High School DxD
A Jumpchain CYOA
By HeavensAnon
Version 1.31

This world doesn't look so different from the one you came from...okay, well, that's a lie. I'm sure technicolor hair was a little more uncommon in your world, along with rather large pairs of alright I'm getting off track. This is the world of High School DxD, a world where the war between Angels, Devils, and Fallen Angels is very real...though after the Great War between these three factions that ended with their leaders (God included) dead, things have settled down for a few centuries. Right now, that War continues through proxy struggles and petty skirmishes, along with races for legendary items of power called the Sacred Gears - miracle-working artifacts born within human beings.

Right now, things have settled into an uneasy status quo, but things are going to start spinning out of control very soon...and that could lead either to peace or to a continuation of the War. About a month from now, a student at Kuoh Academy named Issei Hyoudou will be murdered by a Fallen Angel, kickstarting the events proper. But whether or not that means anything to you is entirely your choice.

Regardless of what role you choose in this world, you will be enrolled as a student or hired as a teacher in Kuoh Academy. Whether you remain or make yourself comfortable there is up to you. Oh...do note it's a mostly-female school.

Your age can be chosen freely, as well as your apparent age if you're a supernatural creature. Note that neither of these will impact your starting competence in this world's abilities, for better or worse. Due to Kuoh Academy only recently being a co-ed school, you may keep or change your gender here for free.

Races:

***Human [Free]** - This should look familiar to you, shouldn't it? It's an ordinary, unremarkable human being. Two hands, two legs, and a subject of interest to all the major Factions. The vast majority of humans in this world are unaware of the supernatural world at large, and very few thrive without being Reincarnated or acquiring a Sacred Gear. Still, a lack of distinct advantages also means a lack of disadvantages, and you start with none of the natural weaknesses of the other races. I guess that's something? However, they do have one thing going for them - they are the only race who are naturally born with Sacred Gears. **To represent this, you receive +200 CP for Sacred Gears.**

Pure-Blooded Devil [200 - Free for Hell] - Originating from the Underworld under the guidance of the Four Great Satans, these infernal beings of myth actually look almost identical to humans, save for the ability to manifest black wings and sometimes possessing pointed ears. All Devils receive many benefits from their physical forms, such as superhuman strength and endurance, as well as enhanced senses which includes the ability to see in the dark. This comes with a natural aptitude towards magic, though they take more damage from holy weapons, such as those of Angels.

Angel [200 - Free for Heaven] - The holy warriors of God from Heaven, the Angels appear akin to humans, save for the ability to manifest wings and a halo. They have similar innate abilities to their Devilish counterparts, along with a weakness against demonic weaponry meant to target or corrupt holiness. Angels receive powerful light-based attacks that smite the wicked and the infernal, and can further refine this with magic and training. However, should they fall to sin or wickedness, or openly consort with Devils, they will become Fallen Angels instead...though, in your case, this risk only exists until the jump is over.

Fallen Angel [200 - Free for Grigori] - Many years ago, Angels fell in love with humans and descended from Heaven to lay with them, falling to temptation and becoming unholy Fallen Angels in the process. Not quite Devils but not quite Angels, the Fallen hold a weakness to holy energies and have lost the halos of their loyal counterparts, but keep their light-based weaponry and attacks. Their wings also become blackened instead of the feather-white of their original selves. Many Fallen Angels habitually destroy religious icons of their creator out of spite, though you're under no obligation to do so unless you just want to fit in. An Angel who falls in-jump becomes one of these...whether or not this can be reversed, it is unknown.

***Youkai [200]** - Surprised? As it turns out, the Christian Pantheon is only one of many that are real in this world, though many of the others aren't openly involved in the events you're being tossed towards. As this is Asia, however, some youkai of mythology do exist in hiding among humans. Like the other supernatural races, they appear human save for some telltale animal features like ears or a tail which can be hidden at will. In addition to physical abilities based off of their particular race (nekomata are agile like cats, kitsune can control fire, and so on) they have a natural talent towards both Senjutsu and Youjutsu, ki manipulation and their own unique system of magic respectively.

***Vampire/Dhampir [200]** - Yup, the glorified bloodsuckers exist, too. They're pretty similar to Devils, save for the fact they exist in the darkness of the human world and have an aristocracy that makes Victorian London look humble in comparison. They have a pretty ridiculous host of weaknesses, from garlic to sunlight and holy weapons, but compensate for it by being able to become even stronger by consuming the blood of others.

...of course, it would be a little inconvenient if you had to avoid the daylight, so I can make you a Dhampir for free. All of the benefits while taking the bite out of the weaknesses. You just have to

deal with being a complete outcast among your own kind, likely to the point Vampires will try to murder you if you cross paths. No big deal, right?

***Dragon [600 - Discount for Independent]** - Less of a race and more of power being given form, Dragons are an important part of this world...even if they'd rather pursue their own desires most of the time. Possessing phenomenal physical and magical power, even the 'Normal-Class' Dragons can drastically change the balance of power in an incident or area, and thus are treated with caution. They have a body akin to either a Western or Eastern-style dragon that can be anywhere from the size of a building or a human, which they can change at will. They can also assume custom-tailored human forms at will, often necessary to blend in. Two consistent features of your new Race that you possess includes an affinity with an element (Fire, Ice, or Lightning) and the ability to use it as an attack, as well as flight. When enraged, a dragon can enter an empowered state known as Outrage Mode, where their physical abilities increase dramatically and they become single mindedly focused on the target of their ire...though you may snap out of this at will. While Ophis, Great Red, and many other legends still stand head and shoulders above you, there is room for your power to grow...and woe to the fool who thinks ignoring you is wise. And to think, that's before we factor in training or your Sacred Gear.

Factions:

While your Race can provide innate advantages and disadvantages, it is the Faction which you call home that will give you allies and prestige to work with from the get-go.

Independent - Who cares about some kind of ancient war between three races? You've got bigger and better things to worry about! Whether following your own way or seeking to carve out your own faction, you operate on your own without needing anyone else's help.

Hell - Originating from the Underworld, this Faction consists of the many Devils led by the Four Great Satans and their many allies, some of which include human clients and contract-holders. Currently, this faction focuses on feuding with each other for prestige or alliances involving the 72 Great Pillar families that lead the faction, though only a handful of them remain in existence this day. In this day and age, most Devils of note act as businessmen and carry out favors or tasks in exchange for power and prestige, with no bargaining of souls really involved.

-Reincarnated: Devil [Free] - If you chose one of the Races above marked with an asterisk, you may choose to be a Reincarnated Devil. This means that you were effectively killed somehow (or at least, the 'you' of this world), but brought back to life as a Devil. You keep both the traits of your old race and gain those of a Devil, though any increase in power is fairly small for non-Humans...better get to training.

Heaven - Consisting of both Angels in Heaven and The Church in its many forms on Earth, this Faction works to continue the teachings of the God of the Bible even after their death, and to gather virtuous humans to combat both Devils and evil in all its forms. They act both out of faith

and fervor, acting as a shield for ordinary people against the supernatural world...though not always out of benevolence. The holy crusader is among the same flock as the gentle healer, after all.

-Reincarnated: Angel [Free] - Interesting. These shouldn't exist yet, but you meant enough to a member of Heaven that they resurrected you as an Angel, gaining their traits. As Heaven is incredibly picky about who is pure of heart or worthy, even when this system becomes commonplace, only Humans can be chosen for this Reincarnation. They keep their previous abilities and any unusual heritage they had, though they're at risk of falling like ordinary Angels would be.

Grigori - Also known as "The Watchers of the Children of God", the Grigori were founded after the Fallen Angels had been cast out of Heaven, making up the majority of this Faction. They spend most of their time operating in secret, searching to obtain Sacred Gears and other ways to gain supremacy, being the Faction most interested in the study of these items. While the Faction has largely been passive and nonviolent, some remain discontent with the state of affairs and seek to fight...or ways to gain power. This Faction is notable for taking in human Sacred Gear users who lack family or shelter, raising and training them to use their newfound powers and letting them work within the organization proper.

Khaos - In their weakness, the many Factions desire peace. To ignore the bloodshed and struggling, to ignore the siren call of the drums of War. Even in the supernatural world, there are dissidents who cry foul at this turn of events, and that is the purpose of the Khaos Brigade. Entrenched in many of the Factions and operating in secret, this coalition of several smaller organizations work to undermine the other Factions and eventually begin something akin to the Great War anew, turning the world on its head. Some do this simply for the sake of war. Others seek to reclaim a birthright, real or imaginary. Only one thing brings them all together: A desire for Khaos to set this world on fire. **Khaos welcomes members from all factions to their banner. Choosing Khaos as your faction gives your chosen race a discount if it wasn't already free.**

<u>Backgrounds:</u>

Drop-In - It's you! No new memories necessary, no real warning about what you are or what your arrival means. It's just the person you were before, entering this world with a comical 'pop' noise. If you chose a Faction, you receive a signed letter of recommendation, and directions to the nearest person to meet in order to formally join said Faction.

Ordinary Student - There wasn't much to say about you until recently. You got decent grades, you had an unremarkable family life...it wasn't great, but it wasn't bad, either. But lately, you've seen that the world is much bigger than you ever could have imagined, and you've been given a chance to become part of it. What kind of path will you choose?

Neophyte - Whether from being born into it or being Reincarnated, you became aware of the supernatural world at large and the Three Factions early into your life. You took it in stride, adapting to this new world and existence as easily as breathing. You don't need some kind of ancient bloodline or Sacred Gear to thrive - your mind and your studies carry you pretty damn well.

Noble - Your family has a long history with the legacies of the Great War, or supernatural beings in general. You may descend from legendary heroes or royalty, but that's neither here nor there - the point is, this is something you were born for. Leadership. Mastery. Maybe even something like a Peerage of your own. The world is your oyster, and you're ready to make your ambitions known.

Perks:

Bodacious [Free/50+] - Something you will notice right away is that everyone here, even those who are supernatural monsters look...pretty. Handsome, beautiful, badass, sexy, whatever - nobody here is plain to look at. And now, neither are you! You're likely the most attractive person in your entire class, and turn a few heads when you walk down the hall. You can also choose to...ahem, emphasize certain assets of your choosing to look especially bodacious. You receive a free purchase of this and it can be bought multiple times, though mind that people might stare or gawk a little too much after a certain point.

Mana [Free] - It would be a little troublesome if you didn't have the potential to use this world's magic. So, that's what you can do now. You have an innate ability to tap into and use your personal mana. If you knew a magic system, you could learn how to utilize it effectively...

Magic System [100+/Free*] - Unless you already do, of course! You may choose a system of magic that helps you actually utilize mana. In short, it provides you a mental map of reality and a way to create spells based on that map. After making your intent with the spell, you calculate the mathematics behind it using said system, and then charge it with mana. This can create everything from teleportation, elemental attacks, and even turning the magic of your foes against them if you're a good enough wiz at math. You can buy more systems with each purchase of this perk. **Every Faction except Independent and every Race except human receives a magical system for free.**

Harem King [300] - There's just something about you...it could be your looks, it could be your attitude, it could be the power of a perk bending the narrative in your favor. Whatever it is, people are drawn to you like flies to honey. Friends come to you as easily as breathing, and you will quickly come across attractive love interests from all walks of life who will become very interested in you. Intimately so. Better, if you can't settle for one, those newfound lovers who've had time to get to know each other will learn to share you, possibly even becoming united in their pursuit of your happiness. Even if you're not intrigued by any romantic benefits, pursuing these new links will quickly let you form a social circle dedicated to your well-being and

happiness. While people won't drop their own goals and agendas for your sake, or react any differently to mistreatment, you will quickly become an irreplaceable part of the lives of others. You could easily form a club or lifelong friends this way...or a cult. Whatever floats your boat.

