Chrono Crusade

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v1.1

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Introduction

The Roaring 20's, a time well known for Jazz and a social renaissance for most of the world after the great war. Under the surface though, the same troubles that people have always faced are brewing. Amongst these troubles are the supernatural threats like Demons and Spirits.

Fortunately, humanity isn't completely defenseless, there are individuals that take bounties to face these threats as well as various organizations such as the Magdalene Order.

A group of demons called the Sinners' plans are soon to come to completion. Whatever their plans may involve, they are likely to be dangerous for most of humanity.

What will you do in these crazy times? Whatever it is, for your ten years here, take this:

+1000 CP

By default, you will arrive here in the year 1924.

Locations

You may either roll or choose your starting location, both options are free.

Seventh Bell Orphanage

A small orphanage in Michigan four years ago, locals knew of a child who could perform miracles that lived here, but no one has been allowed to the orphanage since then. If you do sneak your way in, you will find a strange sight where there are seemingly statues of children and the caretaker around the damaged orphanage as well as debris suspended in the air nearby.

Arizona Desert

An arid place, once this place was of great interest to the Demons, though in the 1800's that interest seems to have waned. Perhaps there are clues as to why this place was important that were left behind?

California

While supernatural beings are prevalent everywhere, though those who face them for the sake of humanity are not as widespread, particularly many organizations haven't properly set up in California. This combination of things makes much of the state ripe for Bounty Hunters trying to make a living. Though it seems the Sinners have some sort of interest in the area.

Magdalene Order Branch

The Magdalene Order has several branches, though none as well established as the New York Branch. This allows you to freely choose a branch to start at, why you are there will likely have more to do with your origin however.

New York

The Big Apple, a city that is the first place many immigrants will see when they arrive in the United States. Someone said that there is supposed to be a boat with various artifacts coming in today, though.

Origins

You are free to choose your age and gender freely. Any origin may optionally be taken as drop-in.

Inventor

Through technology, humans have developed a number of ways to safeguard their civilization. Though they aren't the only ones capable of developing technology. Demons have their own advanced technology as well.

A special branch of technology of this world is technology that utilizes the power of the Astral Line. Like the Elder or Shader, you are someone of some renown in this kind of research.

Sorcerer

Those who manipulate the Spiritual Energies of the Astral Line possess great power. From the Jewel Summoner, to the Contractors who bind demons to their souls, there are a number of ways to utilize the power.

Some amount of your time has been dedicated to mastering these arts, marking you as a sorcerer of some skill.

Warrior

No less skilled than those who focused on more cerebral pursuits are those who are the first to fight. The majority of the Magdalene Order fights with firearms, though there are the few who prefer melee weapons.

Whatever your particular style of combat, you are at least somewhat practiced and well suited physically for it.

Species

You may select one species, it defines what kind of being you are while here.

+100 - Human

One of the native species of Earth. While not as directly powerful as the other options, humans have numbers and a notable amount of ingenuity to make up for that. They also possess a number of useful secondary traits like the fact they have fewer innate weaknesses that helps them combat the other kinds of beings here.

Free - Spirit

While the other species are primarily physical beings, spirits are instead made of spiritual energy. Among the benefits of this nature, they are generally immune to purely physical attacks unless the spirit wishes to interfere with them. Though any spiritual energy will enable physical attacks to properly connect. With proper preparation it is possible to create an artificial spirit, though ones that form unintentionally through worship, or those that form from the death of a human are more common.

Spirits come in two varieties, those bound to an artifact, and those bound to a location. In both cases, spirits are difficult to permanently stop provided whatever they are bound to is unharmed, but the destruction of the item will also destroy the spirit, and they are unable to travel too far from whatever they are bound to. Artifact-bound spirits enjoy more freedom as the artifact can be moved more easily, whereas their location bound cousins are simply harder to put down.

