

Generic Angels and Demons Jump

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--=Introduction=--

Welcome to the world of Angels and Demons, a realm where the forces of Heaven and Hell wage an eternal war for the fate of humanity. In this setting, you will take on the role of a supernatural being, tasked with fulfilling a divine or demonic purpose and carving out your own destiny in the cosmos.

The Celestial Hierarchy, a powerful and enigmatic organization of angels and archangels, holds sway over the heavenly realm and the celestial order. With their vast knowledge and immense power, they oversee the workings of the universe and maintain the balance between good and evil. However, their methods and motives are often shrouded in mystery, and many beings both divine and infernal have clashed with them over the course of history.

On the other side of the cosmic divide, the demonic hordes of Hell seek to corrupt and destroy all that is good and pure in the world. Led by the fearsome Princes of Hell and the mighty Archdemons, they spread chaos and misery wherever they go, seeking to expand their domains and gain more power. They are aided in their endeavors by dark magic, forbidden knowledge, and the temptation of mortal souls.

In this world of celestial politics and infernal scheming, you must navigate the complex webs of alliances and rivalries that shape the cosmos. Will you side with the forces of good and fight for the salvation of humanity, or will you embrace the darkness and seek to dominate all who oppose you? The choice is yours, and the consequences of your actions will reverberate throughout the heavens and the hells for all eternity.

But fear not, for you are not alone in this struggle. You have been granted immense power and knowledge, and with it, the ability to shape the fate of the universe itself. You have been given a final **1000 CP** to spend on abilities or items that will help you in this world, allowing you to further enhance your supernatural abilities or acquire powerful artifacts and weapons. Whether you choose to use that power for good or for evil, the world of Angels and Demons is yours to conquer.

--=Locations=--

Roll 1d4 to decide your starting location or pay 50 CP to decide it yourself.



1. **Earth:** You start off in the world of Angels and Demons on Earth. As a jumper, you have been granted some basic abilities to help you survive in this world.



2. **Heaven:** You arrive in the realm of the angels. Here you will encounter the celestial beings of light and will have to prove your worth to them.



3. **Hell:** You now find yourself in the realm of the demons, a place of fire and brimstone where the fallen angels reside. Your task is to navigate this world and prove yourself to the denizens of hell.



4. **Purgatory:** You now find yourself in the in-between world of Purgatory. Here, you must face your past mistakes and reconcile with those you have wronged.

--=Origins=--

Any origin can be taken as Drop In.



1. **Angel (*100* CP):** You were once a celestial being of light, a member of the heavenly host who served the Almighty Creator. As an angel, you possess immense power and are able to perform miraculous feats beyond the understanding of mortals. However, your powers are not unlimited, and you must use them wisely and in accordance with the divine will.

Abilities:

- **Wings of Light (Free):** You possess a pair of wings made of pure light, which allow you to fly and move quickly through the air. They are also capable of generating powerful gusts of wind, which can knock back opponents or extinguish flames.
- **Divine Grace (Free):** You are immune to most forms of physical harm and disease, and you age at a much slower rate than mortals. You are also able to heal yourself and others with your touch, though this requires a great deal of energy.
- **Celestial Vision (200 CP):** You can see through most forms of deception and illusion, and you are able to perceive the true nature of people and objects. You are also able to see in complete darkness and through solid objects.
- **Elemental Control (300 CP)**: You have the ability to manipulate the elements of air, water, fire, and earth to some extent. You can create small gusts of wind or waves of water, and you can control flames and move earth with your mind.
- **Holy Weapon (400 CP):** You possess a weapon made of pure light, which can harm demons and other evil beings. It can take the form of any weapon you desire, and it is imbued with divine power that makes it much stronger than a mortal weapon.

Enhancements:

- **Archangel (*600* CP):** By spending additional points, you can ascend to the rank of Archangel, one of the highest-ranking angels in heaven. This will grant you even greater power and authority, and you will be tasked with leading other angels in the fight against evil. As an Archangel, you will gain access to new abilities, such as the ability to summon other angels to aid you, the ability to create powerful shields of light, and the ability to speak directly to the Almighty Creator.
- **Seraphim (*1200* CP):** By spending even more points, you can become a Seraphim, one of the most powerful and awe-inspiring of all angels. This will grant you immense power and authority over other angels and mortals alike. As a Seraphim, you will gain access to new abilities, such as the ability to generate pillars of fire and light, the ability to purify evil beings with your touch, and the ability to create powerful wards and barriers that can protect entire cities. However, becoming a Seraphim comes with great responsibility, and you will be expected to serve the Almighty Creator with unwavering loyalty and devotion.



2. **Demon (*100* CP):** You were once a denizen of the infernal realm, a servant of the fallen angel who leads the armies of hell. As a demon, you possess immense power and are able to perform dark and twisted feats that defy mortal understanding. However, your powers are not unlimited, and you must use them wisely and in accordance with the will of your dark master.

Abilities:

- **Wings of Darkness (Free):** You possess a pair of wings made of black flames, which allow you to fly and move quickly through the air. They are also capable of generating powerful bursts of fire and shadow, which can incinerate opponents or cloak you in darkness.
- **Infernal Resilience (Free):** You are immune to most forms of physical harm and disease, and you age at a much slower rate than mortals. You are also able to regenerate from most wounds, though this requires a great deal of energy.
- **Demonic Vision (200 CP):** You can see through most forms of deception and illusion, and you are able to perceive the true nature of people and objects. You are also able to see in complete darkness and through solid objects.
- **Shadow Manipulation (300 CP):** You have the ability to control and manipulate shadows, allowing you to hide in plain sight, create illusions, and move through darkness. You can also use shadows to bind or ensnare opponents.
- **Hellfire (400 CP):** You possess the power to summon and control flames of hell, which can incinerate almost anything they touch. Your flames are also able to corrupt and twist living beings, transforming them into demons or other evil creatures.

Enhancements:

- **Archdemon (*600* CP):** By spending additional points, you can ascend to the rank of Archdemon, one of the highest-ranking demons in hell. This will grant you even greater power and authority, and you will be tasked with leading other demons in the fight against the forces of light. As an Archdemon, you will gain access to new abilities, such as the ability to summon other demons to aid you, the ability to create powerful shields of shadow and fire, and the ability to speak directly to your dark master.
- **Prince of Hell (*1200* CP):** By spending even more points, you can become a Prince of Hell, one of the most powerful and feared demons in the infernal realm. This will grant you immense power and authority over other demons and mortals alike. As a Prince of Hell, you will gain access to new abilities, such as the ability to corrupt entire cities with your infernal influence, the ability to summon powerful demon lords to do your bidding, and the ability to create massive rifts in reality that can swallow up entire armies. However, becoming a Prince of Hell comes with great responsibility, and you will be expected to serve your dark master with unwavering loyalty and devotion.



3. **Nephilim (*Free*):** You are a hybrid of human and angelic blood, born from the union of an angel and a mortal. As a Nephilim, you possess some of the powers and abilities of your angelic parent, but these are limited in comparison to a full-blooded angel. However, you also possess a unique blend of mortal and divine traits, which make you a formidable opponent in battle.

Abilities:

- **Angelic Heritage (Free):** You possess some of the powers and abilities of your angelic parent, such as enhanced strength, speed, and agility. You are also able to heal from most wounds at an accelerated rate, though this requires a great deal of energy.
- **Wing Manifestation (300 CP):** You have the ability to summon a pair of angelic wings made of light and feathers, which allow you to fly and move quickly through the air. Your wings can also generate bursts of light that can temporarily blind opponents or illuminate dark areas.
- **Holy Smite (400 CP):** You possess the power to channel divine energy through your body and unleash it in a devastating blast of light and force. Your smite can repel evil creatures and harm demons and other dark beings.



4. **Cambion (*Free*):** You are a hybrid of human and demonic blood, born from the union of a demon and a mortal. As a Cambion, you possess some of the powers and abilities of your demonic parent, but these are limited in comparison to a full-blooded demon. However, you also possess a unique blend of mortal and infernal traits, which make you a formidable opponent in battle.