Obsession Magnet [100] - No, not you, that's the last perk. Rather, you'll find that your day-to-day life will start to revolve around one of your interests. Let's say, for instance, you're really fascinated by racecars. Well, not only will you regularly find racecars popping up in normal life, but you'll find that you'll be given opportunities to build or get your own. Even sworn enemies and rivals will start challenging you to high-stakes racing deathmatches! You may choose a single topic of interest, and your life will start to be themed by it. It won't be any more or less dangerous than usual, but you'll never find a shortage of your topic of choice. This can be toggled on and off, and changed to a single 'interest' at will.

Been Around The Block [300] - Originally, it was assumed you were a relative newcomer to the supernatural stage - whether from old blood, dabbling, or just bad luck. But as it stands, you've been around for a while, one way or another. For non-Humans, you are a living veteran of the Great War, someone who survived and perhaps even thrived in the apocalyptic war of old. You have mastery of your Magic System of choice, any Sacred Gear or Holy Sword you own with its Balance Breaker and at least one Sub-Species unlocked for the former, as well as magical combat. You are likely a high-ranking member of your Faction, if you have any. These green and wet-behind-the-ears high school students may as well be flies to you, though the strongest members of the Factions and a practiced Longinus user can still be a challenge to you. Obviously, you're several millennia older than a high school student, as a result. If you have no background memories or prefer to be a young prodigy, this experience and power appears ex nihilo, though your Faction is likely to hold you in high esteem as they realize your skill.

For Humans, you are instead the Reincarnation of a human (or hybrid) hero of myth who passed away many years ago. You started as an ordinary person, but you began to remember your old life and skills related to that mythological life began to surface to you in visions and dreams. A reincarnation of Lancelot would turn into a master swordsman overnight, a reincarnation of Hercules would be a master of wrestling and unarmed combat as well as incredibly strong. You require practice to unlock your old self's full potential, but it takes nowhere near as long as it would if you were an ordinary person. Your soul's strength will also let you quickly unlock and master the powers of a Sacred Gear or Holy Sword, particularly if they were a weapon or had an ability linked to your legend somehow.

Interesting Times [100 - Free for Drop-In] - Who is that weird redhead you keep bumping into? How about that loser who got caught breaking into the girls' locker room? Or that box with the weird, ominous chanting in it? You'll find that with no real effort on your part, you will quickly get roped into plots and major events in some fashion. You will usually be treated like a side character and left alone, but even this can be a little dangerous...at least you won't have to look

far to find main characters, or those with untold and unseen stories. It doesn't automatically make anyone like you more or less, mind. This can be toggled on and off.

JUMPAI [100 - Free for Drop-In] - ...you know what, sure. You have something you enjoy, Jumper. It can be a person, place, thing, or concept of your choosing. And when you singlemindedly focus on this 'thing', you will receive both a small boost in determination and reduced stress. It can also create a placebo effect when you're trying to accomplish a task, though this doesn't guarantee success - it just helps you focus on approaching it.

Water Under The Bridge [200 - Discount Drop-In] - No, I don't care if Jumper broke into the school several times, we're not having them expelled! Or something like that. You find that as long as you're in an organization (or one is highly interested in you), they will work to excuse any crimes or wrongdoing you're responsible for. Mostly in the vein of property damage and mischief, anyhow - blatantly working against your sponsor's goals is a no go for this sort of thing. You also tend to be given a slap on the wrist if you go against the orders of said organization, so long as you only worked against said order's letter and not its spirit.

Something Special [200 - Discount Drop-In] - Well, aren't you popular? Almost like you're some kind of chosen one, something about you just feels...different compared to other people, no matter how ordinary you may appear. Various individuals and groups, whether clubs or conspiracies, will become curious about you, and not quite in the 'potential threat' sort of way. You will be quick to make new friends you can hit it off with, and you will quickly find doors opening for you, allowing you to join organizations that would advance your goals in some way. Of course, you'll start at the bottom of the totem pole without any kind of incentive, but that's something you shouldn't have much trouble with, right? This can be toggled on and off.

I Should Be Dead By Now [400 - Discount Drop-In] - How do you keep surviving?! Deadly situations involving powerful beings clashing just seem to...roll off of you. Lethal attacks fail to strike your vitals, huge explosions only knock you back, and a gigantic clash between supernatural forces just mildly inconveniences your trip to the grocery store. You now have strong plot armor against both happenstance and collateral damage. You're also a lot more lucky in surviving dangerous or potentially lethal encounters, but someone hell-bent on you personally being dead or you pushing your luck too hard can still make a corpse out of you.

Almighty Janitor [400 - Discount Drop-In] - Being at the bottom of a hierarchy or totem pole is no excuse for your word not to be taken seriously! After all, you're the star of this show. You will find that regardless of how wide the gap is between you and your superiors, they will treat you as a peer instead of a subordinate. Your suggestions will be weighed in with a bit more enthusiasm, and your actions represent your organization as a whole as opposed to just being another mook - speaking for your group will be taken seriously by allies and enemies alike. You'll also find it easier to advance in rank in said group. Just mind that this favoritism only goes so far - blatantly working against your team's goals or screwing up big time will quickly make this peerage sink like a ship until you find a way to redeem yourself.

Idiot Hero [600 - Discount Drop-In] - You absolute madman. You may not be competent or knowledgeable in some areas, but you make up for it with tenacity that outright bends or breaks the rules of ‘how this is supposed to work’. The more insane or dangerous a stunt is - powering magic via fixation on large tracts of land, fighting an enemy with a plugged in toaster, or anything that’s horrendously at odds with the tone of your situation - the more likely that stunt is to succeed. This is enough that if you had, say, the magical power of the Red Dragon Emperor, you could manifest an actual deity based on a concept you really liked. You may not have that, but similar insanity is in your reach - it doesn’t guarantee success, but now as a plan 'stop the endless battle with the power of song, dance, and an army of squirrels' has a non-zero chance of success. This also applies to skills and powers, as the prior example will soon demonstrate in-universe - just note that this can’t always compensate for a lack of training or energy, or at least not for long.

Protagonist Privilege [600 - Discount Drop-In] - It’s not just about surviving through stupidity and dumb luck anymore. Your very presence seems to draw in the attention of higher powers and long-hidden conspiracies, and your luck similarly twists so that you can benefit from it. You can seamlessly place yourself into the role of ‘protagonist’, either overshadowing or working alongside any other such characters in a story - the plots waiting for a millennia-long fruition start moving and revolving around your life, and powerful figures work to recruit or mentor you for their own reasons. Powerful rivals who will challenge but not kill you will emerge from the woodwork, letting you train and further yourself even more. You will regularly run into people and beings that will aid you in some way, and when you train or work towards a goal, you will find yourself brighter and quicker to learn, and events arrange themselves to be in line with your interests and goal. Your luck also enables you to even cheat death...when heavily injured, helpful allies or sympathetic individuals will rescue you in the nick of time so long as it isn’t too improbable, and once per jump, you may cheat death outright and emerge good as new the next day only slightly injured - as opposed to erased from existence, disintegrated, or whatnot. The ‘make yourself protagonist’ and rivals effect of this perk can be toggled on and off freely. The luck and the learning? Free part of the package. This is your story, now.

My Life Is Alive [100 - Free Ordinary Student] - Whether you’re aware of the supernatural cold war between Heaven and Hell, the machinations of Khaos, or just that Issei kid constantly peeping around, none of that is any excuse to stop enjoying life! You will find that ‘slice of life’ activities, or even just any kind of training, is a lot more fun and relaxing for you. In addition, you will be given boundless enthusiasm you can tap into, which can function as hot-blooded determination or just a way to banish the terrible demon called Boredom. This isn’t particularly special as a power, and your willpower doesn’t increase that much - but there’s something to be said about quality of life, right?

Responsible Club Member [100 - Free Ordinary Student] - Whether it’s a sport or a simple skill like cooking, you’re really good at what would be considered a ‘club’ activity in a school. Like the one you’re going to be attending, for instance. This makes you a prodigy at that

particular skill, and gives you a knack for further improving it. While something like kendo can help you train for combat, this doesn't give you any supernatural skills, and you're only a prodigy by human standards. Still, maybe if you knew something like 'math' very well...oh, and if you don't want just one skill, you can buy additional skills for 100 points each. Ordinary Students get three purchases of this for free.

Nothing To See Here! [200 - Discount Ordinary Student] - It can be dangerous to be a notable figure in this world, especially if you're not part of a Peerage or any sort of faction. So you just...don't. You're good at appearing to be a completely ordinary person, blending in like a 'side character'. Any deeds you are personally responsible for are glossed over or attributed to someone else, and this diverts all attention from greater powers away from you. Unfortunately, this doesn't apply to big things like 'personally slaying a major figure', though just defeating them in a fight would probably be covered up out of embarrassment. This also makes you good at getting away with misdemeanors like sneaking into private rooms or shoplifting. This can be toggled on and off.

I Won't Miss A Thing! [200 - Discount Ordinary Student] - Whether you're aware of it or not, a lot of your peers and friends in this school can quickly get swept up into the supernatural world, and many dangerous things can come to light without much warning. At least, if that someone isn't you. You've picked up a knack for spotting 'little clues' - hints that a friend of yours might be a Devil or Angel, hints of a Sacred Gear hunt happening right under your nose, or traces of a battle and who's fighting in it. These 'little clues' will let you quickly draw conclusions on who's-who in a particular location and what everyone is after, even if this was a hidden war that most humans couldn't hope to find on their own. This also makes you a much better detective, as far as intuition goes. Just be warned that this doesn't protect you from retribution from your snooping around...

My Eyes See All! [400 - Discount Ordinary Student] - Watching people for a long time can teach you things about them. It can be anything from how they feel about a situation, what they plan on doing, how they fight, or their...*ahem*, 'sizes'. You've managed to turn this social peeping knack into an actual skill - a quick glance at someone can tell you their current mood and if their thoughts are elsewhere, how they feel about the people they're currently talking to, details about their appearance, and any sort of skills they have that are relevant to the situation, as well as how good they are at it.

Not only does this let you mentally pick apart a social scenario, but it works just as well in combat - you can read your opponent's movements and quickly gauge their fighting style in seconds, knowing them even better than they know themselves. That said, this isn't as good as actual mind-reading - you can still be caught off-guard or blindsided by something you didn't expect, and well-hidden details about the individual won't come to light by staring at them all day. Still, you'll make a fantastic therapist - or tactician.

The Reliable One [400 - Discount Ordinary Student] - Let's face it, you're probably barely a blip on the radar of this world, even if you're a recently Reincarnated Devil or got your hands on a powerful item of note. But your real strength isn't from having a unique trait or item, it's from being *you.* All that learning about other people and how they act has turned you into a steadfast friend and teammate. You are able to coordinate and bring together even the most volatile of personalities, turning a band of misfits into a force to be feared, and your charisma is strong enough to end a fight without violence. This does little for sworn enemies of any kind, or irreconcilable foes, but you'll find that the power of words can do anything from lifting the weight of past sins off of someone's back...or even end a long and bloody war. Even better, you will be recognized in these teams and groups as the glue holding it together, and those within it will respect you accordingly. Life is a tough thing to experience alone, and that's why you're there for them.

A True Hero [600 - Discount Ordinary Student] - Nothing is a greater show of heroism than blood, sweat, and hard work. It doesn't matter if you hold a Longinus or belong to some ancient bloodline - what matters is that you fight for what you believe in and never give up. Your determination receives an astounding boost - despair and mind control find themselves trying to move a mountain against you, and your body refuses to stay down even if your bones have shattered like glass. Not only does this grit make you harder to put down, but you can apply your own hot-blooded willpower to your magical power, increasing its potency or destructive power with the roaring of your soul. An amateur making an elemental blast could overtake an entire squad of more experienced foes by surprise with such a thing, and with time and training, who knows what you'll accomplish? One thing is certain - it's not about what kind of weapon you wield, but the hand that wields it.

