BASTARD!!

Part 2

By Valeria

Introduction

A fantasy like no other. A world where the fantastical meets the power of metal. Witch-Kings ride dragons into battle against armies of metal golems. The Sorceror-Shogun enforce the will of a tyrant on the huddled masses, while a hero, Dark Schneider, emerges to throw society into upheaval. But this stuff's been seen before. That's not what we're here for this time. There's no such thing as restraint in a place like Bastard!!, where Metal meets Fantasy and explodes into something new.

The veil has been pulled back from mortal eyes. Though it may have seemed to be a world of fantasy, this story instead is a battleground for the forces of Heaven against those of Hell. God created the universe and the Angels were their assistants in such. But when they made the race of humanity and disappeared, the Angels' hearts darkened. A third of the host rebelled against their absent creator, led by the greatest of all Celestial Beings, Satanel. Though defeated by the loyalists and sealed away, the traitors would never forget.

In Hell, Satan and his traitors encountered a strange being. A Demon God. In return for their loyalty, it turned them into Demons and revealed a grand plan. Nega Genesis, the corruption of the entire universe into a dimension to match hell. A fitting punishment, Satan believed, for the universe had already betrayed him.

The Demons were sealed for a thousand years at the end of the first war in Heaven. But Satan escaped after just four centuries. A great battle was had on Eden, the world of Humanity, that resulted in the near extinction of said species. Though Satan was again defeated, he had laid the seeds for his victory. The Adam of Darkness had been created, the boy who would come to be known as Dark Schneider's origins lay in this murky past.

Time spins forward many centuries, til a part of the story you may have already witnessed. Dark Schneider fights with his friends against Kall-Su, a traitorous companion. The God of Destruction, Anthrax, is revived and begins to exterminate Humanity. All proceeds as expected. Until a holy light shines from the Heavens and Angels begin to descend. They are not here to save Humanity but to purge it, believing the innate sin of man to have finally gone too far to forgive. The demons plan to use this event, and Dark Schneider's powers, to free themselves and ignite a final war for the universe.

But you need not start at such a place. Though your default starting point will be the revival of Anthrax, you may choose any eventful point in time between Satanel's first doubts on his Heavenly purpose to the first Holy War on Eden to the current day. You'll not be able to avoid conflict but your ten, or longer, years here need not be linked with canon directly.

You gain 1000 Choice Points (CP) to spend while you are here.

Locations

Each race begins in one of the following locations.

EDEN- Human Starting Location

The world of Adam. To Humanity, it was once known as Earth. A planet that has spent four centuries recovering from annihilation, to become what it is today. A fantastical world of magic and monsters, with civilisations of many different races in different eras of technology. The continents have been reshaped since the days of Earth and the fauna might be far more dangerous but it is still the world you once knew. Any public location on Eden may be chosen as a starting point.

HELL- Demon Starting Location

The prison that Satan and all his traitors were sealed into at the end of the last war. Within a black hole, the gates to hell remain locked tight. Nine circles of hell lay within, each a vast dimension of infernal tortures and miseries. Each circle is ruled over by a Devil King, the most powerful of Satan's servants. Satan himself resides in the very lowest circle, though he often roams to mock his pets and plot endlessly his revenge. You may begin on any of the circles, though never in a private location.

HEAVEN- Angel Starting Location

The holiest sanctuary of all. A plane of limitless wonders, a paradise that expands far beyond any horizon. The home of the angels and their leaders, the Seraphim. Far closer to Eden than Hell, much of life here appears fairly normal. A pleasant and safe place, it is the outermost reaches that serve as the arming point for the vast armies of Heaven. From here they watch over the universe, particularly the gates to hell, and seek to guide all mankind to a virtuous end. Any angel begins here, in a public location of their choice.

Races

Please choose one of the two following options.

Human +200/+100

The favoured children. Mortals, now in all different kinds. Humanity was the last creation of God before the war in Heaven ignited. Those charged with rulership of the Garden of Eden, what you might know as the planet Earth. When the first Apocalypse occurred, the Earth was left a blasted ruin. The few survivors, the Ten Wise Men, used their magi-science knowledge to not only heal the landscape but also to create new kinds of humans to populate it.

Humanity has come to exist in many forms. While the Humans that you are familiar with still exist, they have split into many different species because of the actions of the Ten Wise Men. Elves, dwarves, centaurs, beastmen, giants, vampires, halflings, amazons and many more. Some races are relatively equal to humans, exchanging lifespan or hardiness for magical talent or unique biological abilities. Others, like the elves, are superior overall.

All humans however, whatever form they take on, share something special. A spark of the Divine lives in every human life, the essence of God imbued into them. This is the reason for why humans can change so easily and have such potential. This is how humans can achieve supernatural feats through sheer skill, no magic required, and how a rare few humans can grow powerful enough to compete with Immortal races on their own.

This divine spark is also what draws angels and demons to compete over humanity. Humanity as a collective influences the state of the war between both immortal races. When the average human soul is pure and moral, Heaven takes the advantage and Eden flourishes with life. When humanity is corrupted and trends towards evil, Hell is able to gain ground easily and Eden begins warping to match such infernal hearts. This is the reason that, despite the hate and contempt they express for mankind, Angels and Demons cannot help but be jealous of them as well.

This race allows you to pick any of the Human races. Humans themselves give 200CP as a bonus, representing their relative weaknesses in comparisons to Angels and Demons. Most of the Human races are the same but any that are notably superior, such as elves and giants, will only give 100CP as a bonus. While still inferior to an Immortal, the gap is not so wide.

Immortal- Free

Humanity was not the first of God's creations. It was the Angels who were called up to aid Him as he went about the creation of this universe. Legions of shining white figures, aloft on feathered wings, and imbued with immortal power. Perfect beings, they came to believe of themselves, for how could God make anything lesser? But the Free Will that God granted to all His creations came to poison the Angels. The creation of Mankind, a new and apparently favoured race of the Divine, caused jealousy to blossom in the hearts of some heavenly beings.

It was Satanel, greatest of the Seraphim, who led a third of the Heavenly Host in rebellion. The war was long and bloody, spilling out onto Eden and causing the first end of Humanity's Order on Eden. The rebellious Angels were corrupted into monstrous forms by their hatred, becoming Demons who hated the light. Led by the Seraphim Michael, the forces of Heaven defeated Satanel and he was sealed into Hell with his army. His punishment was to last a thousand years before a second and final great war was carried out. Satan has had other plans.