Abilities:

- **Demonic Heritage (Free):** You possess some of the powers and abilities of your demonic parent, such as enhanced strength, speed, and agility. You are also able to heal from most wounds at an accelerated rate, though this requires a great deal of energy.
- **Infernal Sight (200 CP):** You can see through most forms of deception and illusion, and you are able to perceive the true nature of people and objects. You are also able to see in complete darkness and through solid objects.
- **Demon Form (300 CP):** You have the ability to transform into a more demonic form, which grants you even greater strength and endurance at the cost of increased aggression and reduced intelligence. Your demon form may also include physical features such as horns, wings, and a tail.
- **Infernal Fire (400 CP):** You possess the power to channel demonic energy through your body and unleash it in a devastating blast of flames and heat. Your infernal fire can burn through most materials and harm angels and other holy beings.
- **Hellfire Manipulation (600 CP):** By spending additional points, you can gain greater control over infernal fire and other demonic energies. This will allow you to create and manipulate flames of all colors and temperatures, summon lesser demons to do your bidding, and resist or even absorb holy energy.
- **Demon Summoning (800 CP):** By spending even more points, you can gain the ability to summon demons and other infernal beings to do your bidding. This will allow you to create a network of loyal servants and allies, and gain access to a wide range of demonic powers and

abilities. However, be warned that summoning demons comes with great risks, as they are often unpredictable and dangerous even to their own allies.



Nephalem (*100* CP): You are a rare and powerful being, born from the union of an angel and a demon. As a Nephalem, you possess a unique blend of holy and unholy powers, which allow you to harness both light and dark energies to achieve incredible feats. You are also able to tap into the chaotic energies that arise from the clash of angelic and demonic forces, giving you access to even greater power and versatility.

Abilities:

- **Celestial Heritage (Free):** You possess some of the powers and abilities of your angelic parent, such as the ability to fly, manipulate light and divine energy, and heal yourself and others. You are also able to resist most forms of corruption and temptation.
- **Infernal Heritage (Free):** You possess some of the powers and abilities of your demonic parent, such as enhanced strength, speed, and agility. You are also able to heal from most wounds at an accelerated rate, though this requires a great deal of energy.
- **Chaos Control (500 CP):** You possess the ability to manipulate the chaotic energies that arise from the clash of angelic and demonic forces. You can use this power to disrupt reality, warp space and time, and even create and destroy entire universes.
- **Holy/Unholy Fusion (500 CP):** You possess the ability to merge your angelic and demonic energies into a single, unified force that allows you to achieve incredible feats of power and skill. This fusion can enhance your physical abilities, grant you new powers and abilities, and even alter your appearance and voice.

Note: The **Holy/Unholy Fusion** ability allows you to mix and match the abilities and enhancements from the Angel and Demon origins, creating a unique and personalized set of powers and abilities that reflect your Nephalem nature. You may also gain access to additional abilities and enhancements based on your individual preferences and needs.

Enhancements:

- **Elemental Mastery (600 CP):** By spending additional points, you can gain greater control over the elements of fire, water, air, earth, and lightning. This will allow you to create and manipulate these elements at will, and unleash devastating attacks and defenses based on your elemental affinities.
- **Chaos Embodiment (800 CP):** By spending even more points, you can become a living embodiment of chaos, harnessing its power to become nearly invincible and unstoppable. This will grant you near-godlike powers and abilities, but it also carries great risks and consequences, as you may become a target of other powerful beings who seek to control or destroy you.



5. **Human (*+100* CP)**: You are a regular human, with no inherent supernatural abilities or powers. However, you have lived your life in the shadow of the supernatural, and have gained a great deal of knowledge and experience in dealing with angels, demons, and other supernatural entities. You are also able to draw upon the energies of the supernatural to enhance your own physical and mental abilities, though this comes at a great cost.

Abilities:

Angelic Insights (Free): You possess a keen understanding of angelic nature, culture, and abilities, allowing you to recognize and exploit their weaknesses and vulnerabilities. You are also able to communicate and negotiate with angels, and may even be able to earn their trust and loyalty.

Demonic Savvy (Free): You possess a deep knowledge of demonic nature, culture, and abilities, allowing you to recognize and exploit their weaknesses and vulnerabilities. You are also able to resist most forms of demonic corruption and temptation, and may even be able to strike deals and alliances with demons.

Supernatural Resilience (Free): You are able to draw upon the energies of the supernatural to enhance your physical and mental abilities, such as strength, speed, agility, and endurance. However, this comes at a great cost, as your body and mind may become weakened or damaged by the energies you channel.

Enhancements:

Holy Resistance (200 CP): By spending additional points, you can gain resistance to holy energies and attacks, such as divine energy, holy fire, and angelic magic. This will allow you to resist or even nullify the effects of these energies, and may even grant you immunity to some forms of angelic attacks.

Unholy Resistance (200 CP): By spending additional points, you can gain resistance to unholy energies and attacks, such as demonic energy, hellfire, and demonic magic. This will allow you to resist or even nullify the effects of these energies, and may even grant you immunity to some forms of demonic attacks.

Occult Knowledge (200 CP): By spending additional points, you can gain a greater understanding of the supernatural, including its history, lore, and secrets. This will allow you to identify and analyze supernatural phenomena, and may even grant you the ability to perform some minor supernatural feats, such as casting spells or invoking spirits.

Note: The enhancements can be combined in any way *you desire*, allowing *you* to tailor their abilities to your individual needs and preferences. For example, *you* may choose to focus on holy resistance and occult knowledge, in order to become a powerful exorcist or demon hunter, or *you* may choose to focus on unholy resistance and supernatural resilience, in order to become a formidable fighter or assassin.

--=Perks=--

Each perk is discounted to their respective Origin or Race. Discounted 100 CP perks are free.

General Perks:



Divine Ascension (1000 CP/Discounted for Angel *and Nephilim*): With this perk, you ascend to become a god of the Angelic realm. Your power surpasses even that of the Archangels and you are revered by all Angels as their divine ruler. Your control over holy magic is absolute, and you can manipulate it with ease, creating miracles and altering reality itself. Your mere presence can bring hope and healing to those in need, and your wrath is like a storm that can smite your enemies with divine retribution.

Demonic Ascension (1000 CP/Discounted for Demon *and Cambion*): With this perk, you ascend to become a god of the Demonic realm. Your power surpasses even that of the Princes of Hell and you are revered by all Demons as their dark ruler. Your control over infernal magic is absolute, and you can manipulate it with ease, creating plagues and disasters that ravage the mortal realm. Your mere presence can instill fear and terror in those who oppose you, and your fury is like a wildfire that can consume entire worlds.

Void Ascension (1000 CP/Discounted for Human): With this perk, you ascend to become a god of the Void. Your power surpasses even that of the ancient Elders and you are revered by all Void beings as their mysterious ruler. Your control over the Void is absolute, and you can manipulate it with ease, creating portals and warping space-time itself. Your mere presence can bring confusion and disorientation to those who dare to challenge you, and your will is like a black hole that can swallow entire galaxies.

Chaos Ascension (1000 CP/Discounted for Nephalem): With this perk, you become a being of pure chaos, capable of manipulating reality at will. You gain the power to create and control portals to other dimensions, allowing you to travel anywhere in the multiverse *(limited to only the local multiverse until post-Spark)*. Your mastery over chaos magic enables you to warp space and time, create powerful illusions, and even bend the laws of physics to your will. You can also manipulate dark energy and cosmic forces, unleashing devastating attacks that can destroy entire galaxies. As a Chaos god, you are nearly invincible, and can survive even the most catastrophic of events.

Angel Perks:

Divine Aura (100 CP): Your presence is imbued with the power of Heaven, radiating an aura of peace and protection that can soothe the minds of mortals and shield them from harm.

Heavenly Wings (100 CP): You have a pair of magnificent wings that allow you to fly effortlessly through the air. They are durable and can be used to shield yourself or others from attacks.