Dance With Me [600 - Discount Ordinary Student] - You're not 'just a Jumper' or 'just Anon', you're their friend, damn it! Your ability to empathize with and understand others has hit an almost mythical height - not only can you make friends out of enemies so long as you had common ground to stand on, but you can befriend beings far more powerful than yourself and even have them treat you like an equal. Calling them out on their behavior stings like it would from a close friend, instead of being a show of defiance from an inferior. You can also help others work through their issues and become much better people, changing a tragic villain into a hero with an incredible resolve...or vice-versa if you're a dubious sort. You're not a lone star in this world - you're the sort of person who makes the lives of others shine all the brighter.

Walking On Wires [100 - Free for Neophyte] - Whether you're a Devil collecting your dues or a lone Magician tap-dancing around the politics of the area, it's good to know when it is and isn't the right time to speak, or the right tone to carry. When you're negotiating with other factions, you have a sixth sense for the right 'style' of formal speech they expect you to use, and what to avoid saying or mentioning in order to get what you want out of them...even if it's just 'survive another day'. However, this only alerts you on what you shouldn't say, not what you *should*. That's going to require a different type of skill.

All Myths Are True [100 - Free for Neophyte] - Well, not necessarily, but in a world where Angels, Demons, Norse Deities, Youkai, and even more absurd creatures co-exist in the same setting, it pays to know what's what. You have an encyclopedic knowledge of all myths and religious texts that exist on present-day Earth, and how to quickly draw connections between them and the 'real deal' in this world and beyond. This won't teach you about any unique mythologies in other worlds, but it will let you draw connections and learn about them quickly so long as you have a way to research them. Never mistake a Reincarnated Devil for a Pure-Blood ever again!

Magical Warrior [200 - Discount for Neophyte] - Whether you are part of a peerage or a lone wolf, there is one constant in this world - if you do not fight, you will not survive. Luckily, you're not someone who was born yesterday - you're already a master of a mundane weapon or martial art of your choosing, at least by human standards. In addition, you know how to weave your own magic into your physical fighting style, able to use the two seamlessly together. For instance, if you prefer to use a sword, you can use a fire spell to provide a way to create distance or heat up your sword with very little loss in focus in doing so. This obviously doesn't mean much if you don't have much magic to use in the first place, but you can combine magic and your physical fighting style together with very little trouble, and learn how to do the same with others in the future. Unfortunately, this doesn't quite play as nicely with supernatural martial arts or any other 'exotic' abilities...you'll have to practice using those in tandem by hand.

Life Is A Chance [200 - Discount for Neophyte] - You won't get anywhere in the supernatural world by sitting on your ass and having slice-of-life adventures. That's why you've picked up a talent as a 'treasure hunter' for artifacts of power, or ways to further yourself in your territory. You have a sixth sense for likely locations to find a Sacred Gear and who might possess it, as well as similar unique items of power. The greater the reward, the greater the risk and danger the journey will be...these items tend to have powerful owners or are sealed away from greedy beings, after all. But with a bit of effort, you'll know where just to find such things...whether you have the power or talent to claim them will be in your own hands.

Keeping Secrets [400 - Discount for Neophyte] - Whatever you do, do it quickly and cover your tracks. The war between Heaven and Hell becoming an open conflict again is something only the insane or the vengeful want, and leaving traces of your dealings is only asking for trouble. With this, you've become skilled at hiding your own origins and powers - you know how to do the ugly work of maintaining secrecy, from disposing of bodies to establishing a firm alibi for yourself using your skills and powers - magical spells involving illusions, teleportation, and more ways to maintain secrecy or misdirect foes are among your abilities. You've also become enough of an actor that you can establish a strong 'civilian identity' for yourself, keeping your own trek with the supernatural or secret organizations of some kind a secret to all but those you actively deal with. After all, there's no need for Perfect Student Jumper to be suspected of ugly things like treasure-hunting or the occult, right?

Hypercompetent Sidekick [400 - Discount for Neophyte] - You may not have the charisma of a Noble, or the...whatever-it-is of the Ordinary Student, but you know what you ARE good at? Management. Logistics, basic intelligence gathering, making sure your base of operations is functioning optimally...in short, you do all the busywork needed to keep an organization, a club, or squad or what-have-you afloat. You may not be particularly skilled in addressing emotional problems or a lack of teamwork, but you will quickly understand when there is a problem and the nature of said issue. With you running this ship, no messy misunderstandings or members forgetting to train their abilities will happen on your watch.

Magician [600 - Discount for Neophyte] - You're not just ANY magic user. Whether you're a living freak accident or have spent years of honing your potential, you're one of the few who have earned the right to be called a Magician among your kind. Your magical power is greatly increased, and your Mana reserves are much more vast than the average member of your Race. In addition, your spells are much more efficient and consume less energy, allowing you to keep up a fight or a long ritual more effectively. You're not the strongest thing in this world, especially against a Longinus, but with this? You're a threat to even veterans of the Great War.

On A String [600 - Discount for Neophyte] - It's amazing, isn't it? Even creatures of myth aligned on the sides of Heaven and Hell have amazingly...human desires. And when you can recognize someone's desire, it becomes a metaphorical string for you to pull, and make your puppets dance. You are excellent at conducting long and borderline impossible schemes of manipulation and misdirection, creating a web of lies and events that end with you obtaining what you seek - often with your foes none the wiser. After all, you're just a Neophyte - it couldn't possibly have been you all along, right? Just be sure to dispose of anyone who gets too curious about your keikaku - you'll get enough due warning that you won't have an excuse for not addressing it.

Grace [100 - Free for Noble] - The most important aspect of a leader is being able to look confident, even in moments of shame or stress. You have an excellent poker face, and are able to play the part of a dignified noble with ease...even if you're bleeding out terribly or are standing in front of an audience in nothing but your underwear. You will always appear confident and dignified when you wish it so, even if you're screaming internally and wanting the day to be over.

And A Smile [100 - Free for Noble] - You're just such a pleasant person to talk to, aren't you? Whether it's in a formal setting or just a relaxed hangout with friends of yours, you're the life of any social gathering. You're perfectly polite or informal when the moment calls for it, and you will find it easy to make new friends or engage in small talk. This doesn't allow for deeper manipulations or get you truly close friends, but you'll certainly find it easier to get your foot in the door.

I Know Someone [200 - Discount for Noble] - You happen to know people and, if you're in a new location or world, it doesn't take you long to get to know even more people. All sorts of

people; rumormongers, newspaper printers, occult clubs, or whatever else would be relevant in the world you're in - people who hear things, know things, and always have a juicy bit of information. You can quickly establish a web of contacts and people who can gather intelligence for you - not quite super spy agencies unless you already have such available, but enough to inform you about local happenings regarding important individuals and factions. You will also find it easy to establish diplomatic contact with other organizations and factions, quickly avoiding any...messy and unnecessary conflict. No need to dirty your hands when you can make friends out of enemies, right?

The Midas Touch [200 - Discount for Noble] - You know what plebeians or Neophytes have to struggle for? Money. You know what gets mortals to move mountains and makes your summer trip for you and your friends amazing? Money. You know things you have trouble with? Money isn't one of those things. While you may be rolling in dosh already from your family's holdings or your own hard-earned cash, you are an amazingly competent businessman (or woman) who can quickly turn a dime into 10k with some time and investment, able to quickly secure a large amount of legal income for yourself with little effort. Of course, illegal activities or certain supernatural powers can make those dividends increase tenfold or more...just try not to get caught.

Crossed Swords [400 - Discount for Noble] - Whoever said it was hard to find good help these days obviously wasn't trying hard enough. Even when you find yourself starting from the ground up, you will find competent and unique individuals drawn to you and whatever cause you're working towards. They may not necessarily have iron-clad loyalty, but you won't have too much difficulty securing it if you work towards it. These stars of destiny aren't necessarily the strongest or brightest a land has to offer, but their potential is great and they will a great aid to you in fulfilling your own goals as you work together. A single Jumper with nothing to their name could assemble a team of skilled Independent warriors, and a Noble of great standing will find some of the strongest in their faction flying behind their banner. Let it never be said that you stand alone.

My Blood, My Legacy [400 - Discount for Noble] - There's something to be said about nepotism or favoritism, but if there is, you're too busy enjoying the benefits to really care. Your bloodline or standing in the supernatural world is respected enough that you find you have more leeway in bending the rules of your faction - not only that, but hypocrisy or rule-breaking on your part is just flat-out *ignored* in terms of your respect and standing. As long as you didn't blatantly betray or point a knife towards the heart of your faction, your behavior is not only tolerated but twisted to look like something admirable. Whether from fear or awe, no one dares to speak out to you...and invoking your family's name and standing will do wonders to shift an argument or a social situation in your favor.

Divine Right [600 - Discount for Noble] - When you speak, the world changes beneath your feet. Well, not literally, but it can FEEL like that sometimes. You are a natural leader - you can unite teams of conflicting personalities and skillsets and create a force to be feared, and are

skilled enough in both courtly dealings and socializing that you can move an entire crowd to action with a passionate speech. Even better, your actions create an upwards momentum in your organization or social standings - inferior leaders step aside, corrupt officers and incompetent idiots are unceremoniously given their just desserts as you soar upwards. Eventually, you may well be handed the crown of a great throne with how well you sway others with your words. Enemies and those with greater ambitions will still despise and oppose you - but damned if they can't help but respect you. This will only happen when you are actively trying to increase your own authority and standing, and won't snowball farther than you want it to.

Legacy of the Great War [600 - Discount for Noble] - While the War was in a time before time, its echoes can still be felt today - the clashing of holy blades against the infernal devils and their fallen cousins, sundering creation whole and laying low the creator God who led the Angels. These blades have since fallen silent, but they have not rusted or waned - and you're an example of that. You carry a major bloodline or innate power that was passed down from those days, akin to the Bael Clan's mighty Power of Destruction...or perhaps identical, if you call them kin. In addition to a unique and powerful magic that will be passed down to your own descendents, you have a natural knack and talent in all things related to combat and warfare...without training, you could lay low hundreds of untrained thugs and even duel an experienced warrior bare-handed. And that's before you train or get your hands on a Sacred Gear. In time, you will bring entire modern armies to their knees with both your magical and martial might, though mind that your mana and stamina are still finite...but that's fine. A proper leader should lead from the front, don't you agree?

Sacred Hospitality [100 - Free for Independent] - You can't really be much of a figure of power without a couch to crash on. Even Devils need sleep, after all. You may not have much in the way of wealth or properties compared to some factions, but you will find that both neutral bystanders and even some lower-ranked members in an organization or group will welcome you with open arms and let you hang around. This hospitality goes away when you pick a side hostile to them or spurn their kindness somehow, but it seems no matter where you go, you'll stumble across someone of middling importance or influence who is willing to take you in. You'll pay them back after all, right?...right?

Senjutsu [200 - Discount for Independent] - While magic and mana are the universal constants of this world, and magical systems are different ways of utilizing them, other energies and practices do exist in this world. This trick in particular allows you to control and harness your own vitality into an energy called 'ki', which when concentrated will strengthen your physical form considerably, letting your fists and feet strike much harder against foes. In addition, it lets you read and sense the 'ki' of others, letting you read and predict movements and spy on the enemy's current state from a distance. Take a deep breath, because now this power is yours to command.

Walking Freak Accident [400 - Discount for Independent] - That's what you are, damn it. You could be a completely, in-over-your-head Human schmuck without any resources or special

powers, and you will constantly be in the right place and the right time. Your luck lets you stroll past possibly-fatal accidents or encounters with a spring in your step, find a handful of yen on the ground when you need spending money for lunch, and just happen to eavesdrop on a conversation about a hunt for a Sacred Gear held by one of your classmates. In short, your luck protects you from accidents or happenstance while letting you stumble onto resources and clues relevant to what you're after. Sure, you still have to act on it when it's not protecting you, and you won't find items of great power just falling into your lap...but opportunities? Oh, yes. There will be lots of opportunities. Just don't lean too much on Lady Luck, or else it'll run out before you know it.