100 - Demon

Demons usually appear as horned humanoids though they do possess a certain level of shape-shifting to help them blend in with humans more easily. The lowest form of demon is called a legion, though there's a little more to it than that. Where a human is made of cells, greater demons are made of legion making them function more like a central consciousness commanding the lesser legion. This twist in their physiology helps make up for one of the deficiencies of demonic energy as they can re-stitch their legion together without needing to rely on the healing other types of energy can provide.

The horns of a demon are both a source of power and a danger to them. Positively they function as a natural way for them to constantly absorb energy from the astral line. However they also function as a weak point and a tether. They are functionally antennae to receive instruction from Pandaemonium, the demon queen, who can issue commands to greater demons the same way the greater demons command their individual legion.

Perks

Perks are discounted based on your Origin or Species. Species Perks are restricted to those with the relevant Species chosen. Perks that are discounted are discounted by 50%. Perks that would cost less than 100 CP are free instead.

General

Free - Spiritual Energy Reservoir

Regardless of the kind of being you are, you possess some innate amount of energy from the astral line. Under usual circumstances this reservoir is used to maintain life functions, however it can also be used to power supernatural effects. Anything from enhancing physical abilities, regeneration, or even beams of energy can be created from the energy, though it should be used with caution as once you run out, you will shortly after perish. Using this internal energy does come at the cost of causing the user to feel exhaustion, or even physical pain if used too rapidly. If there's too little energy left at all, degradation of the spirit can occur causing physical ailments like seizures to occur, as well as a shortened expected lifespan, even if more energy is absorbed to replace what has been used.

In addition to being used directly, it can be tinted and converted into one of various subtypes that will optimize the energy for more specific purposes. Demonic energy, for example, is much better for causing harm, but is much more difficult to use for healing. Alternatively spiritual energy is better for effects like telekinesis or manifesting a bound spirit, but worse at physical augmentation.

By default, humans use unaligned astral energy, though they do convert it to spiritual energy when astral projecting or if they die and become a ghost. They also don't have a natural way to replenish their reservoir, though it should be theoretically possible.

Demons will primarily use demonic energy, and in addition to their massive innate reservoir of power, their horns allow them to absorb ambient astral energy passively. Should a demon be wounded or their horns damaged, they are capable of contracting with another being to siphon their energy to supplement their own.

Finally, Spirits are capable of absorbing energy through whatever they are bound to, and can absorb energy from those who offer it up to those close by. Passively, and with minimal harm, from those who venerate them or their bound object; or more forcefully from those too close who are incapacitated. As demons naturally attune to demonic energy, spirits are attuned to spiritual energy.

200 - Hybridization

This option can be purchased twice.

Choose an additional Species option.

Perhaps like a certain priest, demonic legion and astral technology to sustain and control them were integrated into your body, turning you into a pseudo-half-demon half-human. Or some other experimentation has turned you into some other kind of hybrid. Whatever the case may be, you possess some of the strengths of both races, and some of the weaknesses.

The Perks associated with the two Species are available to you to be discounted, but you only receive one discount per tier. That is, if you purchase both 200cp perks from your selected Species only one of the Perks is discounted.

Origins

Inventor

100 - Astral Tech Creator

Humans are somewhat behind the demons in this branch of technology, but necessity is helping them close the gap quickly. From the Dive Gear, to the Sacred Spirits, and batteries of astral energy these kinds of items are scratching the surface of what can be done. With time, perhaps you could create things like the Sinner's Eden

Broadly, this Perk grants general knowledge of how to integrate astral energy into pre-existing tech, as well as the theories in utilizing it more generally. More advanced implementations of the tech will need to be researched if desired, though this does grant the capacity.

In future jumps, you will be able to find an equivalent field/stream of energy to power these devices, even if it doesn't serve the same purpose as it does here.

200 - Alchemical Inscription

Well beyond the normal tech of this time, the Elder was capable of creating the Gospel. The bullet itself isn't the miraculous part, instead it is the fact that he was capable of inscribing anything on it at the atomic level. For the gospel, it utilized a spell being engraved upon it, but it could be used for so much more.