Angelic Weaponry (200 CP): You have a natural affinity for holy weapons, and are able to wield them with ease and precision. They are imbued with the power of Heaven and can strike down even the most powerful demons.

Healing Touch (200 CP): Your hands glow with a warm, soothing light that can heal wounds and cure diseases. You can even bring the dead back to life, though this ability is draining and requires time to recharge.

Divine Form (400 CP): You can assume a true angelic form, radiating an intense light and exuding an overwhelming sense of awe and majesty. In this form, your powers are greatly enhanced and you are nigh invulnerable.

Celestial Magic (400 CP): You have learned the secrets of celestial magic, allowing you to manipulate the very fabric of reality. You can conjure holy flames, summon angelic beings, and even call upon the power of the Almighty Himself.

Divine Avatar (600 CP): You can manifest an avatar of divine energy, which represents the full might and power of Heaven. In this form, you become a being of pure energy, able to fly through the air, project beams of holy light, and unleash devastating attacks against your enemies.

Angelic Dominion (600 CP): As a powerful angelic being, you possess the ability to command and control other lesser angels. With this perk, you gain the ability to summon and control a small army of angels to aid you in battle or to carry out your bidding. You also gain the ability to imbue objects or locations with holy power, making them sanctified and protected from demonic corruption*, and also* create and control a small realm of Heaven, which serves as a bastion of purity and righteousness in the midst of the chaos and corruption of the world. Within this realm, you have control over the environment and the laws of physics. The range and power of your dominion increase with your own strength and mastery over your angelic abilities. However, beware that this power may attract the attention of demonic forces who seek to overthrow your rule and destroy your dominion.

Demon Perks:

Demonic Resilience (100 CP): You possess incredible physical resilience, able to shrug off injuries that would cripple or kill most beings. Your durability is increased to superhuman levels, making you nearly immune to conventional forms of harm.

Infernal Pact (100 CP): You have the ability to make a pact with a mortal, granting them power and protection in exchange for their loyalty and obedience. The mortal becomes your servant, carrying out your bidding and providing you with information and resources.

Demon Morph (200 CP): You have the ability to morph your physical appearance into that of any humanoid creature. This allows you to blend in with human society or assume a demonic form to intimidate others.

Infernal Aura (200 CP): You radiate an aura of dark energy that causes those around you to feel uncomfortable and fearful. This also enhances your natural charisma and allows you to manipulate others to do your bidding.

Demonic Regeneration (400 CP): You possess an incredible healing factor that allows you to heal from almost any wound. This also grants you an increased lifespan and immunity to most diseases.

Abyss Gateway (400 CP): You can open a portal to the Abyss, the realm of demons and darkness. Through this portal, you can summon powerful demons to aid you in battle, or even travel to the Abyss yourself to explore its dark and twisted landscape.

Infernal Conflagration (600 CP): You have the ability to summon and control intense flames of demonic origin known as Infernal Conflagration. This hellish fire is several times hotter and more destructive than ordinary fire, capable of melting through even the strongest metals and leaving behind naught but ash. You can create and manipulate the flames at will, shaping them into any form you desire, from simple blasts to massive walls of fire. Additionally, anyone or anything that comes into contact with the flames will be inflicted with a burning sensation that can quickly spread and cause severe damage, even to those who are typically immune to regular fire. You are immune to the heat and flames of the Infernal Conflagration and can use it to heal any wounds you have sustained. However, the use of this power is draining, and overuse can cause you to become weakened or even unconscious.

Abyssal Corruption (600 CP): As a Cambion, your very existence is an affront to the natural order, and your touch can cause corruption and decay to those around you. Your presence alone is enough to weaken the wills of those who oppose you, making them more susceptible to your demonic influence.

With this perk, you gain the ability to corrupt the souls of those around you, causing them to slowly decay and wither away. Your touch can cause sickness and decay in mortal creatures, leaving them weak and vulnerable to your will. This power can also be used to weaken the defenses of your enemies, making them easier to control and manipulate.
However, this power comes at a cost. The more you use it, the more your own soul is corrupted, making it harder for you to resist the temptations of the demonic realm. Overuse of this power can lead to a complete loss of control, turning you into a mindless thrall of the demonic hordes. Use this power wisely, lest you fall to the corruption you wield.

Nephilim Perks:

Angel's Grace (100 CP): As a Nephilim, you possess the grace of an angel, allowing you to move and react faster than any ordinary human. You have heightened reflexes and agility, making you more difficult to hit in combat and better able to dodge incoming attacks.

Divine Sight (100 CP): You can see through most forms of deception and illusion, and you are able to perceive the true nature of people and objects. You are also able to see in complete darkness and through solid objects.

Heavenly Presence (200 CP): Your very existence as a Nephilim emanates a calming aura, soothing the hearts and minds of those around you. People are naturally drawn to you and are more likely to trust and confide in you. Your presence can also help defuse tense situations and prevent conflicts from escalating.

Radiant Aura (200 CP): Your very presence exudes a holy aura, driving back darkness and evil. This aura gives you a +50% boost in defending against all forms of darkness, evil and demonic attacks, both physical and magical. Additionally, any demons or other creatures of darkness in your vicinity are weakened and will have their powers reduced by 25%. This perk also enhances your healing abilities, allowing you to heal wounds and injuries faster than a regular human. Your presence can also inspire others, making them feel calmer and more focused in your presence.

Heavenly Protection (400 CP): You possess a natural resistance to demonic powers and weapons, making it difficult for demons to harm you. You are immune to most forms of possession, mind control, and corruption by demonic powers, and your body is highly resistant to physical and magical attacks from demons. Even the most powerful of demons will find it challenging to harm you, and their attacks will be significantly weakened in your presence. This resistance also extends to the powers of the Abyss and other chaotic forces, making you a potent force against any who would seek to bring chaos and destruction to the world. However, this resistance is not absolute, and powerful demons or chaotic entities can still harm you if they concentrate their efforts.

Angelic Intervention (400 CP): Once per day, you can call upon the power of your angelic heritage to intervene in a dire situation. This could manifest as a sudden burst of divine light that illuminates your surroundings, or as a powerful blast of energy that drives back your enemies. The exact nature of this intervention is up to you, but it can only be used in the most extreme circumstances.

Celestial Binding (600 CP): You have the ability to bind angels and demons to your will, forcing them to obey your commands. This ability requires significant concentration and effort on your part, and stronger angels and demons may be able

to resist your commands, but it can be a valuable tool for gaining powerful allies or extracting information from unwilling captives.

Nephilim Ascension (600 CP): You have unlocked the true potential of your hybrid nature and ascended to a new level of power. Your physical abilities are enhanced, making you faster, stronger, and more agile than ever before. Your ability to channel holy and unholy energies is greatly enhanced, allowing you to cast more powerful spells and channel more devastating attacks. You also gain a pair of wings, allowing you to fly at high speeds and granting you greater mobility in combat.

Cambion Perks:

Demon Bloodline (100 CP): You have a trace of Demon blood within you, granting you enhanced physical attributes and a natural resistance to demonic energies.

Infernal Tongue (100 CP): You can speak and understand the language of Demons, allowing you to communicate with them and understand their intentions.

Inherited **Demonic Resilience (200 CP):** Your Demon heritage grants you a high resistance to most physical and magical attacks, allowing you to withstand damage that would cripple a normal human.

Hell's Pact **(200 CP):** You have made a pact with a powerful Demon, gaining access to their powers and knowledge in exchange for services and favors. You may choose a single demon or type of demon, and gain knowledge and abilities related to them.

Darkfire Manipulation (400 CP): As a *half*-demon, you possess the ability to manipulate darkfire, a powerful and destructive energy that burns even hotter than regular fire. With this perk, you gain complete mastery over darkfire, allowing you to create, control, and shape it at will.
You can conjure darkfire from thin air, summoning it in any shape or form you desire, such as balls, streams, or even large infernos. You can also control the intensity and temperature of the darkfire, making it burn hotter or cooler depending on your needs. In addition to its destructive power, darkfire also possesses corrupting properties, able to twist and taint anything it touches. With this perk, you can imbue your darkfire with even more corrupting energy, allowing it to leave behind a trail of dark energy that saps the life force of anything it touches. This effect is particularly potent against angels and other holy beings, making it a deadly weapon in your arsenal.