This Is My Town [600 - Discount for Independent] - 'Let sleeping Dragons lie' are wise words that have been uttered in the past. Whether or not you're a Dragon yourself, you have a naturally intimidating aura around yourself, a cloud of killing intent that wards away potential foes and makes even those stronger than you hesitate, if briefly. What's more, any deeds or actions that you take which become public knowledge are blown out of proportion - if you saved a man, you are called a great hero. If you slew a couple Devils, you are feared by many of their kin as though you were a holy avenger. Your reputation will snowball until you can barely live up to what they say about you - your foes will shake in terror at your name, and powerful allies will flock to your side. You can even 'ride' the power of this infamy in battle, using it to make your opponents doubt their superiority, or cause a stronger foe to stumble because he is uncertain if you're just toying with him. Just...take care when someone inevitably calls your bluff. Actions speak louder than words, after all.

Contract? [100 - Free for Hell] - Devils are closer to humanity than many other Factions, though this isn't necessarily out of benevolence. By establishing a business arrangement, a Devil can gain more standing and power from giving a particular service to a human - though no Faustian exchange of souls is involved, and the tasks these days usually boil down to 'babysit my children' or 'dress up in cosplay for me'. Both parties have to agree to it and the Devil has to fulfill their end of the bargain to the satisfaction of the contractee, but once they do, they gain both more standing among other Devils (or businesspersons, in future jumps) and a very slight increase in power. It would take decades if not centuries of casual work to reach the level of a Great Satan or legendary Devil this way, but you know what they say about investments, right?

A Face That Sells [200 - Discount for Hell] - Whether you just look that good or carry yourself in the right way, you are a very popular person...or will be, in short order. Your attitude and appearance is enough to give you very strong media appeal, and should you become an actor or a figure of note, it won't take very long for you to become a celebrity. This also applies to the supernatural underworld, where your name will pop up near the top of the list for your Faction as well as party invitations. This stacks rather nicely on top of other things that increase your appeal and popularity...expect to have fans worldwide, should you wish it so.

Evil Pieces On A Board [400 - Discount for Hell] - The Evil Piece system is the centerpiece of how Devils gain prestige and power, and is how Peerages are formed. A single Devil of power is

designated as the ‘King’, and they choose up to 15 servants to fill the role of the other pieces on the board. The chosen Pieces receive a boost to their base abilities in a way fitting their role - Rooks are strong and durable, but relatively slow, Bishops are able to cast more powerful magic but exhausted themselves if they overuse this, and so forth. Purchasing this allows you to use and grant this system to others, but you may also ‘reincarnate’ a recently dead or dying individual to return as a Reincarnated Devil, giving them the properties of that race. This only works on that particular person once, and doesn’t work on Angels or similar ‘holy’ beings. Incidentally, this lets you grant others access to Mana and magic from this world quite handily…

Scion of Hell [600 - Discount for Hell] - The Great War has come and gone, and the wind is beginning to shift towards a permanent peace between the three Factions. More than that, you can’t be expected to rely on old relics or the innate power of Sacred Gears if you want to get somewhere in this world. This is a lesson you have internalized, in both body and spirit - your training in both combat and mental ability is greatly increased. You will quickly become competent and then a savant of a fighting style you focus on, and any mistakes or hardships you endure quickly become experience that gives you perfect clarity on what to avoid doing on a second encounter. Not only are you a master of growth and turnabout, but you’re especially good at passing down these skills and advancement to your peers and minions, letting them operate not in your shadow but by your side. With the right time and lessons, you can topple a foe who relied too hard on innate power with nothing but determination and cleverness in a fight.

Fluffy White Feathers [100 - Free for Heaven] - See, way back, some Angels…’experimented’ with their appearances. Wheels of fire, big eyeballs, things like that. It never quite worked out that well, so they decided to stick to some aesthetically pleasing human forms. Whether or not that tall tale is true, your appearance has gained a soothing and welcoming quality - your smiles are warmer, your laughter can make hearts flutter, and your hugs are particularly soft. Regardless if you’re adorable or a reliable older sibling figure, people will see in your demeanor and actions that you can’t be anything else than pure of heart...or just REALLY good at pretending.

Technically True [200 - Discount for Heaven] - Angels and those who follow God’s teachings tend to have to follow strict rules, especially things regarding purity and not consorting with devils. Thing is, this is incredibly impractical in this day and age, and nobody REALLY wants a second Great War for no good reason. And some Devils can be really nice, it turns out. You will find that strict moral requirements, metaphysical or social, are much less punishing towards you than it would be towards others. A holy knight who has to strike down an Angel for the greater good, or someone in a star-crossed relationship with a Devil would face a slap on the wrist as opposed to retribution, and a trivial scolding as opposed to losing any granted powers. You can still ‘fall’ as an Angel or receive great punishment from doing something truly unforgivable, but if your act was ultimately harmless or for the good of your Faction (or even the world), your actions are tolerated. It might not make you too popular, though.

Rise, Brave Saint [400 - Discount for Heaven] - If things progress a certain way, Angels will soon be adopting a system similar to the Evil Pieces of Devils, creating a pseudo-peerage of Reincarnated Angels using cards instead of chess pieces. Whether from intuition or experimentation, you're an early adopter of this system - you can Reincarnate dead or dying individuals into Angels in a process identical to Reincarnated Devils. Much like its counterpart, this doesn't work on Devils, Fallen Angels, or beings akin to them, nor does it work on the same being more than once. While adopting the 12 Card system will be up to the passage of time or further experimentation on your part, these Reincarnated Angels are purified of any corruption they had in life, and are opened to the idea of God...or, if they're not a religious sort, the idea that there is more to strive for and good they can do in their lives. Whether or not they act on this, well...I hope they're grateful to you bringing them back.

I Send My Sword [600 - Discount for Heaven] - Something many forget in this age is that it was the hand of God that created the Sacred Gears, and granted them to humans so that they may work miracles on the world. The secrets of this art died with Him, but the impact they leave on the world has echoed throughout time and history. You have gained a shadow of this art, with the ability to forge Holy Blades...not True Holy Blades, but powerful weapons that burn away the infernal and cut deeply against Devils or wicked creatures. More than that, you have a sense of others besides yourself who can shape the course of history if granted such a weapon, or any power you can pass to them, and a very accurate idea of how they will change the world around them for better or worse. All it will take is a mysterious, angelic figure granting them what they need when the moment calls for it. In time, you may be able to forge True Holy Blades after some trial and error, forging kin to legendary weapons such as Durandal and Excalibur.

Smug Bastard [100 - Free for Grigori] - There is one surefire way to bolster the number of Fallen Angels: tempt an Angel into falling through sin. You've picked up a talent for such emotional manipulation, especially when taunting or teasing a foe by dangling a personal weakness in front of them. You can easily tempt others into acting on a blind rage or out of pride, and know how to look perfectly smug as you do so. The strong-willed or the determined can shut you out, but you'll definitely piss them off.

Cloak and Dagger [200 - Discount for Grigori] - Whether it is keeping themselves or their human allies safe, it is important for Fallen Angels to work in secret, especially since their numbers are so few compared to Devils and Angels. This gives you an almost supernatural acting ability, better able to hide yourself and pose as a completely ordinary person. You could be a total, bloodthirsty sadist and pass yourself off as a sweet and loving student. Even better, this extends to your powers and Race...almost anyone can pose as human, but you can hide blatantly supernatural signs or energies of your true nature well enough that even other members of your Race would be fooled. This doesn't work once the gloves come off and you actually use your powers, but espionage is child's play to you, now.

Getting With The Times [400 - Discount for Grigori] - The whole 'brimstone and fire' thing is great and all, but the sad fact is that humans have changed much over the centuries, and so it

falls onto the supernatural world to change with them. You're something of a pioneer, able to combine both technology and magic together seamlessly to create unique inventions of superscience...things like a hatred-powered robot, or blueprints for something based off of the Evil Piece system. With a little time and ingenuity, who knows what you'll put together?

Triple-Quadruple Backstab Bluff Technique [600 - Discount Grigori] - Judas was a moron compared to you. Your skill at manipulation and deception has achieved levels unheard of, especially in matters of betrayal and espionage. Your lies cannot be detected through magic, and only physical evidence or a dogged enough detective will find you out. You can also weave an intricate web of 'I'm totally on your side' with such effectiveness that no one is certain who's side you're really on, and know just how to maintain and pull at said web so that you emerge on top. Finally, being in such touch with your own inner bastard, you can sense it in others as well - you know when someone you're speaking to is lying to you, and can 'feel' when someone you know is close to betraying you, along with what motivates them.

A Sharpened Dagger [100 - Free for Khaos] - This 'peace' is a lie. An excuse. A product of cowards and fools who would betray both their own kin and the dead in the name of their own fears. The only way to break that status quo is with chaos, destruction, and death. It sounds completely insane, doesn't it? But you're good at phrasing it in just the right way - making your own point of view sound valid enough that the foolish sympathize with you...and the weak-minded listen. No matter how violent, insane, or ridiculous that truly is. The strong and the resolute resist, but the seeds of doubt can easily be sown...or like-minded fellows can be found.

Just One Push [200 - Discount for Khaos] - All things hold weakness. Human hearts are frail, Angels can fall from grace, and Dragons are tempted by petty amusements. Humans bleed, Angel wings can break, Devils can be struck down. Where there are friendships or love, you also know where there is envy and hatred. With time to study, you know how to twist both the literal and metaphorical knife where one feels weakest - weakness in their fighting styles, their words, their beliefs. With a whisper or a dagger, you strike where scars are still healing, and where relationships would shatter if enough pressure were applied. The end result is out of your hands and there's always the chance some are too strong...but an entire Peerage can be made to tear each other apart with enough provocation. All while you watch with a smile on your face.

Fanaticism [400 - Discount for Khaos] - Even in this so-called peace, there are those who are lost. Broken. Those who had something to believe in, but lost it. Those who seek fulfillment in their lives, something to devote themselves to. This malady is something many of the Races suffer from, and you have just the cure. With time and interaction, you can steadily rebuild the distraught and the suffering into something more...to your liking. Foot soldiers, servants, speakers, and more, all for the cause you claim them for. All while convincing them that the poison they're drinking is both their own idea and something they need. You may turn the disenfranchised of all kinds, even many different Races, into your own fanatics and loyal retainers. They will chant your name and hold your banner while you congratulate yourself on a

job well-done. Of course, fanatics can be unpredictable and unsubtle...and not everyone will succumb. Do choose your followers wisely.

Legacy of Wei [600 - Discount for Khaos] - Cao Cao, the original Chinese warlord, was known best for his absolutely infuriating amount of good fortune combined with natural cleverness that made him almost untouchable in life. While you may not claim to share his bloodline, few would doubt it - similar, immensely enviable cleverness and luck is in your hands. Your mental faculties and memory have sharpened considerably, making you into an incredibly capable strategist and tactician. You may predict the flow of an incoming battle almost a day in advance, right down to what your opponent is going to wear and wield, and be completely correct. Your ability to feint, dodge, and survive against stronger foes is almost mythical in how elusive an opponent you are, and those who are your inferior will be on the ground before they had time to process what the hell you just did. Your plans and predictions, through both luck and happenstance, are almost always accurate...though even you can be surprised by a sudden change in circumstances. But in time? Even those can be accounted for.

Sacred Gears:

We need to cover an important factor in this world: Sacred Gears. Originally created by God and given to humans to work miracles, these are incredibly potent artifacts of power that can drastically change the course of history. Born within humans and human hybrids, the power of Sacred Gears are coveted by all Factions and powered by the user's own desires, as well as having the ability to adapt and evolve based on the wielder's own thoughts and emotions over a long period of time. Eventually, the user may unlock the Balance Breaker of their Sacred Gear, which acts as its ultimate manifestation and the strongest expression of its ability. Though limited by the strength and mastery of its user, able to overwhelm or greatly damage them if pushed too hard, the Sacred Gears are potent indeed.