This choice of species turns you into one of these two immortal races. An Angel or a Demon. Both possess a range of powers beyond human limits. Each are impervious to the ravages of time and can subsist solely on magical energy, which flourishes in their realms. They have a natural command of magic and powerful spirits, both described in great detail in the notes section at the end of this document. Each race also has certain weaknesses. Demons are vulnerable to holy tools, even the words of the Bible make them cringe, and holy water boils their skin. Angels are similarly harmed by the unholiest of things, the foul tools of the occult providing an advantage against them. Though they can grow stronger, neither has the sheer potential for growth that Humans do.

Both races can potentially convert to become each other. An Angel can undergo Fall Down, negative emotions and trauma corrupting them into demonhood. Though such a process greatly increases the new demons' power, it also tends to turn their hearts pitch black and cruel. A similar process for the reverse may exist, though it is so rare as to be almost unimaginable.

Angels and Demons, described in detail later on, are primarily spiritual beings. For most of their kind, this means that it is difficult to manifest into Eden's reality without a prepared vessel that suits an Angel or Demon. Even a Seraphim could only do so briefly and at great cost. Fortunately, your prior body acts as an appropriate vessel, allowing you to bypass this constraint.

Finally, all Immortals possess a true physical state. A battle form intended only for war. This is known as the Augoeides. A separate body connected to the souls of each Angel and Demon, it allows them to use many times their normal power. Powerful immortals can affect reality simply be existing in this state, with mighty angels turning mortals to salt pillars and demons spreading death with each step. This will also be detailed more in the notes.

Humans may begin as an adult of their particular species. This may range from eighteen to several centuries old. Angels and Demons may choose their age, from a newly created being to one having existed for millennia.

Sex and Gender are freely decided.

Perks

You gain one 100CP perk for free and discounts on one perk of the 200CP, 400CP and 600CP tiers at half price. All racial perks and items for your chosen race are discounted, with 100CP options being free. Freebies and Discounts may not be used on Hero Classes or Astral Tiers.

Hero Classes- Free/100

What matters power without the skills to put it to use? Quite a lot, given the luck humans tend to have against the immortals, but the sentiment still applies. Combining vast spiritual power with the skills of a master magician has an exponentially greater final result. In this world, such skills are vaguely described as resulting from a 'Class'. Each purchase of this perk will give you access to a set of abilities, magic and skills fitting to a Class one might find in various fantasy worlds. Fighters gain superhuman physical abilities beyond their races norm and access to supernatural martial arts, wizards the same with magical skill and the vast array of spells they learn. Summoners might gain contracts with various powerful spirits who appear to aid them.

The purchases will scale in overall capability with the Astral Tiers purchased below. Your first Class is free and each further one will cost 100CP to gain. While most powerful beings in this world are decent at both martial combat and the arcane arts, here is where you purchase your specialties or attain true overall mastery.

Astral Tiers- Free/200/400/600

Though it may seem that even the weakest angel has infinite power to an ordinary human's eyes, there is a hierarchy among both angels and demons. A ladder of power, measured by titles and ranks that demonstrates the increasing power of the servants and enemies of God. The few humans and spirits who ascend beyond their normal limits can even find themselves compared here. The following option will detail the general level of overall power and skill with your chosen classes that you find here.

For free, all races start at a base level equivalent in power and skill to one of the Sorceror-Shoguns of Humanity. For a human, these are among the most powerful and skilled mages or fighters that exist. Their greatest spells might leave a castle in ruins or their bodies might possess the strength to rival a giant. But to angels and demons, they are unimpressive. Equivalent levels there would be angels or demons of the seventh and eighth spheres, the Archangels and Principalities. Such immortal creatures exist in vast swarms, considered to be among the lesser foot soldiers of both forces. You would be the equivalent of a Principality as one of these immortals.

For 200CP, the next tier is unlocked. Angels of the fourth sphere, the Dominions, along with many Demon Nobility, such as Counts of Hell, are present here. The commanding officers of much of the armies of both Heaven and Hell. Anthrax, the God of Destruction who would wipe the Earth clean of life in mere days, is an example of a Dominion class entity. Mountains, entire nations, become as dust in the wind. Dark Schneider, before his passing to Hell, could also claim to just barely be on this level. Humans who reach this power might also take on the form of great spirits and lesser divinities, entities that exist apart from the Christian mythos. A similar level of power but with abilities more in line with the astral races like Angels and Demons. Beings that exist at this level are masters of their respective skillsets, often having had centuries to practice and hone their skills beyond human capability. At this tier, a Human can use magic in the same natural way as Angels or Demons do.

For 400CP, one can reach almost the peak of heavenly power. Displaying 6,600 times as much power as a Dominion, the titanic Cherubim or the terrible Demon Lords like Konron. Ancient Gods of Eden, the pantheons of years long gone, or the highest class of Astral Spirits also reside here. These lesser godlings are alone the worth of whole armies of other immortal beings, able to threaten planets by themselves. No human has ever reached such a power. The prowess with combat, magic and classes that such entities have is unimaginable to mortal minds, accomplishing divine feats with ease.

The final category costs 600CP. Only a very small number of beings can claim such power. The celebrated Seraphim and the most despised Devil Kings. Four and Seven in number, you become a peer. Each one, with their full power, can destroy entire planets in a single blow. They can travel beyond the speed of light and exert their magic to warp the fabric of reality, often in ways that even other angels and demons consider impossible. Even to Cherubim and Demon Lords, this tier of astral power is considered to be an insurmountable gap. Any classes one possesses would have been mastered to their utmost peak, countless eons spent perfecting every aspect of your skillset.

Porno Jumper- 100
The most sinful delights in hell, the most gorgeous vistas of heaven. You're every bit the heavenly beauty the angels were said to be, the sort that others can't just ignore when they see. The perfect hair of a dark hero, the belief beggaring curves of a succubi queen and the flawless skin of an angel whose never known stress nor injury. While you'll likely be attractive as an angel or demon to begin with, this ensures you're considered beautiful even by their standards. Beauty does tend to draw attention, even the bad sort, and there's all too many demons and anti-heroes that can't resist a pretty angel. Somehow, your beauty will manage to shine through no matter how badly you're injured or twisted by magic.