Infernal Resistance (400 CP): As a Cambion, your demonic heritage grants you a natural resistance to infernal energies and powers. You gain the ability to resist and even nullify magical attacks and abilities that originate from demons or other infernal entities. This resistance also extends to mundane hazards such as heat and fire, making you highly resistant to burns and flames. Additionally, you can use this resistance to suppress the powers of other demons, weakening their abilities or even negating them entirely for a short period of time

Hellspawn Form (600 CP): (You can assume a form that channels your demonic heritage, granting you incredible strength, speed, and durability at the cost of a loss of control.

Soul Corruption (600 CP): As a Cambion, your very existence is an affront to the natural order, and your touch can cause corruption and decay to those around you. Your presence alone is enough to weaken the wills of those who oppose you, making them more susceptible to your demonic influence.

With this perk, you gain the ability to corrupt the souls of those around you, causing them to slowly decay and wither away. Your touch can cause sickness and decay in mortal creatures, leaving them weak and vulnerable to your will. This power can also be used to weaken the defenses of your enemies, making them easier to control and manipulate.
However, this power comes at a cost. The more you use it, the more your own soul is corrupted, making it harder for you to resist the temptations of the demonic realm. Overuse of this power can lead to a complete loss of control, turning you into a mindless thrall of the demonic hordes. Use this power wisely, lest you fall to the corruption you wield.

Nephalem Perks:

Blessed and Cursed (100 CP): You are a mixture of both holy and unholy energies, and as such, you are able to resist both forms of attacks better than most. You gain a resistance to both holy and unholy energies.

Chaotic Harmony (100 CP): Your mixed nature grants you an unusual power, you are able to harmonize holy and unholy energies in order to create chaotic effects. You can use your powers to create unpredictable bursts of energy that can disorientate and confuse your enemies.

Duality Mastery (200 CP): You are a master of both holy and unholy abilities, and as such, you are able to use them more effectively than most. Your holy abilities are more potent against unholy beings and your unholy abilities are more potent against holy beings.

Celestial and Infernal Wings (200 CP): You possess a pair of magnificent wings that grant you the ability to fly. Your wings are imbued with both holy and unholy energies, making them resistant to most forms of damage.

Balance Incarnate (400 CP): You are the epitome of balance, and as such, you have a deep understanding of the forces of good and evil, order and chaos, and all the different ways that they can interact. You have a natural talent for understanding complex systems and can see the connections between things that others might miss. This allows you to maintain equilibrium in situations that would otherwise spiral out of control.

With this perk, you gain the ability to sense imbalances in the world around you. You can feel when one side of a conflict is gaining the upper hand, or when a system is tipping too far towards one extreme or the other. You can then use your powers to help restore balance to the situation. This might involve taking action to strengthen the weaker side of a conflict, or bringing down the more powerful side to level the playing field. You might also work to mediate between opposing forces and find a compromise that benefits everyone.

In addition to your innate understanding of balance, you gain a number of other powers that allow you to manipulate the forces of good and evil, order and chaos. You can create shields of light and darkness that protect you from harm, summon powerful storms that shift the balance of power in a given area, and even warp reality itself to ensure that the scales are always in balance.

However, using these powers too often can cause you to become unbalanced yourself, tipping too far towards one side or the other. You must be careful to maintain your own equilibrium, lest you become a pawn of the very forces you seek to control.

Nephalem Form (400 CP): Through your unique heritage as a Nephilim or Cambion, you have the potential to fuse your Angelic and Demonic powers into a single, hybrid form. In this state, you possess all the strengths of both races and few of their weaknesses. Your physical attributes, such as strength, speed, and durability, are greatly enhanced, as are your senses and your capacity to channel both holy and unholy energies.
Furthermore, your hybrid form grants you a degree of resistance to both holy and unholy attacks, making you a formidable opponent to both Angels and Demons alike. Your attacks are imbued with both holy and unholy energies, allowing you to bypass the defenses of many opponents.
This form is incredibly taxing on your body and mind, however, and should not be sustained for extended periods of time. You may also find that certain powers or abilities may be inaccessible while in your hybrid form, as they may be incompatible with your unique nature.

Angel-Demon Fusion (600 CP): You have learned to perfectly fuse your holy and unholy energies into one, creating an entirely new form of energy that is both holy and unholy at the same time. This energy can be used to create devastating attacks that can obliterate even the toughest of opponents.

Nephalem Unity (600 CP): As a Nephalem, your holy and unholy energies can now seamlessly blend together into a new form of energy that is both pure and corrupted. Your mere presence can cause fluctuations in the balance between good and evil, causing both Angels and Demons to feel uneasy in your presence. With this perk, you gain the ability to manipulate this new form of energy to devastating effect. You can project blasts of holy corruption that can purify or destroy, manipulate the flow of energy around you to create shields of mixed light and darkness, and even enhance your physical abilities with this newfound power. The more you use this energy, the more you will become attuned to its nature, eventually being able to harness it to achieve even greater feats. This energy is also effective against both Angels and Demons, making it a potent weapon in any battle. However, the use of this energy comes at a cost, as the delicate balance between good and evil can be disrupted, potentially causing disastrous consequences. Use this power with caution, for the consequences of misusing it could be catastrophic.

Human Perks:

Resourceful Mind (100 CP): You have a natural talent for problem-solving and quick thinking. You are able to come up with creative solutions in difficult situations and adapt to changing circumstances with ease.

Mental Fortitude (100 CP): You have a strong will and a resilient mind. You are able to withstand mental attacks and resist mind control to a certain extent.

Street Smart (200 CP): You have an intuitive understanding of people and their motivations. You are able to read body language and detect lies with ease, making you an effective negotiator and detective.

Combat Training (200 CP): You have received basic combat training, making you proficient in hand-to-hand combat and the use of firearms. You are also able to recognize and exploit the weaknesses of your opponents.

Charismatic Leader (400 CP): You have a natural charisma and the ability to inspire others to follow you. Your presence alone is enough to command respect and loyalty from those around you.

Gift of Tongues (400 CP): As a human, you have always been fascinated by languages and the ability to communicate with others from different parts of the world. But with this perk, you are granted a supernatural gift of language that allows you to instantly understand and speak any language, including those of otherworldly beings like Demons and Angels.
Not only does this perk grant you the ability to understand and speak any language, but it also enables you to communicate with beings that would otherwise be impossible to communicate with due to language barriers. This includes being able to read and understand ancient texts or deciphering codes that would be otherwise indecipherable.
Additionally, this perk enhances your charisma and social skills, allowing you to effortlessly charm and persuade those you communicate with in any language. This ability extends to both verbal and written communication, making you a valuable asset in any situation where language barriers might otherwise prove to be a hindrance.

Survival Instincts (600 CP): As a human, you have learned to adapt and survive in even the harshest of environments. You possess an innate sense of danger, allowing you to quickly identify and avoid potential threats. Additionally, your body is more resilient than that of a typical human, enabling you to withstand physical harm and recover from injuries at an accelerated rate.
This perk grants you enhanced senses, giving you a heightened ability to detect and analyze your surroundings. You can see in low light conditions, hear sounds from great distances, and even track prey like a seasoned hunter. You are also capable of

quick reflexes and precise movements, making you a formidable opponent in combat.
Your body is tougher and more resilient than that of a regular human, able to withstand significant damage before succumbing to injuries. You recover from injuries much faster than a normal human, with your body healing at an accelerated rate.

Lucky Break (600 CP): You have an incredible stroke of luck, often finding yourself in the right place at the right time. Your luck seems to extend to all aspects of your life, from finding lost items to winning games of chance.

--=Items=--

Each item is discounted for their respective origins. Every item is fiat-backed. Discounted 100 CP items are free.