Should you so wish it, you may possess such a weapon. Many of these are existing items that are recurring throughout the world, some are unique and haven't been seen before. Before we continue, do note - not all Balance Breakers have become common knowledge to the world, and additional powers ('Sub-Species') developed from the personality and thoughts of the user are unique by nature. As such, any additional powers your Gear develops will be a reflection of both you and your use of the Sacred Gear, and is largely out of the hands of this section. You start with basic training in any Sacred Gear you purchase here, including the Longinus, and need time and refinement to unlock its full potential. **You receive a discount on your first purchase of a Sacred Gear, regardless of race or faction. This discount is applied after totalling the price, if you use Custom and/or Import.**

Custom [100+] - Does the sparse list of options I present to you seem disappointing? Do you want something a little more...unique for a Sacred Gear? Look no further. You may design and create a single Sacred Gear of your choosing with this option. The price will depend on its effects, based on the options below...a simple but useful utility effect or single combat ability will have a base price of 200, a Sacred Gear capable of manipulating others or natural forces or creating permanent items from thin air would be around 400, while a Gear with various different abilities or simple but extremely powerful combat power will be about 600. Creating a Longinus or a Sacred Gear with the immediate potential of one will cost about 1000, same as the others - these are game-changing artifacts with a host of various abilities that can elevate a mere human to be an equal to the greatest beings in the Great War, if used and trained correctly. Add 100 to that base price and that will be your price for your personal Sacred Gear.

Import [Free/100] - Do you have an item you are particularly attached to that you've entered this world with? A keepsake, a magical item, or some weapon of note? You may 'import' it as your Sacred Gear, whether custom or taken from the list below, gaining all of its benefits and potential. If the item and the Sacred Gear are both considered sentient, you may choose which 'personality' is dominant while the other becomes memories for the new one in charge, ignore the second one entirely, or merge them into one entity. If the item in question matches the item 'type' (a gauntlet for Boosted Gear, a staff for Trick Vanish, etc.) the import is free, otherwise it adds 100 points to the base price.

Scouting Persona [200] - This is a fairly simple Sacred Gear, an artificial one created for scouting purposes. Of course, if you're buying it from here, it has the same potential as the others listed here. Its function is simple - it creates various masks that can be used as shields, as well as long range surveillance and information gathering.

Trick Vanish [200] - A staff with a short but sweet power: it can seal a single ability of an opponent away by cursing them, making very foul-looking marks appear on their body. This is incredibly draining to use, however, and the curse can be overcome by someone else aiding the victim. Still, if someone relies too much on a particular trump card...

Variant Detonation [200] - This Sacred Gear doesn't manifest as an item, but instead a glowing aura of power around the user. The ability of this Gear is simple but powerful - it can generate explosions on whatever the user comes into contact with. If you can close distance between you and your foe, this Gear can make the unprepared and unprotected bite the dust.

Mirror Alice [200] - Right back at ya! When activated, this Gear takes the form of a glowing, transparent mirror in front of the user or an ally. An attack that strikes this mirror is immediately reflected back onto the attacker, with twice the destructive power. Why is this being offered so cheaply? Well, it has a cool-down period that prevents it from being summoned twice in a row, which means it is best reserved for baiting a finishing move or protecting a weaker ally. Eventually, the user can learn to summon multiple mirrors, lessening this weakness slightly.

Phantom Mask [200] - At first glance, it looks like a theatre mask or something you'd see at a Masquerade ball. However, when the user wears it and envisions someone or something in their mind, an illusion forms over them that makes them appear to be a certain user or object. It even masks their voice and size from touch, only registering the illusion. You could convince someone you're a cute schoolgirl, a lamp, or even a giant dragon! That said, this is still only an illusion - if someone attacks, wounds, or otherwise disrupts it, it will fade away. Sure you could make people think you're setting them on fire with a dragon's breath, but the illusion fades under enough scrutiny and won't inflict real damage to anyone or anything. Still, fun at parties, right?

Cutter Dance [200] - Taking the form of a thin longsword with a golden hilt, this Sacred Gear moves in the air accordingly to the user's will, moving with the skill and swiftness fitting a master swordsman even if you yourself were an amateur. It can also create up to thirteen copies of itself that dance with just as much skill and effectiveness...the downside being that if your mind is distracted or if you're thrown off-balance, the blades become confused and stunned with you. Maybe with time, this weakness could be overcome?

Sword Birth [400] - A fan of swords, are we? Well, if blades are your bones, this Sacred Gear has you covered. This Sacred Gear takes the appearance of any sword you can think of, but its true power is being able to create any number of Demon Swords from any surface a certain distance from the user. These Demon Swords are magical weapons that are astoundingly

effective against the ‘holy’, such as the Angels in Heaven. Should you unlock this Gear’s Balance Breaker, you may even create unique Demon Swords with specific abilities made to counter a particular race or type of enemy, or utilize different elements together.

Blade Blacksmith [400] - This Sacred Gear is something of an ‘older brother’ to Sword Birth, having an identical effect save for the fact the weapons summoned are Holy Swords, thus making it terrifyingly effective against Devils or other unholy creatures like the Fallen. It’s also notable in that it can potentially develop multiple Balance Breakers, such as summoning knights to wield said Holy Swords or make a gigantic dragon made entirely of said weapons. Who knows? Perhaps that potential can be unlocked in your hands, as well…

Gravity Jail [400] - Sometimes, people just weigh you down. Good thing you can return the favor. This Sacred Gear manifests within your eyes, and allows you to adjust the personal gravity of anything within your line of sight, of your choosing. This lets you crush someone with bone-smashing gravitational force, or make them float helplessly in the air - just mind the ‘need line of sight’ thing.

Forbidden Balor View [400] - STOP. Sit. Stay. Another eye-based Sacred Gear, this one allows you to momentarily freeze what you can make line-of-sight with in time. This starts at a relatively short amount of time, but with practice and increased mastery, the duration can be made longer - it’s unlikely you can freeze anything indefinitely, however. It’s said this Sacred Gear has a lot of potential, and an evil consciousness within it...but, of course, this version lacks the latter effect. Be grateful.

Cry Heart [400] - Emotions are fickle things, aren’t they? People can love or hate one day and then flip to the other in the blink of an eye...especially with this bracelet on your wrist. Its application is simple: It can control the emotions of others with a simple act of will. It can be subtle and subconscious, and thus harder to notice or resist, or can be outright mind control...though your target will likely notice the foreign influence on their mind, and the strong-willed can resist. Impress the same emotion enough times and its influence may become permanent. You could make a crowd fall in love with you, reduce a foe to a berserk fury, or give an ally a feeling of calm and reverie...that choice is yours.

Earthshatter [400] - These are a pair of arm guards clad in bronze. Their application is simple and direct - the user’s physical attacks, whether with a weapon or with their fists and feet, will enjoy a boost of kinetic force that can pulverize rock and fight things many time their size and strength. There is no muscle power involved - the Sacred Gear turns mana into pure kinetic force, making the user stronger, faster, and tougher as the physical force of their blows and movements are increased while those of the enemy are mitigated. This has limits, however...it can only provide and prevent as much power as your mana can feed, and things that don’t rely on blunt or kinetic force can’t be defended against by this Gear alone. Try punching them before it happens.

Night Reflection [600] - Manifesting as shadows that dance and move to the user's will, this Sacred Gear can form bladed weapons and spears from said shadows to use as weapons against the enemy, as well as shaping them to entangle and bind foes. In addition, this darkness can 'consume' attacks and redirect them anywhere within the user's field of influence. The Balance Breaker allows the user of this Sacred Gear to become like the shadows they control, becoming intangible and completely unharmed by physical attacks, though energy-based attacks can still harm them.

Down Fall Dragon Spear [600] - How did you get your hands on this? You're most certainly going to confuse a certain Fallen Angel. This is a unique artificial Sacred Gear made through a pact with the dragon Fafnir, an incredibly powerful spear whose full powers have yet to be revealed. It does come with a pre-awakened Balance Breaker form, however, forming a draconic armor around the user that greatly protects them from both physical attacks and magical attacks. This duplicate of the spear also doesn't need said pact to keep its powers, and Fafnir and Azazel are both unaware of you even having it...for now.

Twice Critical [600] - A commonly occurring but extremely powerful Sacred Gear, this gauntlet manifests over the user's hand with the fingers uncovered. Its power is short and simple: it doubles the power of the user, both physical and magical. This effect doesn't stack with itself and it expires after some time, but you know what they say: double or nothing, right?

Goliath Quake [600] - They do not recognize you now that you've BECOME HUGE! The ability of this Sacred Gear is delightfully simple - it increases the size of things. What things? Anything. You can make yourself into a giant, you can make individual body parts a bit larger, or turn a tiny chip of metal into a chunk the size of a skyscraper. In short, you can make anything building-sized and then turn it back to normal on a whim with this ability. The tallest you can make something with this Sacred Gear is the size of a modern skyscraper, though with time, perhaps this limit can grow with you. It takes the form of a handheld gong and the necessary instrument to ring it.

Dante Lament [600] - Many years ago, during the Great War, one idea of Sacred Gears that was experimented with was sealing entities into items of power. One Fallen Angel had the neat idea of sealing two sworn enemies, an Angel and a Devil, into a Sacred Gear for both science and amusement. The result? This suit of armor. Colored a dark gray, the wearer of this armor enjoys both considerable durability and has access to a multitude of magical weapons - spears, swords, and so forth...any weapon made in the medieval era or sooner is valid. All of these weapons can take the form of Holy or Demonic weapons respectively, making them effective against both Angels and Demons. The Angel and the Devil are both still active and sentient, and while they argue and bicker like an old married couple (which you may suspect they are, after a while) and deny ever wanting to work together, they'll cooperate for your sake, and can also give you pointers on both Demonic and Angelic magic and how to fight in conflicts like the Great War if you ask them.

Cassandra Calling [600] - How do you keep doing that?! You just dodge, duck, and weave through everything! It's almost like you can see the future!...wait, you can! These special eyes of yours, when active, speed up your thoughts and slow down your perception of time, making enemies appear sluggish and giving you time to think. In addition, you can see wispy phantoms steps ahead of your enemies, providing an accurate and almost clairvoyant prediction of what their next move is, giving you time to plan and counter. With enough practice, your dodging and counterattacks (should you have any) become automatic, letting you dance around foes who struggle to keep up. That said, this isn't perfect...it's a mana drain to keep up for more than a few seconds at a time, and enemies that are too fast for you at your best won't be so easily avoided. Of course, practice makes perfect, right?

The Longinus [1000] - And then we have these Jokers. These Sacred Gears were freak accidents in the system established by the God of the Bible, 13 unique items that vastly surpass the others in terms of growth and raw power. In addition to Balance Breakers, the Longinus also possess Juggernaut Drives which unlock even greater powers in the right hands. These are extremely desirable by all factions, and possessing even a duplicate will make you a subject of interest to almost every supernatural being in this world. Purchasing this allows you to have one of the Sacred Gears listed below. Whether you possess a benefactor-sponsored duplicate or the original is up to you, but mind that this may have unforeseen consequences if you take someone's place. **Note that all Longinus have unique powers beyond their base ones described here, or can unlock further abilities with training as well as Sub-Species depending on the user. These are mainly general summaries of their base capabilities. Any abilities that they have in canon, they also possess here. Also, due to the unique nature of the Longinus, you and your companions may only have one copy of each in your party - so if you were to buy Boosted Gear, you could not buy a second one for yourself or a companion.**

True Longinus - The legendary spear that pierced the side of Christ, this is the holiest weapon in existence. An ordinary human with training could reduce even the strongest Devils to ash with the power of this weapon, possessing incredible powers. In the hands of Cao Cao (and possibly you), it can also manifest seven orbs called the Seven Treasures, each with unique abilities from teleporting the user to completely destroying an enemy's weapons. The spear's Juggernaut Drive is Truth Idea, which absorbs the ambition and will of the user to create many unique effects and miracles, from completely annihilating an enemy to blessing the user greatly.