Battle Between Gods- 100
The power of the heavens would leave all of Earth shattered if used carelessly. Despite their hatred of Humanity, the angels do not want all of Eden destroyed. Thus they, and many powerful beings aside, have learned to concentrate the effects of their power. While potency is hardly increased, this technique you learn does mean you can limit the collateral damage you cause to roughly what you want to cause. Even if you need to strike your opponent with the force to destroy stars, you won't be leaving the entire country you're in a blasted wasteland. Unless they actively intend to destroy the surroundings, it appears that your use of this style of battle naturally guides your opponent towards limiting their destruction as well.

Memory of Violence- 100
There's no time for words in this battle and yet, you still feel your enemy's heart with every blow. While you're probably an inelegant brute normally, the path of violence leads to clarity between you and those you fight. You come to understand those you fight, the longer the battles go on, and the same is true in reverse. Though it only works through direct and brutal confrontations, it's possible you could bridge a vast gulf between two people with a prolonged fight. The two of you will understand why the other fights and, if there's any spark of good left, you both might be able to find a peaceful resolution through this understanding.

Dark Seducer- 200
The hero Dark Schneider, beyond even his power and ego, is known for his love of beautiful women. A perverse desire so mighty that he could leave the Seraphim Michael shivering in pleasure after a few minutes ministrations, while in the middle of an infernal warzone. Despite the many distasteful

parts of his personality, his ability to charm others allowed the gathering of countless romantic admirers, even from the most unlikely places. Surely to his extreme displeasure, he's got a rival in love now. You're every bit the match of the self-proclaimed harem master when it comes to seducing others and the pleasures of the body. With enough effort, and some heroic endeavours, you could probably incite some interest from just about anyone.

Astral Creation- 200
Not all works call for the mightiest hands. Though any task in the name of God is a glorious one, there are often too many for just one angel alone to handle. This technique allows you to take fragments of your own power and divest yourself of them, creating orbs of power that hatch into lesser examples of your own kind. The more power invested, the greater they'll become, each a semi-independent adult in it's own right. A Dominion-class angel could let hundreds of such orbs fly to create a small army of the lowest ranked angels or focus it's power into just a few Powers or Principalities, for a more elite force. While the beings created are separate mentally from you, they share the same soul and are not truly their own individuals. When you desire your power back, the hatched creatures will return to you shortly.

Archangel's Speech- 200
There can be no compromise, no diplomacy. Each race is led by powerful leaders, with the charismatic presence to match their raw magical potency. Some say they even go hand in hand. True or not, you have a similar majesty to Dark Schneider, Devil Kings and the Seraphim. While able to demand attention and respect in any setting, you are most skilled at controlling the hearts of those like yourself. Whether racial or cultural or some other grouping, you find those similar to yourself to be easily captivated and awed. You have a deep understanding of what encourages those like yourself and such an understanding helps you to inspire them to their greatest heights. As well as to lead them around by the nose if need be. You're every bit as good at riling your own nation or species into a blinding hatred of outsiders as you are at banding them together to face a greater foe.

Lord of the Flies- 400
People are far easier to break than they realise. Every heart hides a little darkness and even the smallest shadow can grow in time. You can see this shadow in the minds of other lifeforms, long since having mastered the ways of bringing it out. A sublime corruptor and masterful manipulator of others, you can use the dark desires and negative emotions of others to control them. Understanding how people react and how they change in response to horrible events teaches you how to make them do what you want, even if it usually involves a lot of pain and misery. It is what you're best at, using horrible events to turn good men into monsters. Figuring out how to make even the holiest angel fall is a game the demons have played for centuries, with you famed as a master. If you only have a few seconds during a fight, you can still use that silver tongue to whip someone's confidence to shreds too.

Twenty Chapter War- 400
Weak and mortal, the humans who survive against these otherworldly powers just have too much good fortune for their own good. You might like to argue that it's really a bit of instinct and a lot of talent at keeping your own hide safe. You've got the ability to survive against more powerful enemies for longer than you have any right to. Taunting them to hold back and take it slow, dodging well enough to just barely scrape by and distracting them with your arguments. You can drag out a fight against truly overwhelming odds through these methods and more, battles that should crush

you in seconds lasting over an hour if you push yourself to the limit. Long enough to power up or at least hope an ally will come by.

Goddess of Destruction- 400
The same technology that created the God of Destruction was used in your own birth. Your intelligence spreads through your own cells, turning each one into a living parasite under your control. Your body can infect and warp external matter, flesh or machine or even astral material, to turn it into an extension of your own will. Resistance is possible, through magic and strong wills, but you'll have all the time in the world to grind it down if you can win. The parasite cells can rapidly shapeshift, allowing you to generate biological adaptations or cybernetic technology to aid your battles. Unlike Anthrax, you're not already a massive engine of destruction. You only possess the cellular parasite ability. But as your knowledge of science expands, what you can do with your cells will become quite magnificent.

Eleventh Wise Man in Hell- 600
Even in the depths of hell, the wise men were profoundly ahead of their time. Human ingenuity is perhaps one of their greatest advantages over the other species of the cosmos, outshining both angel and demon with their creativity and drive to progress. The technology of mankind is at your fingertips, having become an adept and academic to match the Ten Wise Men. Beyond the stunning breadth of technology you learn, you also share their talent for adapting technology to work with the supernatural. Particularly of angelic and infernal origins. Ordinary devices can be made far more powerful for the combination or unique new machines created to interact directly with the magical and heavenly, at a level beyond where you or the Wise Men could normally work.

Dragon of Power- 600
How could you hope to match these immortal beings, who outmatch you a million times over? Just level the fuck up before they can kill you. Your talent for the physical, magical and spiritual realms of power or combat is astounding. A growth rate that increases in response to challenges, allowing you to tangibly improve your fighting power just by continuing to battle against worthy opponents and those stronger than yourself. The effects are almost non-existent unless your life is on the line but when a fatal battle does start, you could end up far stronger than when you started.

Part of why this is possible is your tendency to become stronger from anything that doesn't manage to fully kill you. Healing from serious wounds only strengthens your body, while managing to hold on as the Dragon Knight armor pulls your soul to shreds will teach you to safely bond with the demoniac device. You can essentially force yourself to power up by subjecting your being to such powers and tools. Manage to survive their use for long enough and your incredible potential for battle will subsume that power into your own, in some fashion.