General Items:



Divine Throne (*1000* CP): This massive throne is made of solid gold and decorated with precious gems and intricate carvings. It radiates a powerful aura of divine energy and grants the owner complete control over the laws of reality within a certain radius.

- **Absolute Authority:** The owner of the Divine Throne has absolute authority over all beings within a certain radius, including Angels, Demons, and mortals. They can control their actions and movements with a mere thought, and they can even manipulate their thoughts and emotions.
- **Reality Warping:** The owner of the Divine Throne has complete control over the laws of reality within a certain radius. They can alter the fabric of reality, creating or destroying matter, manipulating time and space, and even altering the fundamental laws of physics.

- **Omnipresence:** The owner of the Divine Throne can be present everywhere within a certain radius, simultaneously observing and interacting with multiple locations and beings at the same time.
- **Divine Power:** The owner of the Divine Throne gains immense divine power, increasing their strength, speed, and durability to godlike levels. They also gain the ability to channel divine energy through their body, unleashing devastating attacks that can obliterate entire armies or reshape entire landscapes.

This item grants the owner immense power and control over the world around them, allowing them to reshape reality to their will and command the loyalty of all beings within a certain radius. However, this power comes with a great responsibility, as the owner will be held accountable for all their actions and the consequences of their decisions.

Angel Items:

Heavenly Water (100 CP): A vial of pure, holy water blessed by the highest order of Angels. It has potent healing properties and can purify anything it comes into contact with, from wounds to poisons and curses. It also has a calming effect on those who drink it, soothing their minds and easing their worries.

Angelic Armor (200 CP): A suit of armor made from pure, shining silver that has been imbued with holy magic. It enhances the wearer's physical attributes, making them faster, stronger and more agile than they would normally be. The armor also has the ability to generate a powerful shield of light that can repel any attack and heal the wearer's wounds.

Celestial Weapon (400 CP):(A weapon imbued with holy energy that is able to vanquish even the most powerful of demons. The weapon can take on any form the wielder desires, from a sword to a staff, and is incredibly powerful. It can cut through anything with ease and has the ability to purify anything it strikes, from demons to curses and even the most potent of poisons.

Seraphic Wings (600 CP): A pair of white wings that allow the wearer to fly at incredible speeds and maneuverability. They also provide a potent boost to the wearer's holy powers, enhancing their spells and abilities. The wings are incredibly durable and can withstand even the most powerful attacks, making them an invaluable asset in any battle.

Demon Items:

Demon Dagger (100 CP): A sharp and deadly dagger made of obsidian, imbued with demonic energy. It can easily pierce through most materials and deals extra damage against holy beings.

Infernal Tome (200 CP): A powerful book of dark magic that contains various demonic spells and rituals. It can teach you how to summon and control demonic entities, as well as cast destructive spells that harness the power of hellfire.

Demon Armor (400 CP): A suit of armor made of infernal metal, forged in the fires of hell itself. It provides superior protection against physical and magical attacks, and also grants the wearer enhanced strength and agility.

Crown of the Abyss (600 CP): A golden crown encrusted with jewels that radiates intense demonic energy. It grants the wearer immense power, allowing them to control vast hordes of demons and manipulate the very fabric of reality to their will. With this crown, you can become the undisputed ruler of the abyss and command legions of demons to do your bidding.

Nephilim Items:

Celestial Trinket (100 CP): A small trinket made from a piece of celestial material that grants the wearer minor blessings from the angels. The trinket can take the form of a pendant, bracelet, or ring, and while wearing it, the wearer will have a slight increase in their physical abilities, resilience, and healing rate. The trinket is indestructible and can be used by anyone, regardless of their origin.

Angelic Weapon (200 CP): A weapon forged from angelic materials that has the power to harm demons and evil beings. The weapon can be a sword, spear, bow, or any other form of weapon of the user's choice. The weapon will always be sharp, unbreakable, and the user will have a natural proficiency with it. Additionally, the weapon can unleash a burst of holy energy, capable of dealing immense damage to any demon or evil being it strikes.

Nephilim Relic (400 CP): A powerful relic passed down through Nephilim generations that enhances the user's physical and supernatural abilities. The relic is a piece of armor, such as a breastplate or a helmet, that will grant the user increased strength, agility, endurance, and durability. Additionally, the relic will increase the user's supernatural abilities, granting them the ability to manipulate both holy and unholy energies, as well as enhancing their natural abilities, such as flight, healing, and telekinesis.

Celestial Bloodline (600 CP): This item unlocks the full potential of a Nephilim's celestial bloodline, granting them immense power and control over holy and unholy energies. The user's physical abilities, resilience, and healing rate will be greatly enhanced, and they will gain the ability to manipulate both holy and unholy energies at will, creating powerful blasts, barriers, and even summoning celestial beings to aid them in battle. Additionally, the user will gain the ability to fly at high speeds and will be immune to any form of holy or unholy energy attacks. The item will also grant the user a pair of wings made of celestial energy, which they can use to fly or as a shield.

Cambion Items:

Infernal Talisman (100 CP): A small talisman made of black metal and adorned with a red gemstone in the center. When worn, it grants the wearer enhanced physical strength, speed, and durability, as well as resistance to fire and dark magic.

Abyssal Blade (200 CP): A wicked, serrated blade forged in the depths of Hell. Its jagged edge glows with an otherworldly red energy that can slice through even the toughest of materials. The blade also grants the wielder the ability to manipulate shadows, bending them to their will and creating illusions to deceive their enemies.

Demon Forged Armor (400 CP): A suit of armor crafted from the strongest materials found in the infernal realm. It grants the wearer incredible strength and durability, as well as immunity to fire and dark magic. The armor also enhances the wearer's natural abilities and grants them the ability to sense magic and detect hidden enemies.

Voidbringer Blade (600 CP): This is a powerful sword that is imbued with the essence of the Void, making it capable of cutting through even the toughest of defenses. When wielded by a Cambion, the blade enhances their demonic powers and allows them to manipulate the Void to their advantage.
The Voidbringer Blade has a black, obsidian-like blade that is serrated and razor-sharp. The hilt is made of dark, twisted metal and has a red gemstone embedded in it that glows with infernal power. The sword is lightweight and easy to wield, despite its size.
When used in combat, the Voidbringer Blade can slice through anything, including magical barriers and defenses. It can also channel the power of the Void to create devastating attacks, such as shockwaves of pure Void energy or blasts of dark flames that consume everything in their path.
Additionally, the Voidbringer Blade grants its wielder increased strength, speed, and agility, as well as the ability to teleport short distances through the Void. It also provides protection against magical attacks and can even absorb energy-based attacks, converting them into Void energy that can be used by the Cambion.
However, wielding the Voidbringer Blade comes with a cost. The more the blade is used, the more it consumes the wielder's own life force, slowly draining them of their vitality until they become weak and frail. If used too much, the blade can even kill its wielder. Only the strongest of Cambions can handle the power of the Voidbringer Blade and survive to wield it again.

Nephalem Items:

Holy and Unholy Charm Bracelet (100 CP): A simple but powerful charm bracelet imbued with both holy and unholy energies. It enhances the wearer's strength, speed, and durability, as well as their resistance to both holy and unholy attacks.

Celestial-Infernal Sword (200 CP): A sword crafted from a rare and precious metal that combines the properties of both holy and unholy energies. It can switch between holy and unholy modes, allowing the wielder to deliver devastating blows to both angels and demons. It also has the ability to purify or corrupt beings, depending on which mode it is in.

Divine-Demonic Armor (400 CP): This armor is crafted from a unique blend of angelic and demonic materials, making it incredibly durable and resistant to both holy and unholy attacks. It also enhances the wearer's strength and speed, and allows them to temporarily shift into a more angelic or demonic form, granting additional abilities based on the chosen form.

Nephalem's Balance (600 CP): A powerful artifact that harnesses the balance between holy and unholy energies, allowing the user to manipulate them to their will. This item grants the ability to create powerful shockwaves that can purge or corrupt entire areas, and the ability to call upon both holy and unholy creatures to aid in battle. It also grants the user the ability to enter a transcendent state, temporarily transcending the limitations of their Nephalem nature to access god-like power. However, this ability comes at a cost, as the user must expend a significant amount of energy and suffer severe exhaustion afterwards.