Zenith Tempest - Fire, Ice, Wind, Water, Earth, and Lightning. This Sacred Gear has complete control of all of these elements, able to create massive storms and natural disasters almost from nothing, able to unleash calamity after calamity in the wrong hands. Submerge entire countries in water, cleanse civilizations in fire, rupture the planet below with great earthquakes...of course, smaller and more reasonable uses of these elements tend to be more wise in the long run.

Annihilation Maker - It is said that God made Adam from clay. Shadows aren't exactly a prime substitute for that sort of miracle, but it works just fine in your hands. This allows you to create a creature from a shadow with time and concentration, limited only by your imagination - indeed, that is what this power scales directly with. You can even create 'anti-monsters', monsters designed specifically to counter and defeat a type of foe, though you may require more setup time depending on their size and abilities. These monsters are loyal to your will, and emerge as complete creatures once they are done being shaped.

Dimension Lost - When you're tired of something, the best place to throw it is in a trash can. And there's very few better trash cans than the Dimensional Gap. This Longinus has the power to create mist that can block any attack, and can transport anyone or anything within that mist into a displaced artificial dimensional space. It has no direct offensive abilities, but once the mist has finished expanding to the size of a country, it can banish everything within into the Dimensional Gap - where all things lacking magical protection are annihilated in but a few seconds.

Boosted Gear - This Longinus contains the Welsh Dragon Ddraig, appearing as a draconic red gauntlet around the user's arm. Though considered 'average' among the other Longinus, it has perhaps the most explosive potential for growth, having one of the strongest Dragons in this world powering it. It starts with Boost, which will double the user's power until they reach their physical limit, and then can release this stored power in an Explosion. With time, training, and willpower, this Boosted Gear can gain and amazingly vast host of powers...perhaps even something as absurd as punching through dimensions to call a specific Goddess into existence. But really, what are the odds of that? You'd have to be an absolute madman. Its Balance Breaker creates Scale Mail, a powerful draconic armor that greatly increases the durability of the user and the Gear's powers...and this may only be the tip of the iceberg.

Divine Dividing - A rival to Boosted Gear. Why is that? Because this one contains the power of the dragon Albion, who was the sworn enemy of the Red Dragon Ddraig back in the day. This Gear manifests as a pair of wings that enables the user to fly. Like the Boosted Gear, it has greater-than-average evolutionary potential even among other Longinus, but instead of directly increasing the user's power, it has an ability called Divide. It halves the power of any one or any thing the user targets, and adds it to their own. Excess energy is expelled through the wings, and thus can be discharged completely or in part to protect the user. However, constant use of power at the user's absolute limit can be damaging to their bodies, and use of this Gear makes them vulnerable to powers designed to harm or seal Dragons...a weakness shared by Boosted Gear. Like its counterpart, its Balance Breaker enables the user to form Scale Mail around their bodies.

Regulus Nemea - Containing a legendary Nemean Lion within, this mighty axe is strong enough to break open clean fissures in the earth with a good swing and full mastery of this weapon is said to give the user the potential to split planet Earth in two. This also protects the

user from projectile attacks, forcing opponents to brave the melee or find a different way to stop the oncoming onslaught. The Balance Breaker of the Nemea creates a golden armor around the user, giving them the physical strength and durability of the axe itself, and fully shielding them from projectile blows. It will take time and mastery to manifest this might for long, however.

Canis Lykaon - A bit of an odd duck among the Longinus, this Sacred Gear appears as a black hound with a will and agency of its own, though purchasing it here makes it extremely loyal to you. The hound can manifest powerful blades and attacking weapons from darkness, as well as being able to transform itself into a sword. It can also attack through shadows freely, so long as the 'user' can see them, turning it into an excellent tool for sneak attacks. Its Balance Breaker changes the user into a similar hound of darkness, granting them an incredibly powerful scythe as well as the ability to create a wide range and size of blades from darkness all around them. Darkness, darkness, darkness.

Sephiroth Graal - Better known as the 'Holy Grail', this Sacred Gear is a decorated golden goblet that grants complete understanding of life, death and the soul to the user - right down to its creation and how to manifest it. This is potent enough that the will of said user could be broken from its overuse, unless they possessed very strong willpower. In addition, its ability to tap into this concept allows you to revive even those long dead, so long as their souls are intact and in existence. There is no limit to how many times this can be used, as long as a soul exists for the target.

Incinerate Anthem - This is a semi-independent Longinus, able to manifest independently of the user and act on its own to a limited extent, this version usually acting in the user's favor. It manifests as any object of its own choosing, and its primary ability to generate purple flames that cause great damage to Devils and other 'unholy' creatures, to the same as if not more than the extent of the True Longinus itself. The amount of holy flames that can be summoned are vast indeed, and are the bane of those aligned with Hell or other dark powers.

Absolute Demise - Another independent Longinus, it manifests as a three meter tall doll that is made entirely of ice. Its ability is simple but frightening - it can quickly generate cold and ice, enough to freeze over a small country in a short amount of time, and can manipulate the element it uses freely. Try not to start an ice age with it, please?

Holy Swords:

The Sacred Gears were not the only items of legend bestowed to humanity. Powerful weapons that could lay low Devils were put into the hands of mankind, forged with power that is anathema to the creatures of Hell. 'Ordinary' Holy Swords are holy blades, common but potent weapons used by exorcists that do more damage to such infernal beings. However, there exists a small group of 'True' Holy Swords that only a small group of humans can wield, said to be

those with a large amount of ‘light’ within their souls, or an affinity to the element. Lucky you, such Swords you purchase here work just fine in your hands.

The Holy Swords lack the constant evolution of the Sacred Gears, but make up for it with fantastic offensive powers. With the appropriate discipline and mastery, these blades of legend can lay low many powerful Devils. If the Swords are broken, they can be recreated as long as the core powering them is intact, and two different Holy Swords can be combined together should the user possess them.

A member of the Heaven faction may exchange their Sacred Gear discount for 400 points to spend on Holy Swords and Holy Swords only. Regardless of whether this is done or not, members of the Heaven Faction receive a discount on all Holy Sword purchases.

Excalibur - Originally the sword of legend wielded by the original King Arthur, this fantastic Holy Sword possessed not one but several abilities that made it a bane of the unholy. However, it was shattered in the distant past, and reforged into seven different blades containing a fragment of its power. Perhaps one day, they will be reunited and the weapon of the great king will be made whole again, but for now you may choose from its seven successors below:

Excalibur Destruction [300] - Sometimes simple is best, and what’s simpler than a big sword that can smash a room-sized crater into the Earth with its strength? This two-handed weapon’s power is simple: a fantastic amount of destructive power in each swing of the blade. Naturally, it will hurt Devils and their kin all the more with a direct blow.

Excalibur Mimic [500] - Why just one kind of sword, though? Why not, say, a katana? Or a zweihander? Or even a blade made entirely out of molten light?! The power of this iteration allows the user to change the blade into any size, shape, or material they desire, even other objects or life-sized replicas of living beings...though, obviously, those won’t really be alive or do anything without the user’s input. However, the more complex the form, the more training and refinement is needed with the sword’s power - you will start with being able to transform it into different sword shapes or even mundane objects, but larger and increasingly exotic forms will take longer to master.

Excalibur Transparency [100] - You can’t hit what you can’t see, right? This Excalibur has the special ability to turn itself or the user invisible. Hm? And what? That’s it. Not all of these are that impressive, you know.

Excalibur Blessing [200] - This version of Excalibur is perhaps the ‘holiest’ of the bunch, and better used as a ritual aid than a weapon. Its power relates directly to the faith of the user in the religion of the God of the Bible, enhancing the power of blessings and greatly damaging or weakening devils when used together with ritual. Oddly, this version lets this effect apply to all ‘holy’ magic or faiths from this jump onwards, so long as they fit the same themes.

Excalibur Rapidly [300] - Speedy, aren’t we? This blade has another simple power, but a potent one - it enhances the speed of both itself and the user, moving faster than the eye can follow and can create phantom after-images that make them difficult to predict. It also creates enhanced flexibility, letting the user better avoid attacks or danger.

Excalibur Nightmare [200] - Another simple ability, this Excalibur has the ability to create illusions from the ether as well as manipulate the dreams of others. Very good for sleep therapy or Halloween parties! And, you know, misdirection in combat.

Excalibur Ruler [500] - Said to be the strongest of the seven Excaliburs, this blade is the embodiment of 'ruling' over both sentient beings and objects, able to subjugate and control both according to the user's will. Stubborn or strong-willed beings will need to be weakened considerably before they can be bent to the user's will, but if they can establish and maintain control, this subjugation may well become permanent as long as the control is kept in place for a long enough time.

Hauteclaire [500] - Said to have been wielded by one of the paladins of Charlemagne, this Holy Sword's power is strong in its simplicity - it can purify what it touches, even that which it cuts. Resting the blade against the sick or poisoned can cure them of even a legendary beast's venom, or striking a foe with this blade can purge evil influences or possessing entities from their body with enough force - without harming the possessed or the corrupted themselves, if you so desire. May this light your way, Jumper.

Ascalon [600] - Dragons are mighty and titanic foes, and enemies that only the foolish or the desperate make. Still, it was only a matter of time before one sought to slay such a beast, whether in defense or wrath. In addition to its innate damage against Devils, it is an extremely effective weapon against Dragons or those who wield their power, slicing into their scales like a hot knife through butter. It can also release the aura around itself to attack foes from a distance, allowing one to close the gap or continue the fight.

Ame no Murakumo no Tsurugi [600] - Better known as 'Kusanagi' for short, this Holy Sword is one of the odd ducks of the bunch...in that despite qualifying as a Holy Sword, the source of this blade is notably from a very unholy source - an evil dragon known as Yamata No Orochi. Possessing a piece of the beast's soul, this foul sword is capable of summoning the phantoms of the eight heads of the dragon, all capable of breathing flame and striking with a deadly poison that a mere drop of could painfully kill someone in a course of minutes or hours, depending on their body's strength - and no cure exists beyond incredibly powerful Holy Magic.

Durandal [800] - A blade surpasses many of the other Holy Swords in pure, destructive power, this gigantic blade is almost more like a wild horse than a mindless weapon in the hands of the user. The sword cuts with the touch of the blade alone, and at its full power it could obliterate other Holy Swords and powerful foes with ease. It also has an aura that is responsive to the user - the wielder desiring destruction would receive an aura that lays waste to the land around them, while a desire for precision would soften this to the capabilities of a normal, if powerful, sword. However, Durandal is extremely difficult to control, its blade needing to be sheathed in a small dimensional space (included) when not in use. It will take a lot of training to use it to its full potential, and even those pose a risk to you. I hope you like playing with fire.

Caliburn [1200] - Finally, there is the original sword wielded by Arthur Pendragon in ages past: The Sword In The Stone, Caliburn. In terms of power, there is no equal among Holy Swords - the holy aura of the blade alone repels the wicked and the infernal, its cutting power able to rend flesh as easily as air and even slice through space itself. While lacking in the host of abilities and utility of a completed Excalibur, this blade more than makes up for that in terms of raw power. You will be the bane of Hell and all of its denizens with this weapon, Jumper.

Items:

Chess Set [50] - Exactly what it says it is - it's an ornate chess set with its appearance tailored to your personal likings. It doesn't have any special qualities, though you may purchase additional mundane board games of your choosing with another '50 points' with an aesthetic of your choosing.

12 Issues of Questionable Magazines [50] - ...do I have to spell it out for you? These are twelve magazines of a single 'topic' of your choosing with high-quality pictures depicting images of individuals (or objects) you would find attractive or just appealing to admire. It can be completely innocent or 'questionable', whatever you prefer. You can buy another twelve of the same or a different 'topic' with each purchase.