Power of Hatred- 600
The greatest power in the universe is…love? That can't be right. This dark feeling in your belly, the rage and misery and pure despair, feels so much more natural than love ever did. A dark pleasure called hatred, that tempts you to give in to every terrible desire and petty revenge. After reaching the very depths of despair, you learned how to draw on your hatred for power. And in that act, prove just how small love is, in comparison.

Your negative emotions, most prominently hatred and despair, can be converted to power. Physical, magical and spiritual sources are equally empowered by these emotions. There's no limit to how

deeply you can draw, just that you continue to drown in ever more intensely negative feelings. Even without increasing the depth of misery, a continued hold on your dark feelings will increasingly scale up the sheer power you have access too. It's also possible to use the burst of negative feelings generated by being hurt to jump your level of power again and again, evolving in response to trauma suffered.

The strength of darkness will depend on your own power. However mighty you are, the powers of darkness will rapidly increase that power. Despair that breaks the heart and leaves one blinded by hatred is enough to magnify ones' power many hundreds of thousands of times over. But the downside to all this is that the power, and the monstrous changes it wreaks on you, only last as long as you truly feel these emotions. The darkness must suffuse every inch of the body, heart and soul to work. As these feelings leave you, the power will disappear as well.

Human

Power of Human Choice- 100
What sets humanity apart is their will. Though bound by instincts and urges and original sin, every human can make a choice to push past all that. The strong wills of human beings are unmatched by the jealous demons and the naive angels. Your humanity endows you with such willpower and freedom of will, enough to be able to ignore your natural instincts and the worst temptations of hell.

Humanity's Last Stand- 200
Only at the last moments do humans show everything they've got to give. With their backs against the wall, these animals are more dangerous than ever. You're as suited to final battles as any member of your kind, fighting well beyond your limits when there's no second chances left to take. When no allies will come, there's no escape and death is all but certain, you're able to display more power than ever before. Those of your own kind share in this, witnessing your will to thrive in the worst dangers and finding their own souls firing up too.

Dragon Knighthood- 400
The Dragon Element is in your heart, draconic power flowing through your body. This is the mark of someone with the power of dragons, able to take on the qualities and powers of such. The primary form of this is the Dragon Mode, body bulging with unnatural power as you multiply your strength by up to one hundred times. The closer to that upper limit, the more strenuous it becomes on your body. With practice, it's even possible to manifest other traits of dragons, such as their acute vision or the fiery breath of a dragonlord. Dragon Warriors are also those with the greatest compatibility with draconic powers or equipment, such as the Dragon Knight 'Lucifer'. With such abilities or tools, you'll be able to produce many times the normal power while greatly reducing the blowback on your own body to use them.

Messiah of Light/Adam of Darkness- 600
The long awaited saviour. Every few centuries, a human charged with great powers by God will appear. To correct Humanity's wayward path and guide them from danger. But the contract between Heaven and Hell requires a fair playing field, allowing Satan to create a mortal champion of his own, the Adam of Darkness. This Dark Messiah is the one intended to lead Humanity into sin and destroy any chance of redemption they possess. You've been chosen as either the Messiah or, in some manner of cheat, Satan has created a second Adam of Darkness.

Your status gives you an enormous affinity for the side that you represent. The Messiah will find effortless skill with all things holy, light and good. The Dark Messiah the reverse, with evil, darkness and unholy power being his domain. You can easily learn any magic that falls within that purview, safely absorb vast sources of power aligned with you and master relevant skills. A Messiah, or the reverse, can never be truly defeated by their destined enemies. Satan themselves could not truly kill the Messiah but even the mightiest angels couldn't permanently defeat the Adam of Darkness. Though imprisonment, torture and crippling is all still viable, it is only through betrayal that a Messiah can meet his end.

Finally, this role ensures your importance in the events to come. The Messiah are never minor figures in history, always taking centre stage wherever they go. So long as you willingly accept the title in each world, you'll find that the story of Humanity bends to keep you at it's forefront. Your choices will come to define the fate of all men, in not just this world but every other.

Angel

Angel's Judgement- 100
To the skies! The armies of Heaven return for the final battle! To all mortals who remain, kneel in supplication to receive divine judgement! The terror and awe you cause is as much a result of your power as it is your skill in presenting yourself to the lambs. Aware of your own majesty, you're skilled at using it to shock, terrify and stun onlookers into silence or outright obedience. The weak willed can have their spirits broken by your pronouncements and your manifestation can bring cowardly sinners to their knees in utter regret. The way you comport yourself shows how you are the very wrath of Heaven on Earth.

Hyper Crying- 200
Woe to those that upset you, given how awful it is to be around you in a tantrum. Like the Seraphim Gabriel, your tears cut to the heart of those around you. Your misery and despair, when let out like so, can cause even the most terrible demon to pause and consider the morality of their actions. If paired with graceful words and an understanding of others, a peaceful resolution might even be possible. Unless you start to actually sob, that is. Though your tears cause hesitation, your cries bring destruction. Hyper Crying is the term used for the ultra-destructive sound waves you emit with your sobs, ones that only become more powerful as your spiritual energy grows. Gabriel's own cries could bring agony to even the mightiest angels and demons, while cancelling out all other sound based magics in the area.

Elemental Angel- 400
Of the angels of Heaven, few are given particular authority over the material world as you are. Your spiritual core is strongly associated with one of the four elements. Fire, Earth, Water or Air. Your affinity for such increases massively your power with any related spells or magical effects, along with strengthening you when in a suitable environment. An Angel of the Earth would be several times as strong with both feet planted on the ground, able to constantly regenerate and replenish power at a high speed in that situation. An Angel of Fire might feel the same in a desert or when wreathed in flame. One of the Air could receive such power in the skies.

Such a notable station has also revealed the use of Executioner Mode to you. A transformation for Angels who cannot risk the destruction their Augoeides. Taking on a bulkier form in their humanoid state, an Executioner Angel displays several times their normal offensive power and receives an enormous increase to defensive qualities, as the mode grants heavy armoring. Considered by angels as their strongest technique without drawing on their bodies of light, the Executioner state drains away much of the restraint or morality of the user. The user becomes every bit their new title.