Human Items:

Holy Water (100 CP): You carry a flask of holy water, which can be used to harm supernatural creatures, such as demons and vampires. It can also be used to purify objects or locations that have been cursed or desecrated.

Enchanted Weapon (200 CP): You possess a weapon that has been enchanted to have supernatural properties, such as increased strength, the ability to harm supernatural creatures, or the ability to produce magical effects. The type of weapon and its specific enchantments are up to you.

Angelic Blessing (400 CP): You have been blessed by an angel, granting you increased strength, speed, and agility. You also have limited access to angelic magic, such as the ability to heal wounds and create protective wards.

Divine Grace (600 CP): You have been chosen by a deity to serve as their champion, granting you incredible powers and abilities. You possess enhanced strength, speed, and agility, as well as the ability to call upon divine magic. You are also granted a divine weapon that can harm even the most powerful of supernatural creatures. Your deity may communicate with you and grant you additional abilities or missions as they see fit.

--=Companions=--

Companion Import (50 CP for Each One): *You can import a companion for 50 CP each, with an origin of your choosing, still needing to pay the price for it, and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.*

Canon Companion (50 CP/100 CP): *For 50 CP each, you can choose to bring a single person that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.*

--=Scenarios=--

You can take as many scenarios as you want, as long as they aren't incompatible.

The Forsaken Realm
You find yourself in a realm that has been abandoned by both Angels and Demons. This realm was once a prosperous world where both sides coexisted in peace and harmony, but an unknown force caused a great cataclysm that destroyed everything, leaving the realm barren and lifeless.

As you explore the forsaken world, you come across ancient artifacts and clues that suggest that the cataclysm was caused by a powerful entity that sought to destroy both Angels and Demons. You soon realize that this entity may still be lurking in the shadows, waiting for its chance to strike again.

Your goal is to uncover the truth behind the cataclysm and defeat the entity responsible for it. Doing so will not only restore the forsaken realm to its former glory but also earn you a powerful reward.

Reward:

Upon successfully defeating the entity responsible for the cataclysm, you will receive the "**Primordial Essence**" item. This item is a concentrated form of raw energy that can be infused into your body, granting you immense power and abilities beyond what is normally possible for Angels or Demons. With this item, you will become nearly invincible and be able to perform feats that were once thought impossible.

However, using the Primordial Essence comes at a cost. Its immense power will draw the attention of other powerful beings who may seek to claim it for themselves. You will have to be constantly on guard and ready to defend yourself against any who would seek to take the Primordial Essence from you.

The Infernal Rebellion
In the depths of Hell, a great rebellion has erupted against the ruling demon lords. A group of ambitious and powerful demons has risen up, seeking to overthrow the current regime and establish a new order. They are opposed by the loyalists, who are fiercely dedicated to maintaining the status quo and preserving the power of the ruling demon lords.

As a powerful entity from the Angel or Nephilim origin, you find yourself drawn into this conflict. You must choose a side and help either the rebels or the loyalists emerge victorious. Your choices and actions will have a significant impact on the outcome of the rebellion, and the future of Hell itself.

Goal: Choose a side in the Infernal Rebellion and help them emerge victorious. Your actions will determine the outcome of the rebellion and the fate of Hell.

Reward (Rebels): If you help the rebels win the Infernal Rebellion, you will be granted the allegiance of the rebel faction. They will owe you a debt of gratitude and will be willing to offer you aid and support whenever you need it. Additionally, you will be given the power to appoint a new ruling council to govern Hell, with yourself as the supreme authority.

Reward (Loyalists): If you help the loyalists successfully quell the Infernal Rebellion, you will be granted the favor of the ruling demon lords. They will be grateful for your assistance in preserving their power and will offer you a position of great influence within their hierarchy. You will also be given access to powerful demonic artifacts and forbidden knowledge.

Reward (Peaceful Solution): If you manage to broker a peaceful resolution to the Infernal Rebellion, you will be hailed as a great diplomat and peacemaker. Both the rebels and the loyalists will owe you a debt of gratitude, and will be willing to offer you aid and support whenever you need it. Additionally, you will be granted the power to appoint a new ruling council to govern Hell, with yourself as the mediator between the two factions.

The Heavenly Rebellion
In the beginning, the Heavenly Hosts of Angels followed the will of the Creator without question. But as time went on, a group of Angels grew dissatisfied with their role in the universe. They believed that the Creator had become too distant and that they deserved more power and authority to shape the universe according to their own ideals.

This group, known as the Rebel Angels, began to openly defy the will of the Creator and recruit other Angels to their cause. The Heavenly Rebellion has now reached its peak and the fate of Heaven hangs in the balance.

Your task is to choose a side in this conflict and fight for your beliefs. Will you support the Creator and the loyal Angels, or will you join the Rebel Angels and challenge the status quo?

Scenario Goals:

1. Support the Creator: If you choose to support the Creator and the loyal Angels, your goal is to defeat the Rebel Angels and restore order to Heaven. You will need to rally the loyal Angels to your cause and fight against the Rebel Angels and their allies.
2. Join the Rebel Angels: If you choose to join the Rebel Angels, your goal is to overthrow the Creator and take control of Heaven. You will need to recruit other Angels to your cause and fight against the loyal Angels and their allies.
3. Find a Compromise: If you believe that both sides have valid points, you may attempt to find a compromise that will satisfy both parties. This will require careful diplomacy and negotiation, as well as a willingness to make difficult compromises.

Scenario Rewards:

1. **Divine Favor:** If you are successful in supporting the Creator and defeating the Rebel Angels, you will earn the favor of the Creator and be granted a portion of their divine power. This power will grant you enhanced abilities and a greater understanding of the universe.
2. **Ascension:** If you are successful in joining the Rebel Angels and overthrowing the Creator, you will be granted the power to ascend to a higher plane of existence. You will become a being of immense power and authority, able to shape the universe according to your own will.
3. **Balance:** If you are successful in finding a compromise and bringing peace to Heaven, you will be granted the power to maintain balance in the universe. You will be able to sense and correct imbalances in the universe, preventing any one side from gaining too much power or causing too much chaos.

Mortal Conquest
This world of Angels and Demons has long been intertwined with that of mortals. For eons, the divine beings have influenced the fate of humankind, often leading them to the brink of destruction or salvation. However, in recent years, a rift has formed between the two sides. The Angels and Demons have grown increasingly distant, leaving the fate of the mortal realm uncertain. Now, the time has come for mortals to rise up and stake their claim in this war-torn world.

You find yourself in a world on the brink of chaos. The Angels and *the* Demons are engaged in a brutal conflict, with the fate of the mortal realm hanging in the balance. However, unlike other jumpers who may choose to aid one side or the other, your goal is to carve out a new path for humankind. You must rally the mortal forces and lead them to conquer this world, asserting humanity's dominance over the divine beings.

The task ahead will be difficult, as the Angels and Demons are powerful foes. You will need to gather allies, forge alliances, and amass an army to challenge the divine powers. As you progress through this scenario, you will encounter various factions of mortals who have aligned themselves with one side or the other. Some may be friendly to your cause, while others may need to be convinced or defeated.

The path you choose will ultimately determine your fate. Will you lead the mortals to victory, overthrowing the divine powers and claiming the world as your own? Or will you fall to the overwhelming might of the Angels and Demons, consigned to the annals of history as a failed conqueror?

Scenario Goals:

1. Unite the mortal factions: The first step towards conquering the world is to gather the scattered mortal forces and unite them under your banner. You will need to negotiate with various factions, win their trust, and persuade them to join your cause.
2. Build an army: With your allies at your side, you must begin building an army capable of challenging the divine beings. This will require careful planning and resource management, as well as the acquisition of powerful weapons and magical artifacts.
3. Conquer Territories: As your army grows in strength, you must begin to conquer territories currently under the control of the Angels and Demons. These battles will be fierce and unforgiving, requiring all of your strategic prowess to emerge victorious.
4. Defeat the divine powers: Ultimately, your goal is to defeat the Angels and Demons and assert humanity's dominance over the world. This will require the defeat of the divine beings in a final, epic battle.