Otaku Alarm Clock [100 - Free Drop-In] - This is a digital alarm clock that, when activated, will display an adorable anime character (boy or girl) with a personality or trope of your choosing telling you to wake up in a way that fits their personality. Neat, isn't it? It always goes off on time, too.

Legendary <x> Jumper! [300 - Discount Drop-In] - So apparently a children's studio really liked a concept script I sent of your adventures. So much so that they've made a full TV show featuring your adventures, albeit in a mostly 'kid friendly' format. Mostly. You don't have to actually appear in it, but it will broadcast each morning in a world you're in, and you'll enjoy a steady income of royalties for the show each month. Showing up in person will both inspire children everywhere and give you a temporary boost in income.

The Stash [300 - Discount Drop-In] - Weren't satisfied with the magazine collection, huh? Well, here you go, nerd. This is a gigantic collection of anime and manga of genres you enjoy - they may not match what exists in your home world, but each show will be something new that has everything you like to see in a work of fiction, and things you'd genuinely enjoy watching. Also comes with figurines, merchandise, and more. You'll even get more to view and keep each month. How about that?

Mountain Retreat [600 - Discount Drop-In] - Someone has booked you for a stay at a nearby mountainside resort, Jumper. For the rest of your life, even! This is a comfortable retreat out in the wilderness with a fully stocked hotel and several outdoor camping spots. It even comes with an onsen. Funny enough, when you train or exercise here, you'll find your gains from such will

increase to at least twice their normal rate - three times if you really push yourself. And it has an onsen. Because of course it does. It can comfortable keep all of your companions fed and relaxed, and inactive ones can hang out here. Post-jump, this can turn into a Warehouse attachment or be dropped somewhere safe in a world you're in.

School Uniforms [100 - Free Ordinary Student] - You can't be a student without a proper school uniform! Not only are these uniforms appropriate for whatever school you happen to be attending (you receive a crate full of more your size when you attend a new school), but there's two sets each time - one for men, one for ladies. In case you need companions to dress up, too. Neat, huh?

Comfortable House [300 - Discount Ordinary Student] - Because cozy living is the best way to...um, live. This is a two-story house that settles nicely into a nearby suburban neighborhood of your choosing. Its rent is paid off, it comes with utilities and a restocking fridge of mundane food, and it can comfortably house you and up to eight other people. Post-jump, this can be a Warehouse attachment or be your personal home in the world.

Outfits You Really Shouldn't Wear In Public [300 - Discount Ordinary Student] - ...I mean, you shouldn't. This is a collection of various Otaku-type outfits, some appropriate, some not. Particularly magical girl outfits. Strangely, even if you wear these in public, nobody really seems to mind it very much so long as you don't call attention to it. Weird, right?

The Academy [600 - Discount Ordinary Student] - You are now the registered owner and possibly headmaster of a high school of your choosing. You can freely designate what it teaches, what the gender ratio or enrollment criteria of students are, or if it's private or public. It can even teach skills or abilities you are capable of passing down, or be completely ordinary if you prefer that. It will usually run itself in your absence, as the teaching staff is both competent and not terribly demanding. Each jump you make in the future comes with a new teaching staff and semester of students, but the former will retain whatever teaching abilities the last bunch had or needed.

Renewable Demonic Contract [100 - Free Neophyte] - This is a scroll depicting a lifetime contract for a single reincarnated Devil - they're not a 'canon' character and in fact are kind of the Hellish equivalent of a beleaguered intern - talentless at magic and combat, surprisingly good at domestic tasks. Anyways for a reasonable fee of magical energy, they'll do any mundane task you can provide them, though they'll cower or shirk at any potentially-lethal jobs you give them. Should you take pity on this cowardly Devil, you may make them a full companion and they will take up a slot as normal - otherwise, they're a follower that will miraculously survive lethal injuries and be good as new the following week.

Ritual Room [300 - Discount Neophyte] - It's a little difficult to practice complex magical formulas in public, so you came prepared. This is a room styled to your preferred magic system of choice, and all magic you personally perform within this room will enjoy both greater efficiency

in mana and greater power. Also comes with spooky robes and basic ritual equipment and reagents for free.

Safehouse [300 - Discount Neophyte] - Because sometimes, you just need to hide from everyone and everything under the sun. This is a bolthole hidden underground, only accessible by a hatch that only you know the location of, located either away from civilization or in a building very few would think to look. It comes stocked with food, a self-sustaining electricity generator that powers basic utilities, and has several magical wards around it that make it difficult to detect you within. It's not completely impossible to find, but unless someone is hell-bent on finding you specifically, it's very unlikely.

Tattered Journal [600 - Discount Neophyte] - Where'd you get this? This is an old journal written by a Fallen Angel of unknown origin. It's written in both an old language and in code, but if you were to translate it, you would eventually discover details on a powerful magical art - the art of sealing powerful entities, even contradictory ones, into a single vessel to create artifacts similar to Sacred Gears. These items would gain a host of powers from the being that was sealed away, though the ritual is costly depending on how strong said being is...perhaps you could find a use for it?

Noble Title [100 - Free Noble] - This is rather self-explanatory. You are part of a distinguished family, whether it's actual nobility or just a big name associated with a particular brand or company, whatever is available in the world you enter. This will mark you as such, and will result in your name appearing on the guest list of most big name gatherings, and other blue bloods will respect your status.

Favor Network [300 - Discount Noble] - It helps to have a few phone numbers to call in a pinch. Your family has connections within connections, and access to a few unscrupulous sorts who will happily do any 'cleaning' work for you. That is, they're a collection of hitmen and cleaners that will take care of any mundane, non-supernatural target you want to deal with, though aside from having good modern assassination skills all of them are human. If you're not in the business of assassination, they can instead sweep up evidence of any supernatural work or battles you've done, making a city block being pulverized look like construction work or a movie being filmed. So long as your presence wasn't openly advertised, they can wipe evidence of almost any suspicious doings on your part. You receive a new group of 'cleaners' for each jump, each retaining the skills of the last ones.

Club Room [300 - Discount Noble] - For all your gathering needs. This modestly lavish club room takes the appearance of an abandoned school building, refurbished and managed for maximum comfort. It has a fully-stocked fridge and kitchen, a working shower, and a vast collection of tea. Though it's not designed for full living space, it could easily be utilized as such if you brought sleeping bags! As usual, this can be a Warehouse attachment or an in-world property in later jumps.

Blue-Blooded Estate [600 - Discount Noble] - Your family was never the type to just sit on their laurels and grumble about 'better days'...no, they've kept up with the changing times, and so have you. This is a castle or a manor in a personalized territory and estate of yours, complete with maids or butlers (your choice) who will serve you loyally and faithfully without question. All of them are human and otherwise unremarkable, but will accompany you as followers for as long as you require them. In addition to being private property in your name, this will also give you access to a vast treasury - money granted to you by your family from their many businesses and connections. This treasury will 'update' to the most popular currency existing in future worlds, letting you enjoy wealth in all worlds. Just note your funds are not bottomless, and while you can live in lavish luxury for years without seeing a dent in it, your money will not 'restock' until a month later. So don't buy something like several private armies and expect to have cash leftover. Like the beleaguered Devil above, if you get particularly attached to a maid or butler of yours, you may turn them into a full companion - though each one will take up a full slot as normal, and do not start with any special or remarkable abilities aside from domestic skills.

Companions:

A Club, All In One [50+] - Old friends with you, Jumper? Or perhaps you want to make some new ones? For 50 points each, you may create or import a companion with a free background and Faction as well 800 choice points to spend as you see fit, receiving all freebies as they normally would. They also receive the stipend for being human for Sacred Gears if they are one themselves, as well as the one-time discount for Sacred Gears (or stipend and discounts for Holy Sword purchases if part of the Heaven faction).

Interesting Faces, All Around [Varies] - Such colorful characters you will meet in this world. For a fairly modest price, I can arrange for a very specific individual to encounter you. You will meet in a situation that will conspire to put the both of you on friendly terms with each other, possibly more than that if you work towards it. Afterwards. Each of these companions come with two free purchases of Bodacious (applied in a manner of your choosing), and you may designate their genders here. Optionally, they may have a crush on you, or simply view you as a close friend. If you have the relevant perks or Faction, you may have them Reincarnated for free. They start with Mana and one free Magic System, as well a free Sacred Gear with a base price of 600 or less of your choosing, which can also be a Custom Gear (waiving the +100 surcharge). **The first two companions purchased from here are discounted.**

Laugh Maker [100] - It doesn't matter what today brings, for tomorrow is another day. That's what this lovable goofball says and greets every morning with a smile before they clumsily run into another tree. This ordinary and slightly dumb student is incredibly energetic and friendly, giving them the benefits of 'My Life Is Alive', 'Dance With Me', and 'Something Special'. They are willing to go to incredible lengths to get a smile or laugh from others, working hard to brighten the days of others. Now, they want to keep you company on your journey, especially if you didn't have any companions before now...no one should have to adventure alone, after all!

What A Pain [100] - That's what you are, you know that? At least, according to them. They can't have someone like you wandering off into dangerous situations and adventures all the time. This person has declared themselves as your self-appointed protector and teacher, all while being perpetually grumpy and finding reasons to be upset with you. Despite their abrasive and easily flustered attitude, they do care about you. But don't get the wrong idea, just because they'll never leave your side or ever abandon you in a moment of need. Because they have the benefits of 'Magician', 'Senjutsu', and 'Crossed Swords', and will use them however they see fit. Which just happens to benefit you a lot. Stupid Jumper.

They've Got Style, They've Got Grace [100] - They most certainly do. They carry themselves like royalty, and come from a family of prestige and note. But all of those things are just absolutely boring to them. Now, this thing about a war between Angels and Devils, about pantheons being very real and a chance to get involved in that sort of thing? That's fun. And a Jumper who travels across many worlds, having many adventures? Sign them up. Their almost royal grace gives them the benefits of 'Hypercompetent Sidekick' and 'A Face That Sells'. What's more, they have some hidden ancestry buried deep in their bloodline, eventually unlocking the benefits of 'Legacy of the Great War'.

A Foxy Smile [200] - Something a little more exotic, hm? Well, this Kitsune Youkai has picked up a knack for blending in among humans, being everything you'd expect from their kin...they're sly, they're sneaky, and they're a complete dork. Wait, no. See, they TRY to act graceful and sneaky, giving them the benefits of 'Grace', but they got a little too attached to human commodities like 'anime' and 'video games', and became a nerd in the process. They're easily startled and incredibly clumsy, giving them the benefits of 'Walking Freak Accident'...but if you can properly motivate them and give them encouragement, they can gain the benefits of 'A True Hero'. A loyal friend, if a bit clingy.

Fang-In-A-Box [200] - Vampires are said to be of nobility, of aristocracy. But this one insists on living in a cardboard box, believing it is the key to 'true royalty'. This slightly delusional Dhampir was nearly executed by their family, but escaped...not to save their lives, but because they went to chase a butterfly and never quite got over it. They're incredibly scatterbrained but determined, having the benefits of 'JUMPAI' for interests that change over the course of a week, and absolutely absurd luck that gives them the benefits of 'I Should Be Dead By Now', and their colorful insanity can create effects similar to 'Idiot Hero'. Upon finding you, they identify you as 'rowtagonist' or something like that, and immediately cling to your leg and say you're best friends now. Have fun with that.

Hidden Dragon [300] - You meet such interesting people, don't you? This is a Dragon with aqua blue scales, and a matching hair color as well as a fit frame in their human form. They are a young but powerful member of their species, having the fiery ambition associated with their kind and a quiet fury in battle...though they're calm and taciturn with others, and surprisingly warm towards you. Most peculiar of all, they claim to belong to a bloodline that research

suggests never existed or is downright impossible, giving them the benefits of ‘Legacy of the Great War’. They dodge questions about their identity, but are steadfast and loyal to you regardless...and are a surprisingly talented martial artist, giving them the benefits of ‘Senjutsu’ and ‘My Eyes See All!’