Heavenly Artisan- 600
The arts of Heaven have given rise to many grand artefacts. Though they do not have the technological prowess of humanity, their talents for magic and their mutable bodies in many ways outclass anything humanity could achieve. One of the peerless craftsmen of the celestial realm, you have the skill and ability to craft relics like Gungnir and Leviathan. Weapons that, beyond their planet destroying magical powers, can greatly magnify the magical abilities of the wielder they most suit. Your craft is best suited for holy tools or working with angelic bodies, letting you easily create the Cherubim spacecraft from masses of angels, or rework an Augoeides into a new and more deadly form by adding additional weaponry. The light of heaven itself becomes your iron, to be worked with as you please.

Demon

Torture Fiend- 100
How else to enjoy life but to make the pigs of Eden squeal? Torture is a beloved past-time of all demons, as popular as any human sport. Figuring out how to break a man, to extract the sweetest tears from the depths of their soul or drag out soul wrenching howls of loss…it's all a demon could want. You've a talent for such things, even if you might not have gotten much experience yet. You're no great twister of desires and corrupter of men, you're just really good at making them all beg for mercy.

Lost Hope- 200
Every Demon was once an Angel, at least in part. They fell from Heaven and, for many, experienced loss for the first time. Though their evil is inarguable, their few memories of happy days have surprising power still. Unconsciously, you happened upon a way to give those precious memories real power. You can draw on what positive memories you have to give you strength, bolstering your spiritual power and force of will with how happy and loved you feel thinking back to the past. Particularly powerful memories, the eternal love between two siblings who never had anyone but each other perhaps, can even manifest into reality. An old friend returns to fight by your side again, a lover there to shield you from death. Though only lasting as long as a fleeting memory, they have surprising strength and will only grow more so with your own rising power and love.

Satanic Schemes- 400
A thousand years locked away is a thousand years to plot your return. Despite their ancient ages, angels are so often focused on the present. It takes a demonic mind to see what might be an eon from now and have the patient will to wait for it. Matched by only Satanel himself, you gain a mastery of plotting and planning over the longest of scales. Understanding how events interact, predicting how people will respond to your actions, even how a chain of many different actors responding to each other might resolve. With a bit of time to consider it, you can turn a few words to the right people into something that changes entire worlds, and understand exactly how it came to be so. With years of time to plot, you might be able to get a few whispers into an angel's heart to set in motion a plan to open the gates of hell itself. Of course, plans go awry all the time and it's best if you're there to keep things rolling on the right tracks. Only the best laid and supported plans can stay intact after four centuries of waiting.

Negative Zone- 600
The despair of reality, to which only the darkest souls can obtain. This is a darkness beyond any shadow, a negative space that reflects the utter lack of light or hope. Hungrier than even a black hole, it is this negative space that you gain power over. The all-devouring darkness emerges from your spirit, sucking up everything and converting it into more power as it returns to you. Matter, light, heat, spiritual energy and even space itself can all be eaten away at. The power you gain is temporary, only lasting until you expend it, but feeds back into creating more darkness.

The more energy you have and the deeper your own misery or hate, the more negative space can be produced. The negative space appears as tiny shards of darkness, empty space, and in large numbers can look like vast clouds of black ash. At your will, they can be directed at high speeds and over distant areas, eating all creation in the form of abyssal hurricanes. The only way to avoid it is to possess enough sheer power or density to not be instantly devoured, often along with the speed to break through without prolonged contact. Even the Devil Kings fear this darkness.

Items

You may gain the 100CP of your racial line for free and each other racial item for a discount to half price. Angels and Demons receive the 200CP item marked below as a shared discount.

Love Bites- 200

Darsh is going to be so jealous. A castle floating high in the sky, surrounded by countless magical protections to keep away any unwanted suitors. Why? Because this is a harem castle, for the master alone. Rather than any kind of easily defended fortress, the island is a palatial resort intended to hold every carnal pleasure you could imagine. Hundreds of attractive members of your preferred kinds reside within, each desiring only to please you. It might seem like the stuff of dreams but somehow, this actually exists. Surely only an overly sexed up, narcissistic beast could genuinely want to purchase something like this?

Heaven or Hell- 200 (Discounted to Angel and Demon)

A portal to hell or a gateway to heaven. It comes at your call, a gap in the dimensions that leads to your own personal fiefdom in either dimension. Though only on the outer skirts of each realm, it's clearly a part of them. A Heavenly abode will seem like paradise to any human, bountiful fruits and frolicking animals moving freely about the sunny forests and beaches. A hellish kingdom will be as warped and nightmarish as the circles themselves, filled with vicious predators and lethal flora. Your realm is the size of a small nation of Earth, a few hundred kilometers across. There isn't much else to be found here, in either structures or other intelligent life, but any changes you make or add on will remain in place.

In other worlds, your fiefdom will end at the edges of your domain rather than connecting to Heaven or Hell in Bastard. The rest of the dimension will appear as an empty void, either of blue skies or swirling chaos.

Human

Book of John- 100
A record of the true history of the world. This holy book, written in the style of the ancient scriptures of man, details the truth of the last several thousand years on Earth. All the major events of history are outlined in accurate form here, albeit the style of writing can lead to some obscure descriptions. There are also hints towards any apocalyptic events likely to happen in the future, albeit without any help on how to stop them. In other worlds, the Book of John will continue to serve this function for other Earths.

King Crimson Glory II- 200
A marvel of human engineering and magi-science. A replica of the King Crimson Glory that the Ten Wise Men reside in, this enormous airship is made of much of their greatest technology. A veritable museum of it, in fact, with everything from armories of weapons to laboratories filled with artificially made monsters. With years of study, one could learn a great deal about human science here.

Outside of it's scientific resources, the flying city is every bit just that. With the space and facilities to provide a luxurious life for thousands of people, along with the almost limitless magical energy generator to power and create all this, it's like a little heaven of your own. The ship requires only a single pilot to work, all other functions being automatic, but a thousand elves lie in hibernation in the Glory's cargo deck.The Glory is equipped with weapons and against most of Earth's threats, it's guns and shields are an unstoppable threat. But it is nothing special compared to heavenly and demonic attacks.