Scenario Rewards:

Mortal Empire: If you succeed in conquering the world, you will be rewarded with the creation of a new human empire. The mortals will recognize you as their leader, and you will have the power to shape the future of this world as you see fit.
Divine Legacy: If you manage to defeat the Angels and *the* Demons, you will be granted access to powerful divine artifacts and knowledge. This will give you a significant advantage in future jumps, as well as making you a target of envy and admiration for those who follow in your footsteps.
Balance of Power: If you manage to broker a peace between the Angels and Demons*, either by force or not,* you will be granted a unique power. You will be able to mediate disputes between opposing factions, and your voice will carry great weight in the decisions of the divine beings. This will allow you to shape the destiny of this world in a more subtle, but no less impactful way.

The Great War



The Great War between the Angels and the Demons has been raging for centuries, and both sides have suffered heavy losses. As a Jumper, you find yourself in the midst of this epic conflict, and you have the opportunity to help one side win.

Goal: Your goal is to help your chosen side (Angels or Demons) to win the war and emerge as the dominant force in the world or, alternatively, manage to achieve peace between both forces.

Reward (Angels):

- **Ascension:** You will be granted the highest rank among the angels, becoming a Seraphim. As a Seraphim, you will gain immense power and authority, able to command vast armies and wield divine magic that can rival even the mightiest of demons. You will also gain near-perfect knowledge of the universe and the divine plan, allowing you to guide and protect all of creation for eternity.

- **Holy Dominion:** You will be given control over a portion of the celestial realm, which you can shape and customize to your liking. Your dominion will be a reflection of your own personality and ideals, and it will be a beacon of hope and purity in the universe. You will have absolute authority over all beings within your dominion, including other angels, and you will be able to draw upon its resources to aid you in your future endeavors.
- **Divine Blessing:** You will be granted a portion of the divine essence of the Creator, which will enhance your physical and mental capabilities to superhuman levels. You will also be able to channel this energy to heal others and perform miraculous feats, such as resurrecting the dead or purging corruption from the universe. This power will be a reminder of your divine origins and will serve as a symbol of hope and faith to all those who follow your example.

Reward (Demons):

- **Infernal Ascension:** You will be granted the highest rank among the demons, becoming a Prince of Hell. As a Prince, you will have unrivaled power and authority over the infernal realms, able to command vast legions of demons and corrupt even the most righteous of souls. You will also gain near-perfect knowledge of the universe and the dark machinations of the infernal lords, allowing you to manipulate and control events to your advantage for eternity.
- **Infernal Dominion:** You will be given control over a portion of the infernal realms, which you can shape and customize to your liking. Your dominion will be a reflection of your own personality and desires, and it will be a bastion of darkness and corruption in the universe. You will have absolute authority over all beings within your dominion, including other demons, and you will be able to draw upon its resources to aid you in your future endeavors.
- **Dark Blessing:** You will be granted a portion of the dark essence of the infernal lords, which will enhance your physical and mental capabilities to demonic levels. You will also be able to channel this energy to corrupt others and perform terrifying feats, such as summoning infernal beasts or twisting reality itself. This power will be a reminder of your infernal origins and will serve as a symbol of fear and domination to all those who dare to cross your path.

Reward (Peace):

- **Divine and Infernal Unity:** You will be hailed as the greatest peacemaker in the universe, revered by both angels and demons for your ability to end the Great War and bring about a new era of cooperation and harmony. As a reward for your efforts, you will be granted a new realm that transcends both the celestial and infernal realms, a place of perfect balance and neutrality that serves as a beacon of hope for all beings. In this new realm, you will have

absolute authority over all beings within it, and you will be able to draw upon the power of both divine and infernal energies to aid you in your future endeavors. This new realm will be a testament to your wisdom and courage, a shining example of what can be achieved when angels and demons work together towards a common goal.

The Prophecy
In this world of Angels and Demons, there exists a powerful prophecy that has been foretold since the beginning of time. It is said that a being will arise who is neither Angel nor Demon, but something entirely new. This being will possess immense power and have the ability to bring about a new era of balance and harmony between the two opposing forces.

The prophecy has caused great tension and fear among both the Angelic and Demonic communities. Each side believes that this being will upset the delicate balance of power and potentially lead to the destruction of their own kind.

You, as the Jumper, have been called upon by both sides to find this being and either protect or eliminate them, depending on which side you choose to align yourself with. The search will take you through various realms and dimensions, and you will encounter many challenges along the way.

If you choose to align yourself with the Angels and successfully protect the prophesized being, you will be rewarded with the "**Elysian Blade**". This is a powerful weapon that is imbued with holy energy and can slice through even the toughest of demonic armor.

If you choose to align yourself with the Demons and successfully eliminate the prophesized being, you will be rewarded with the "Infernal Staff". This staff is infused with dark energy and can summon powerful demonic creatures to do your bidding.

However, if you choose to bring about a new era of balance and harmony between Angels and Demons by convincing both sides to accept the prophesized being, you will be rewarded with the "**Balance Bringe**r". This is a powerful artifact that has the ability to manipulate and control both holy and unholy energies, and can create a field of balance that nullifies the powers of both Angels and Demons in the area.

The fate of the world rests in your hands. Will you choose to protect, eliminate, or bring balance?

The End of All Things



You find yourself in a world on the brink of destruction. The apocalypse has come, and the forces of Heaven and Hell have gone to war. The human race is caught in the middle, struggling to survive against the onslaught of supernatural beings.

As you navigate this dangerous landscape, you discover that a powerful artifact exists that can bring about the end of all things. It is said that this artifact has the power to destroy the universe itself, and whoever possesses it will have the ability to reshape reality as they see fit.

The artifact, known as the "Artifact of Apocalypse", is hidden somewhere in the world, and both Heaven and Hell are desperate to find it. They are willing to offer great rewards to anyone who can retrieve it, but they will stop at nothing to prevent their enemies from getting their hands on it.

You must choose a side in this conflict, and use all of your skills and abilities to find the artifact before your enemies do. But be warned, the power that comes with it is dangerous and corrupting. Will you be able to resist its lure and use it for the greater good, or will you succumb to its power and bring about the end of all things?

Reward: If you manage to retrieve the artifact and use it to bring about a new world, you will gain godlike powers and the ability to shape reality as you see fit. However, be warned that this power is corrupting, and you may lose yourself in the process.

Alternatively, you may keep the artifact for yourself, allowing you to gain a lot of influence over both factions as you'll have the literal key to the end of all things in your hands. You chose to not use it in this world, you can use the artifact in another future universe you visit, but, in this case, the original universe won't be actually destroyed, with just a new world controlled by you being born.

--=Drawbacks=--

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

Chosen One (+100 CP): You have been prophesied to play a pivotal role in the conflict between Angels and Demons. While this may give you some extra abilities and resources, it also puts a target on your back. You may find yourself constantly targeted by both sides, who see you as either a valuable asset or a dangerous threat.

Mundane Life (+100 CP): Despite your time in the world of Angels and Demons, you can't shake off the feeling of longing for the mundane life you once had. You miss the simplicity and predictability of human existence, and find yourself easily bored with the grandiosity of the divine realm. You will experience mild depression and feelings of homesickness, making it harder for you to focus on your missions.

Outsider (+100 CP): You don't quite fit in with the society of Angels or Demons, despite being a part of it. Your human background makes it difficult for you to fully understand and connect with your supernatural brethren, and their customs and ways of thinking can be hard for you to follow. You may find it harder to form alliances or friendships with other Angels or Demons, and they may view you with suspicion or disdain.

Note: This drawback can only be taken by characters of the Human origin.

