rather sit around all day playing video games then work. You should go outside every once and a while, all those hours on Paradigm X can't be good for you. +100cp

Useless: Everyone seems to think your totally pathetic. You won't be getting any respect this jump. +100cp

Amnesia: You lose all of your memories that are not provided by a Background, forget how to use any activated abilities, and can no longer remember how to access your Warehouse. Your companions won't be much help on that front because they don't remember anything either (although they gain +200cp as well). +200cp (+300cp if taken along with 2Spookies4me, Restricted: Companions)

Haunted: Sometime in the past you committed an act so terrible that you suppressed the memories of it, such as accidentally killing a sibling. Although forgotten, these memories fester in your heart and will resurface in the next ten years. Not only will this experience be incredibly traumatizing, but it will also spawn a ghostly demon who will try and take your soul. If you did not take the Amnesia Drawback and you have taken at least ten Jumps you may instead take Haunted as a 300cp Drawback. The demon created through this version of Haunted will instead be made from the collective regrets, guilt, and evil deeds that you have accrued over your Jumps. +200cp

Brainwashed: You've been brainwashed by someone. You don't realize it, but you are constantly sending reports to your hidden master on everyone you come in contact with. Sometime in the next 10 years you will receive an order that you will carry out. This order will not get you killed outright, but it

will put you and any allies you have in a very bad position. +200cp

Demonbait: Demons seem to think you smell delicious. Not only are they much more likely to be hostile to you, but they will show up in places where they otherwise wouldn't to get a taste of your succulent flesh. +200cp

LANGUAGE UNKNOWN: You are only capable of speaking and understanding a language used by a rare number of demons. +200cp

No I.D.: You Amami City I.D. has been revoked. This really sucks for you because almost everything in Amami City requires one. +200cp

Enemy of the Kuzunoha Clan/Phantom Society: Whichever organization you choose considers you a major threat and has put a bounty on your head. Expect assassins and summoners to be coming out of the woodwork to kill you. You can take this Drawback twice to become a target of both organizations. +300cp

What Kind of Loser Are You?: You have been possessed by a Cyber loyal to the Phantom Society. While you can temporarily seize control of your body with enough willpower it will never last for long. You don't have to worry about your soul being devoured or taken from you, but unless you can find a way to eject the Cyber from you during those short moments you are in control, you can look forward to being a passenger in your own body for the next 10 years. If you are a Cyber then instead you find yourself in a body with a hostile, irremovable, imperishable soul. Altering the structure of the brain and leaving or getting ejected from the body counts as a loss. (Restricted: Companions) +300cp

---End---

Good for you making it through those ten years, but now you must make an important decision about your future. No matter what you decide, you get to keep all of the stuff you earned here. If you died then you have no choice but to go home.

Go Home: Maybe all of this business with secret societies and demons has finally taken its toll on you, or maybe your just homesick. Whatever the reason, your coming home.

Stay: I don't blame you for wanting to stay; despite all the horror and danger, the world of Soul Hackers does have its charm. Back home you'll disappear without a trace, but those close to you will receive a vision that lets them know that somehow, in some strange way, you are alive and happy. Just remember that the life of a summoner tends to end badly.

Move On: Going on to the next world? Good luck on your travels, I suspect you still have a long journey ahead of you.

---Appendix---

Expel: Light element skills. They are usually incredibly inaccurate instant death spells. They don't work on everything and humans are almost universally immune to them.

Mudo: Darkness element skills. They are usually incredibly inaccurate instant death spells. They don't work on everything but almost always work against humans if you manage to land a hit.

Don't expect Expel and Mudo skills to work on really important people. You can't use insta-kill moves on bosses, silly!

This Jump technically takes place in the Persona universe. While you won't be able to quite reach the official end of Persona 3, there's nothing stopping you from being a spanner in the works.

Kinap won't help you beyond working as a spirit guide and doesn't count as a Companion. You can choose to import him as a Companion, but you'll lose the benefits of the Spirit Guide Perk.

---If you don't want to spoil the game for yourself, you might want to stop here---

Demon: A catch-all term for entities that require magnetite to sustain their bodies in the human world. They tend to become intoxicated under the full moon if not bound.

Gouma-Den: The immortal Doctor Victor's demon lab. He is willing to assist anyone with a COMP with fusion and other demon related activities.

Manitou: A demon that's spirit inhabits all things. The Phantom Society is feeding Manitou souls to strengthen it so Kadokura, the president of Algon Soft, can fuse with it and ascend to godhood. Manitou does not know death, so it cannot die.

Nemissa: A Cyber who has lost her memories. Kinap, the Native American shaman who tamed and sealed Manitou away had split Nemissa off from it so she could teach Manitou how to die if it ever got free again.

Spookies: A hacker gang run by Masahiro “Spooky” Sakurai. The main character and part of the supporting cast are all members of Spookies.

Phantom Society: The Illuminati. They are trying to use the power of Manitou to enslave the world.

Paradigm X: An online virtual world that is being used by Algon Soft and the Phantom Society to harvest souls in order to feed them to Manitou.

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“Aren't you forgetting someone?”



If you chose the Drawback “2Spookies4me” and somehow managed to kill Manitou without Nemissa having to help them die or seal them away before Algon Soft corrupts them, she'll come along as a Companion. Furthermore, if Nemissa's host from this jump is imported into another jump, you may have Nemissa possess them and come along for free, but she won't be able to leave their body for the duration of that jump. Finally, if Nemissa's host is given cp to spend, it may be spent on Nemissa instead, because for all intents and purposes the host and Nemissa are one person for the duration of the jump.



Don't worry if you let Nemissa possess Hitomi, she'll come along too, safe, sound, and soul intact. Seeing as how she'll be a Companion now, Hitomi won't have to worry about losing her soul anymore.