Heavy Metal- 400
The god-sealing sword, a way for even a mortal man to lay low angels and divinities. This large greatsword is made from a shining green material and carries the Dragon Aura. The power of these ancient beasts is entrenched in the sword, letting it destroy lesser spirits on contact. It traps and annihilates demons, demigods and djinn with ease, drawing them into the weapon where their eternal atoms are obliterated. More powerful angels or demons can resist the blade but it still allows a user to easily damage those a hundred times as powerful as they, the Dragon Aura drawing on the user's strength as a magnifier.

Dragon Knight 'Lucifer'- 600
The hope of all mankind. It's final defence. The Dragon Knight. A bio-mechanical marvel, a thirty meter tall robot formed in the image of dragons. Though bipedal, it possesses multiple dragon heads and wings. Any who enter the cockpit of the Dragon Knight are connected with advanced magitech to it's core, allowing it to magnify their power to far greater heights. Moreso the more they let their bodies be overtaken by the machine within the mecha, potentially endangering one's very soul if too much draconic corruption is allowed. Those of the Dragon Warrior line can also demonstrate increased power when connected with the Knight.

The Dragon Knight itself is armed with everything humanity could offer. Beyond the spiritual power magnification core, it has all kinds of advanced technology and high magic. Lasers to scorch away mountains, disintegration beams, black hole emitters, dimension shifting devices, multiple secondary reactors, defences to match the boundaries of high level angels and more. Even a relatively weak pilot could contend with powerful angels while armed with this mecha, a powerful one could lay low the Seraphim themselves.

Angel

Bible- 100
The holy book of God. Though much of it was written by human hands, even Angels and Demons hold respect and fear for the words here. The teachings of the Lord, words passed down by angels and through the hands of the Prophets, even the writings of one of the Messiahs. It's simply an ordinary book but to an Angel, it can keep them steady even when the world is falling apart around them. To a Demon, it can cause a Devil King to shrink in self-loathing and disgust.

Alcatraz- 400
The greatest prison of Angelkind. A sealed space dimension that only those of the light can escape from, making it useless against angels. But to those with darkness in their hearts and nature, it is an almost perfect prison. The gate to Alcatraz opens at your will but only those unable to resist you can be thrown in, making it best for defeated opponents. Opening a path out of the sealed space, even for a brief moment, requires a burst of energy equivalent to what was used in the Big Bang. 5 point 67 tera-ahelds of light, in fact. Even should this path be opened, those without powerful magic or other techniques may not be able to make use of it.

Six Winged Weapon- 600
The Seraphim each wield a legendary weapon, made to exhibit their truest powers against the forces of evil. The spear Gungnir is held by Uriel, capable of blowing apart a star when thrown at full force, while Michael wields the Leviathan blade, whose flames allow her to scorch even a top ranked devil to cinders with ease. You yourself hold such a weapon, which acts as an amplifier for your magical and spiritual powers. The Seraphim are said to destroy stars when using their weapons, despite normally only being capable of annihilating a single planet. Your own holy weapon is somewhat unique, in that it'll be able to act as a amplifier for any supernatural energy you come to possess. The weapon itself is of peerless quality even disregarding this potent magnifier, enough to easily damage a Seraphim's Augoeides.

Demon

Demonic Implements- 100
A hellish display of torture tools. Every macabre machine and tool ever thought up by humanity and more unique to demonkind can be found in this closet. They make for surprisingly capable weapons but their true purpose is drawing out unbelievable agony from the corrupted souls of mankind. Weirdly, there's also an unlimited supply of boxing gloves found here. Not the usual tool for pain you'd expect, especially when they appear on your hands instantly, even when far from your pain closet. Maybe they're meant to prolong the fight or something?

Void Howling- 400
The union of unholy magic and human science. An angel, tortured and twisted by cybernetic implants, to become a vocal instrument. Under the principle that all energy and matter are merely different vibrational frequencies, the wise men designed the Void Howling thus. This tormented angel's cries would be forced out constantly by the agonising transformation she was subjected to, these cries cancelling the supernatural powers of the victim's own kind. Through science, all levels of magical power were disregarded, and even an ordinary angel became a Void Howling that left the Seraphim unable to harm a mid-class Demon. Their angelic powers of defence and regeneration were negated, leaving them largely defenceless.

Your Void Howling can be left separate, a chained slave that helplessly obeys your orders, or implanted into your own body. They'll regenerate along with you, preventing the angels from giving any mercy to their fallen friend. The Void Howling will continue to cancel the powers of all angelic and heavenly beings through these principles. However, as it operates through sound, it can be negated and countered by other sound or vibration based abilities.

Ninth Shard of the Judas Pain- 600
When the demons were sealed in Hell, as punishment for their rebellion against Heaven, the gates were locked for a thousand years. The key to these gates, the Judas Pain, was formed from the heart of the traitorous apostle of the last Messiah. But this key, before the demons could steal it, was split into eight pieces and spread far away. The demons managed to slowly obtain seven pieces, one for each Devil King, and the eighth was passed down to Dark Schneider. Until a ninth was discovered.

You hold a shard of the Judas Pain. Just having one within your soul doesn't do much but on activation, you can access the unholy might stored within. Immediately, you gain the full power of a Devil King. Though you may lack the skill involved, you'll have the physical and magical might of one of Hells' seven greatest warriors. Additionally, the Judas Pain can draw in both negative emotions and even physical matter from around you to increase your power. The downside is that the shard, if not truly mastered, wracks the body and soul with terrible pain. Prolonged use, beyond a few minutes, can endanger even a powerful devil. Much less an ordinary human. If you could take the shards from the other users, they'd easily combine with the one you hold and give even greater power.

Companions

New and Old Choices- 50CP per

Each purchase of this option gives the right to create a new companion or to import an existing one into this world. Either may take either race and gain 600CP that they can spend on any perks or items they wish. They gain the same freebies and discounts as you. New companions may have their history, appearance, personality and so on freely designed at your whim.

Fated Encounter- 50CP per

Each purchase of this option confers a 'ticket' slot, which can be used to offer companionship to any one existing Bastard!! character of choice. Though their acceptance is required, it will convert them into one of your companions at the end of the jump.