Member of the Occult Research Club [50] - Of course, if you’d rather take a canon character along, you may do that as well. For each purchase, you may take a single canon character as a companion with you as long as you can convince them to do so. If they are dead or otherwise incapacitated, they become available as normal in the following jump. Note that this will be easier for some than others.

Drawbacks:

Take as many as you feel you can handle.

Unhealthy Obsession [+100] - You have a -thing- you really like Jumper, or if you already did, you like it even more than you did before. To a very, VERY insane extent. While you still keep any lucidity you had before, it takes a lot of will to avoid talking about this thing and seeking it out. This will inhibit your social skills, especially if you are talking about something only to start going on an hour-long rant about how Dragons are the best.

Pawn [+100] - While before, nothing could actually chain you to a Faction or someone’s service, you’re indebted to one of them now. Whether they saved your life or you lost a card game particularly badly, a single group within your Faction now has you at their beck and call. You must follow this person’s orders in both letter and spirit, though you may refuse or protest tasks that are blatantly suicidal or out of the question for you. Generally, the person in this Faction won’t demand anything unreasonable or uncomfortable for you, but they will use you for fighting and dirty work if the need calls for it...ESPECIALLY if you’re obviously the most powerful member of their group. Luckily, your contract expires after about three years. This can be a ‘canon’ character in your Faction if you want.

Noticed [+100] - So much for subtlety. The supernatural world at large is aware of your existence. While they’re not keen on the details, they know you’re not an ordinary member of your Faction and that you likely have some powers and items they’ve never seen before...or may want. This can be an inconvenience if you planned to keep your hand down, and a danger if you openly display anything the other Factions would covet..

Dress Break [+100] - At random intervals, with very little warning, your clothes will be utterly obliterated while you are still wearing them. Anything magical, unique, or things you’d rather not have broken just fall right off. This will happen in public several times.

It Wasn’t Me! [+100] - For some reason, you keep ending up as the scapegoat. Teammate got caught cheating? Jumper did it. A murder in town? Jumper is at the top of the suspect list. Need

to kidnap someone to get information on your Faction? Why not Jumper? You will constantly be roped into or blamed for nasty situations, and while you can clear things up, this bad luck follows you for the entirety of the jump.

How Do I Math [+200] - You're not very good at mathematics. If you were, you aren't anymore...anytime you try to figure out something more complicated than pre-algebra, you get a massive headache and an astoundingly incorrect answer. This greatly inhibits your ability to use Magic or more complicated Sacred Gear features, and also makes your previous mental abilities take a hit. I hope you have a smart companion or two to help you out.

Not Very Bodacious [+200] - This particular bane's effect is twofold. One, you look...very plain, very unremarkable compared to everyone else in this world. Which might as well make you ugly. While no one will flat-out hate you for your appearance or lack thereof, it will lead to a few awkward silences. Also, any and all romantic endeavors in this world fail - building a harem ends in failure, your significant other is constantly busy for whatever reason, and you've got no alibi. Expect an entire decade of being plain and without much physical contact.

Jumper Gear [+200/+0 - Requires Sacred Gear or Holy Sword] - Well, this is a predicament. That shiny new item you bought has completely absorbed you into it. While it will set you free after your first ten years in this world, you're completely helpless and powerless while stuck within the item. You will be wielded either by a canon character (if you chose their Gear), a companion, or a random ordinary Human in this world. They will have access to the Gear's initial abilities, though they need your permission to use any of yours. While their survival is optional, you're going to be hard-pressed to act on your own without a wielder of some kind. At the end of the jump, you separate from the item and return to normal. If you kept your original wielder alive to this point, you may take them as a companion for free if they weren't already. For +0, you can shove a companion into the Gear instead for the same effect. Isn't worth points, but I'm sure it will be hilarious to everyone who isn't them.

Blood In The Water [+200] - In this day and age, only the madmen of the Khaos Brigade and complete idiots actively desire the days of the Great War to return. Everyday life is peaceful, and even incidents in the supernatural world are more the exception than the rule. This is no longer true - the peace is more fragile, violence and murder are much more common, and what would have become peace is now a world teetering on the brink of a second Great War. Those funny slice-of-life situations and rest periods you would have expected in this world are now nonexistent, and one way or another, that violence is going to find its way to you.

Rival/Nemesis [+200/+300] - Someone either envies you or sees you as a worthy challenge. For +200 points, this is a rival - someone who is skilled or powerful enough to give you a run for your money in a battle, but doesn't actively desire to kill you. Humiliate you and defeat you, maybe, but not kill. They will be a foil and nuisance to you, actively teaming up with your enemies and other foes just for a chance at fighting you, and if you fail to overcome them, it will somehow wreak havoc on your own goals and everyday life each time. For +300, this has

turned from competitive drive into true hatred - they hate you like Ahab hates the White Whale. The drawback applies the same way as above, except they're actively TRYING to dismantle your life piece by piece and will shoot to kill. Should you defeat your Rival or Nemesis and manage to reconcile with them (the former is much easier to do this with), you may take them as a companion from this point on. This rival or nemesis may be a 'canon' character, though you must still convince them to come with you at the end of your feud. This is obviously harder for some than it is others.

Götterdämmerung [+300] - The Christian Mythology is not alone in this world. Beings and Gods from the various mythologies, including Chinese, Japanese, Hindu, the Norse and more exist in this world, and some even work hand-in-hand with the various Factions here. Their involvement in the conflicts here is secondary, acting as allies and a second set of hands in the affairs of this world. This is no longer the case. These Pantheons never made any sort of agreement or ceasefire with the Christian Pantheon, and as such, the war now rages on multiple fronts...the Pantheons struggle to one-up each other and claim dominance, involving everything from open combat to incredibly intense competitions. Peace can be restored, but only through monumental effort...it goes without saying that the Khaos Brigade will flourish in this world, spreading their influence greatly as they fan the flames of this war.

Revival of Jumper [+300] - A world where those who believe in themselves and work hard can overcome any obstacle. A world where peace can be obtained and won in the end, and even Devils and Fallen Angels have good deep down. Such a wonderful world that would be, wouldn't it?

It's a shame that's not where you're going. Merely being a strong fighter and having a good heart means nothing here - this is a land of schemers and madmen alike, the sort of world created by near-ageless gods and demons struggling in the shadows for supremacy. Politics are like an intricate spider's web, opponents fight intelligently and press every unfair advantage they can get, and even those who you'd know to have good hearts aren't above throwing you to the wolves once you stop being useful. This is a world of liars, of monsters, and demons. Finding your way will test both your resolve, your ambition, and your willingness to sink to their level...even if all you do is run and hide, a rogue element can't be ignored, and it will follow you. Can you survive in this world?

Call Down The Thunder [+300 - May be taken multiple times] - A Faction listed above (except Independent, which is instead Dragons for this drawback's purpose) has heard tell of you, Jumper. Perhaps they've discovered your power and your potential. Perhaps it is from some unforgivable crime or sin committed in your background. Maybe they just really don't like you in particular. Whether as a desire to experience a good battle, to save their world, or just to get a slice of the pie, they now actively hunt you and seek to kill you. The Faction in question will use all of their resources, their mightiest warriors and leaders, and as much tactical acumen as they can manage. Longinus' will be stolen or regained and deployed, all schemes and countermeasures available to your powers will be used, and more. This conflict will start small

but will inevitably escalate until it turns into your own little microcosm of The Great War. This may be taken multiple times, once for each of these factions: Heaven, Hell, Grigori, Dragons, and Khaos.

So, I'm sure you had a lot of fun in the vast...lands, of this world. You managed to keep yourself alive for a decade, so you know the drill. What will it be?

Go Home - Yeah, the constant escalation and the ridiculousness of all of this would get on my nerves, too. Or you just died somehow, and can't pick anything else. Either way, you get to go back home with all you've gained.

Stay - Interesting choice. Well, as long as you've found something worth staying for, this is as valid an option as any. You get one more round of +1000 choice points to spend, on the house, and enjoy the rest of your life here.

Onwards - To the next jump!

Notes:

Sacred Gears, Magic and more from DxD have an incredibly tentative relationship with things like ‘limits’ and ‘sanity’, but a few things are fairly consistent - the amount of output someone can generate depends on both their mana, stamina, and mastery of their particular magic or item. Thus, even with a Longinus, doing some of the more insane feats in this setting requires a degree of training or a way to generate a large amount of magical energy. Perks like Magician, Idiot Hero, A True Hero, and other aids can shorten the amount of time it takes for you to achieve these. Meanwhile, pushing yourself too hard too quickly can exhaust or even destroy your body, so take caution. When in doubt on a Sub-Species or an unrevealed Balance Breaker or Juggernaut Drive, feel free to fanwank it and adjust it to your story.

When in doubt, fanwank it.

If you’re not keen on the idea of having a Sacred Gear with a sealed intelligence inside of it, CP-bought items can be made ‘inert’ at your discretion...having the same powers, but no sentient being behind it.

The inherent weaknesses of the different Races become inert post-jump, acting as normal altforms.

This is not an internally consistent setting, so do your best to fanwank what you think is the best result for your story.

The final two Longinus, Innovate Clear and Telos Karma, have yet to be revealed at time of writing. Should that day eventually come during your stay, you may purchase them with The Longinus option as well.

For ‘Been Around The Block’’s Reincarnation feature, it’s important to note certain mythological heroes, while still powerful and strong, are typically scaled to match the setting. For instance, the still-living Indra is noted that while strong enough to need all of Hell’s strongest Devils to take down, he likely can’t casually fight the entire setting. Sun Wukong, also still alive and present, hasn’t demonstrated the ability to dislodge the galaxy using his staff in this universe. Have this in mind when designing your own.

In the case of Dragons, a Dragon with ‘Been Around the Block’ would be an equal to the Dragon Kings, while having ‘Been Around The Block’ and ‘Legacy of the Great War’ together would make them equal to the Heavenly Dragons (Ddraig and Albion).

Changelog:
1.31: Changed the fluff of Call Down The Thunder to be more ambiguous and open-ended instead of revolving solely around you being a Jumper.
1.3: Reduced OC companion prices, moved note about free Mana and Magic System perks for them to Interesting Faces description, tweaked generic import/create option - took out the 'no-point' bundle, is now 50 a piece instead of in doubles or bulk.
1.23: More typo/grammar fixes, added note about dragon power levels from perks.
1.22: Added note about Outrage Mode and ability to 'snap out of it' for Dragons.
1.2: Added 'Been Around The Block' general perk and a note disclaimer on Reincarnations.
1.1: Corrected some typos or artifacts.
1.0: Made OC companions cheaper, gave a discount on the first two purchased, added a new one and the ability to optionally have them start off as close friends or with a crush on the Jumper, made canon companions cheaper, added custom, import, and OC Sacred Gears, added two new Holy Swords and reduced the prices for Excalibur, exchanging Sacred Gear discount for Holy Swords now gives a point stipend instead of a single free Sword, added Items for all backgrounds, added new Drawbacks and removed the cap for them.
0.5: Tweaked companion import/creation options. OC companions' Bodacious Freebies can now be applied in a method of your choosing.
0.4: Humans receive a small +200 CP stipend for Sacred Gears, in addition to the one-time Discount. Excalibur Ruler price bumped down from 800 to 600. Caliburn added to Holy Swords. Khaos receives a discount to any buyable race purchases, while Dragons are discounted for Independent. OC companions receive a free Sacred Gear of 600 or less, imported companions get the usual discount but no stipend. Longinus are now unique purchases - you may only have one of each different Longinus in your party. This is to compensate for the fact a full party of these is now feasible.
0.3: Removed item stipend, all races now receive a one-time Sacred Gear discount. Members of the Heaven Faction can trade the discount to receive one Holy Sword of 400 or less. Had to adjust Sacred Gear prices to have an even base price - some were increased, some were decreased.
0.2: Removed mandatory drawback and limit on Longinus purchases, added canon character purchase.
0.1: Made the jump