Marked (+200 CP): You bear a physical mark that identifies you as a follower of one side or the other. This mark may be a symbol, a tattoo, or some other noticeable trait. While it gives you some recognition and benefits from your chosen side, it also makes it difficult to remain neutral or switch allegiances. Additionally, you may find yourself targeted by the other side, who view you as a traitor or a threat.

Divine Sensitivity (+200 CP): Your exposure to the energies of the divine realm has made you hypersensitive to them. You are more susceptible to the effects of holy or demonic power, and will be weakened or incapacitated if exposed to them for too long. Even being in close proximity to powerful divine beings can make you feel unwell or disoriented. The more powerful the entity, the worse your reaction will be.

Haunted Past (+200 CP): Your past is plagued by haunting memories and unresolved traumas that continue to affect you in the present. You may experience flashbacks, nightmares, panic attacks, or other symptoms that make it difficult for you to function properly. These memories may also attract the attention of malevolent supernatural entities who seek to exploit your vulnerability. Your ability to

concentrate and make rational decisions may be impaired by these experiences, and you may need to seek therapy or other forms of support to cope with them.

Corrupted Essence (+300 CP): The energy of the divine realm has left its mark on your soul, but not in a good way. You carry a taint of corruption and impurity that makes you uncomfortable in the presence of holy or demonic beings. They can sense the taint on you and may treat you with suspicion or outright hostility. In addition, your tainted soul makes you more susceptible to the influence of demons or other corruptive forces, making it easier for them to corrupt or control you.

Pariah (+300 CP): For some reason, you are despised and rejected by both Angels and Demons. Perhaps you are seen as a blasphemer, a freak of nature, or an agent of a third party. Regardless of the reason, you will find it difficult to gain any assistance or cooperation from either side. You may also find yourself targeted by both sides, who see you as an easy target or a useful scapegoat.

Marked For Death (+300 CP): Your presence in this world has caught the attention of a powerful enemy. They will stop at nothing to hunt you down and kill you, and they have the resources and abilities to make your life a living hell. You must always be on the lookout for danger and take precautions to ensure your survival.

The Mark of the Betrayer (+500 CP): You bear the mark of a betrayer, a symbol of your past transgressions against either the Angels or Demons. This mark is known throughout the universe and makes it nearly impossible for you to gain the trust of anyone from either side. Even if you manage to prove your loyalty, you will always be viewed with suspicion and may face persecution from those who still hold a grudge against you.

Angelic Pride (+400 CP, exclusive to Angels): Your angelic heritage has left you with an unshakable sense of pride in your divine nature. You see yourself as superior to all other beings, including your fellow angels, and find it difficult to take orders from anyone, even your superiors. You may struggle to work as part of a team and may be more likely to act on your own, potentially putting yourself and others at risk.

Demonic Temptation (+400 CP, exclusive to Demons): The power of your demonic bloodline can be overwhelming at times, and you find yourself easily tempted by the darker aspects of your nature. You may find it difficult to resist impulses towards destruction and chaos, even if it goes against your own interests or those of your allies. This can lead to conflicts with your fellow demons or cause you to act in ways that put your own survival at risk.

Hybrid Instability (+400 CP, exclusive to Hybrids): The combination of your angelic and demonic heritage has left you with an unstable and unpredictable nature. You may struggle with conflicting desires and impulses, making it difficult to know

what you truly want or believe. You may find it hard to control your emotions and may be prone to outbursts or irrational behavior, which can make it difficult to work with others and can put you and your allies in danger. Additionally, the opposing energies within you may make it more difficult for you to harness your full potential.

The Forsaken (+500 CP): In the course of your journey, you have turned your back on both Angels and Demons, refusing to choose a side in the Great War. However, your neutrality has made you an outcast among both factions, and you will find it difficult to gain allies or support from either side. You will also be a target for both Angels and Demons, who see your neutrality as a threat to their goals and may seek to eliminate you.

The Tainted Soul (+500 CP): Your soul has been tainted by the corruption of the Great War, leaving you with a darkness that will forever haunt you. This darkness will make it difficult for you to resist the temptation of demonic powers, and you will be more susceptible to demonic influence than other Angels or humans. At the same time, your ties to the Angelic realm will be weakened, and you will find it difficult to access their powers and abilities.

The Ultimate Betrayal (+1000 CP): You are suddenly and inexplicably struck by a powerful urge to betray your own side in the war. You may not even understand why you feel this way, but you know that you must act on it. You will be compelled to sabotage your side's plans and help the opposing side whenever possible. This betrayal will not go unnoticed and your former allies will stop at nothing to bring you to justice. Not only will they see you as a traitor, but they will also believe that you have been corrupted by the other side and are now a dangerous enemy to both sides. You will have to fight for your survival, as both sides will be hunting you down. Additionally, this drawback cannot be removed or mitigated in any way. You will have to deal with the consequences of your actions for the rest of your time in this world.

"You were once a loyal warrior, fighting for the cause you believed in. But now, a mysterious force has driven you to betray everything you once stood for. Will you succumb to this urge and turn against your former allies? Or will you find a way to resist and redeem yourself?"

--=Ending=--

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in this world of Angels and Demons, ending your chain.

Move On: Go to the next jump and continue your adventure.

--=Notes=--

1. This jump is an experiment to see the result of trying to generate a jump using an AI like Chat GPT, so I won't take the credits of making it because I'm not its author;
2. I, Aleph_Aeon, only created the concept of a setting focused on Angels and Demons, formatted the jump and copied the content generated using Chat GPT and the images generated by Midjourney, so everything that isn't in *italic* or with this font wasn't written by me (with the exceptions of the notes, of course);
3. Additionally, I also choose the options generated by the AI that better fitted the jump, changed a few details (like the origins' prices, as the Angel/Demon origins would cost 2000 CP for example) and the origins, as well as also inducing it to follow specific directions, like creating an OP perk for Angels or a 400 CP drawback exclusive for Hybrids;
4. It's noticeable that while some options have just three lines, while others have three paragraphs or more. This is because some of the generated options were too simple in my opinion, so I asked the AI to rewrite them more detailedly, while the rest I let as they were originated written;
5. According to Chat GPT:

In this world, Angels and Demons are incredibly powerful beings with varying levels of strength depending on their rank and individual power. However, it's difficult to give a precise measurement of their strength as it can vary greatly depending on the context and the specific Angel or Demon in question.

Generally speaking, Angels are considered to be extremely powerful beings with incredible strength, speed, and durability. They possess a wide array of powerful

abilities such as divine magic, healing, and the ability to create powerful barriers and shields. They are also incredibly skilled fighters, with many years of combat training and experience under their belts.

Demons, on the other hand, are also very powerful beings with incredible strength and speed. They possess a wide array of dark and twisted powers such as corruptive magic, manipulation, and the ability to create powerful illusions. They are also skilled fighters and have a deep understanding of the human psyche, which they often use to manipulate and control those around them.

In terms of raw power, it's difficult to say which side is stronger as both Angels and Demons have their own unique strengths and weaknesses. However, it's clear that both sides are incredibly dangerous and should be approached with caution.

6. Again, when I asked how strong would be the average Angel and the average Demon:

In this world of Angels and Demons, the average Angel and Demon are both significantly stronger than the average human. However, the exact level of strength can vary depending on various factors such as the individual's rank, experience, and training.

On average, Angels possess immense physical strength and endurance, as well as extraordinary powers such as healing, telekinesis, and energy manipulation. They are also highly skilled in combat and possess advanced knowledge and wisdom. However, their abilities and power levels can vary depending on their rank within the hierarchy of Heaven.

On the other hand, Demons are also physically powerful and possess a range of unique abilities such as shape-shifting, elemental manipulation, and possession. They are also skilled in combat and possess vast knowledge of the supernatural and occult. Like Angels, their power levels can vary depending on their rank within the hierarchy of Hell.

Overall, both Angels and Demons in this world possess abilities and strengths beyond what is typically seen in humans, making them formidable opponents in any conflict.

7. Even in this jump, **Drawbacks** are removed after the end of your stay here.

--=History=--

V 1.0: Released