They Who Throw The First Stone- 100

It was how you met, even. This white cloaked figure chucking pebbles at you until you came over for a chat. A friendly soul, even if it's hard to get any real handle on what they actually look like. Hard to even tell if they're a man or woman. They're always ready with some wise words and supportive comments when you need it or they think you do but they prefer to stay hands off otherwise. They'll happily travel with you but they disappear whenever anyone else comes close. Maybe they're just shy.

If you make it to the end, they'll ask to come along too. They've become quite fond of you, more than likely falling into the parental role that suits them so well. They'll be quite disappointed if they think you're not living up to your potential however, particularly by taking evil actions.

The Morningstar- 200

The dark lord of demons. The fallen angel. The prince of vacations. Indeed, the archenemy has gotten sick of the whole war business and decided he needs a break. Leaving his Devil Kings in charge and a body double in his place, he's snuck out of hell-jail to go see the world. Fitting the dark lord's desires, he's become rather attached to the strange dimension traveller he bumped into one morning. He thinks you're quite the chaotic sort. People who cause mayhem and change are his favourite. He spends most of his time goofing off around you, dancing and joking and using his powers for petty pranks. The rest? He's not known as the great tempter for nothing. He'll probably see how much it takes to get you to fall. He does have to get back to work eventually and bringing you home would be quite the prize. Whatever goodness once existed in his heart would be very hard to dig out.

At the end of your time here, he'll appear again regardless of what your actual choices and actions were in jump. Somehow, he manages to slink his way out of any consequences. He'll happily announce that he's joining you on a cosmic vacation. Definitely not in search of other worlds to defile and convert into hellish paradises for himself.

Drawbacks

You may take up to 800CP of drawbacks from the following list.

Rob Schneider +100
A man's man, huh? The sort of guy who can't resist creeping on any lovely lady in sight, even in the midst of battle. A curvaceous demon does more to hurt your chances of victory than fighting four opponents at once, as your apparently limitless libido draws your mind to all sorts of places. None of them on task. You'd be a match for D.S's perversion and might even get along with him, if it weren't for the fact that you both become intensely possessive of anything you lust over. That's sure to get you in even more fights.

Gentlefreak +100
Purple skin, red lipstick, permanently fused on boxing gloves and a gentleman's moustache. What a look. No wonder everyone takes the piss out of you, when you look as ridiculous as Konron, described above. You don't have to be exactly the same sort of gentleman clown but you will look thoroughly ridiculous during your time here. Everyone will notice and most people will end up mocking you, even those normally too afraid to speak might squeeze out a little remark.

Justification for Judgement +100
Humanity's sin is genetic. Their extinction is justice. It is divine retribution that they suffer greatly before the end. But were any of it to be turned on your kind, you'd be protesting in horror. You have a blinding hatred of all species but your own, a hypocritical contempt that sees you totally overlook the flaws of your race and preferred social groups. You'll exaggerate the ugliness of others yet dismiss even the notion that your own kind might be corruptible or doing the wrong thing. Of course, the sight of other races will inspire the usual homicidal urges, only restrained in face of greater danger or widespread protests from those you actually care for. Humans who choose this will feel this hatred for every sub-species of humanity but their own, as well as other species.

Shonen Time Jump +200
Just when you were getting to the good bit, everything skips ahead. Someone must've lost the draft pages again, because a lot of the future plot is getting shuffled around. While you'll still have to go through any deadly conflicts and fights to completion as normal, you'll find yourself missing out on large stretches of time at random, sometimes up to a year. You'll have no memory of what happened during these time skips, though everyone else remembers what you've done. Unfortunately, it means you're often lagging behind when it comes to important developments in the world, the fates of your friends after a deadly battle or even whether an enemy got away from you. It makes training a bitch to do too.

Adam of Arrogance +200
Who else could be responsible for saving the day but Jumper, greatest dark hero in the land? All the pride and wrath of Dark Schneider is yours to claim, the same egotistic self-image that had him mouth off to beings thousands of times greater than himself or taunt deadly foes when nothing but a head remained of his own body. Your arrogant demeanour leaves you intensely unlikable, at least without the charisma to back it up, and you'll constantly mock just about everyone around you. Beyond starting all kinds of ill-advised fights, you're almost impossible to give actual advice to. Only your dearest friends can get past the stubborn wall you put up whenever you declare yourself right.

Drown In Despair +200
It's all part of the plan. Your fall, that is. A mighty being, on par with a Seraph or Devil God, has set their sights on your fall down. The being represents either a moral alignment or a way of life that you find despicable, yet they wish to corrupt you to their ways. Beyond their power is their brilliant mind and exceptional understanding of your psychology. They won't be out to beat you into evil, they'll use the vast resources and numerous allies at their disposal to do their best to tempt, trick and threaten you into it. If they get their way, you'll be left as a monster in the eyes of your old self, one bound to their will.

Wisest of Them All +300
You might've gotten left behind in part one there, looking the way you do. You've been left stuck as a normal human, barred from any and all power that you wouldn't expect from the average human here. Your physical and supernatural abilities are reduced and limited to that of an ordinary person, not even reaching the power of a Sorceror Shogun. Your skills and knowledge all remain however, making technology and the aid of others remain a potential path forwards.

Dual Protagonist +300
A new messiah. At least others seem to treat you like one, in all the most inconvenient ways. Like D.S himself, you're widely known among the power players and factions of the universe. Also like D.S, it isn't a positive reputation. You're looked at as an important tool for the plans of many beings, one to be destroyed or enslaved or at least manipulated into dirty work. You're not necessarily the enemy of everyone but you'll certainly find it almost impossible to not get involved in the events here. Even if it means the story has to come to you.

Ahead of the Pack +300
At least you kept all your best features. You're nothing more than a head, decapitated yet left curiously alive. Even as a weak human, your body appears able to maintain itself without your other organs. A good thing too, as there's no way for you to regrow or replace them, even through technological means. Not permanently, at least. A flight spell will still allow you to move, you just can't create a cybernetic body as Abigail does. Instead you'll be trapped, in both physical and astral form, as just your own head. Maybe you can get a friend to carry you around.

Notes

Special thanks to my darling bee, for all the love and support he gives me.

Classes

In more detail, this isn't a world where you have [levels] and [skills]. Classes and levels are barely mentioned, usually only on character info pages, and can run into the thousands in terms of levels. Since they're so inconsistently given, the jump focuses on more descriptive tiers.

The Classes that are available are what you'd find in many fantasy tabletop games, as Bastard draws much of it's inspiration from that material, along with the heavy metal fantasy elements. Any sort of fantasy or even sci fi profession, archetype or kind of character is probably possible. Classes are all intended to be roughly balanced in what you purchase. A wizard might have mighty spells but a warrior can chop spells in half or deflect lasers with their bare hands.

Astral Beings

Humans are made of three parts. The body, the spirit or mind and the soul. Angels, Demons and Spirits are made instead of spirit and soul, their bodies a separate state of existence. Make no mistake, this is to humanity's detriment. The lack of a body leaves the immortal races far more in tune with magic and the astral realm, while denying them many weaknesses that humans possess. Humans of particular magical skill can sometimes learn to take on similar traits, gaining the advantages of this spiritual existence. The following describes the various benefits of being such a spirit. Angels and Demons and spiritual races automatically gain these, whereas only more powerful Humans share them.

The physical body, that being the biological forms that follow certain scientific laws, are far less resilient than spiritual bodies. Even the weakest angel can survive fatal wounds, grisly injuries that would send humans into shock and bodily shutdowns. These spiritual bodies are in part supported by mind and soul, meaning they often do not follow the same laws as biological forms.

As spirits grow more powerful, they gain certain abilities innate to such spiritual power. Their astral bodies become mutable, allowing them to change their size freely. Powerful angels can appear hundreds of meters tall or shrink down to just the height of a human as they wish. They can adjust their own bodies too, these spiritual forms shaping to a small extent to their desires. Their increasing power gives a natural resistance to magic and spiritual energies from weaker sources, rendering many powerful beings immune to the efforts of lower creatures. Human technology has discovered several ways of piercing such a resistance, however.

The spirit and soul naturally replenishes itself. Without a body to be held down by, the Eternal Atoms that form the basis of existence can continually remake themselves. For low level spirits, this functions as a regeneration effect, similar to many real creatures with vastly increased metabolism. As they grow more powerful, this becomes a reconstruction effect that can quickly heal damage even on the molecular level, restoring limbs and vital organs. The most powerful spirits instead possess reconstitution, space and time itself unraveling and weaving back together to restore their forms.

A battle between spirits becomes a battle to destroy the Eternal Atoms. For the most part, this simply means that one must strike and destroy the soul to stop the opponent from restoring

themselves. There isn't a need to destroy body, mind and soul at once if the Eternal Atoms are no longer functioning. Still, it renders spirits immune to many sources of harm, those unable to touch their souls.

Augoeides
A confusing word to write. These are the aforementioned separate bodies of the Angels and Demons. They're also one of the big reasons for why Humans struggle to match either race. An Augoeides is the physical body of an immortal, which always exists separate to their spiritual self. It can even be stolen and locked away to prevent an Angel/Demon from using it. When one wishes to use it, they combine with the Augoeides to become a fully physical being, though this apparently does not remove the benefits of being a spirit.

The Augoeides state essentially acts as a large power multiplier for physical and spiritual energies. For lower class angels and demons, it just makes them scarier overall. At higher levels of power, an Augoeides can have terrible effects on reality just from existing. Warping space-time, turning people into salt, paralysing in fear at the sight and so on. These spiritual masses/physical bodies are an Angel or Demon at the limits of their power.

The main reason for why they're not constantly used appears to be that they are far less able to change than an immortals' spiritual body. Augoeides are almost always much larger and often more monstrous. Even weak Angels/Demons will be several times taller than humans, sometimes even lacking hands and everything gets quite awkward. Seraphim level fighters have Augoeides that, even when constrained as small as possible, can be dozens of meters tall. The dark body of Satan at his full power can dwarf planets.

Mortal and Immortal Magic
One of the strongest reasons for the gulf between mortal and immortal kind is in the way they use magic. Humanity's lack of spiritual energy compared to angels and demons means they cannot use magic as naturally. Angels and Demons can freely cast magic without incantations, chants, rituals and the like. Magic for these immortal races is a matter of imagination and skill in manipulating magic directly, everything else being controlled by their wills. They can't do anything, limited by power/skill and some feats are so great that even immortals need rituals.

Humans instead rely on rituals and chants that open channels to the spiritual realm, drawing in energy to use that way. This method was given to humans by demons, for helpful and harmful reasons. Humans with enough power and/or skill with magic can learn to work it in the same way as primarily astral races like angels or demons.

Beings that can use magic like this consider it to be as natural as moving one's hands or feet. They can easily dispel, unmake and ignore lesser magic from mortals or weaker beings because of how easy it is to control the spiritual energy.

Dispel Bound
You've probably heard of it before. At high levels, due to their natural magic, almost everyone maintains numerous protective magical barriers at all times. These range from simple forcefields to spells designed to protect against specific things. High end battles in Bastard are mostly about breaking these barriers before they can be repaired while protecting your own barriers. Once you

break through the barrier, you can strike at the opponent's eternal atoms and permanently harm them, instead of dealing pointless damage that gets regenerated.

Dispel Bound isn't really a specific technique, just a way of describing this multi barrier set up. Archangels and the like might have dozens of powerful barriers at once, but beings on their level can quickly pierce through them all. Dispel Bound isn't really effective against anything on or above your level, anymore than having a shield or forcefield might normally be. It can be gotten around or broken through. The end result, rather than absolute defences against reality warping and everything else, is mostly that you have to be a certain level of power, or able to boost yourself there temporarily, to threaten higher-class immortals.

Immortals
It's not really a canon term but I got sick of writing Angels and Demons so often.

Manifesting Weakness
The free bypass of Angels and Demons having trouble appearing in reality without a vessel doesn't mean much, no one pays attention past the first time it's mentioned and it's pretty inconsistent.

If things feel vague, particularly in related to power and what you can do with classes, you're not wrong. Bastard is not a series that spends much time on those sorts of detail. At many points, it is a metal-influenced version of Dungeons and Dragons with many direct references. But whenever it feels like it, it will ignore that influence to do it's own thing. So a lot of things will be kinda general and vague in terms of describing what you can do, as opposed to how much you can destroy when you do it. Bastard is great at telling you that second part.

Shonen Time Jump's timeskips don't count towards the time you spend in jump. You've still got however long you'll normally stay.

Hyper Crying can be controlled, if you don't want to destroy everything when you need to have a little cry on your own.