You are capable of creating similar alchemical materials and components, items that are developed at the atomic level to your design. These devices are functionally miniaturized versions of complicated devices. While this level of creation is capable of great things, this perk doesn't grant you any knowledge of what to do with such capabilities, you will need to either discover what to do on your own or get the knowledge from another perk.

400 - Sorcery - Tech

Sorcerers spend years studying their arts to become competent in their usage, and while that is fine for the most part, it does make being able to outfit larger groups much more difficult. There is no rule requiring that a sorcerer be the one to cast a spell though. Provided you have a thorough understanding of the magical effect (though not necessarily the ability to perform it on your own) as well as ability to provide the required energy to the theoretical device somehow, you can design and eventually manufacture devices that are capable of casting the spell.

While not as flexible as a proper sorcerer, outfitting a small group with a kit of devices geared towards their needs can make them pretty close to a group with a sorcerer easily.

600 - Biological-Integration

There can be a number of reasons for needing to integrate technology with a living organism. From prosthetic limbs and artificial organs, to outfitting a being with a magical reactor, the possible applications are myriad.

While such applications are interesting enough on their own, the opposite is also possible; you can create technology that integrates a biological component into it. Such things are done when some special attribute of an organism is sought, such as utilizing a demon's ability to efficiently convert astral energy to demonic for a gun that fires powerful beams of energy. This is usually done by creating a synthetic organism that performs the function and then adding it to the device.

This perk grants you the knowledge to design and create both kinds of devices, as well as the knowledge to reduce the complications for a host (such as rejection of an artificial organ), though some study will be required to get to the point that you could reduce the complications to zero if such a thing is possible at all.

Sorcerer

100 - Arcane Studies

Can be purchased multiple times, purchases past the first are not discounted

The applications of astral energy are vast, enough so that this same energy that is capable of reviving the dead, is capable of propelling a spaceship. A similarly interesting aspect of the energy is that it can be directly controlled by an individual, though controlling enough energy at once to accomplish some of the more impressive feats is much more difficult if not impossible. While there are examples of necromancy, spirit summoning, and simple combat magics like energy beams and physical reinforcement; there are other theoretically possible types of magic such as divination.

By purchasing this you receive general knowledge on most types of magic, you only have sufficient knowledge in a single subject to be able to be considered a practitioner of that branch of magic.

200 - Barrier Construction

Most kinds of sorcery have a focus on instantaneous effects, with little need for a spell that lasts for any extensive period of time as the cost of maintaining it would be prohibitive. This doesn't mean that longer lasting spells don't exist, just that they are usually modifications of other existing spells to incorporate a boundary. This boundary helps maintain the effect by strictly limiting the area and reducing unnecessary loss of energy through leakage or interference.

Creating barriers will usually take additional time to construct, but when large long lasting magical effects are required, the time is well spent.

It is also possible to create defensive barriers with this technique, by modifying the boundary to reject outside interference in addition to the magical, it is possible to prevent entry. As a benefit to not needing to place the spell within, these kinds of barriers are faster to construct.

400 - Ambient Magic Manipulation

For humans excessive usage of astral energy could prove fatal as they don't have a natural way to replenish it on their own. Though their internal reservoir isn't the only source of astral energy, as it permeates the world around them, flowing from a stream high above.

You have learned the trick of utilizing this ambient energy to provide the majority of energy to power your abilities, making you capable of performing far greater feats of magic or lasting far longer before becoming exhausted.

While demons are capable of absorbing this energy natively, they still benefit from this, as they will have access to greater amounts of energy for individual spells than they would otherwise safely.

600 - Spirit Creation

Jewel Summoners will utilize spirits passed down from their ancestors, summoning them to provide support. However, each of these spirits were once created long ago with a specific purpose and then imbued into a special jewel that serves as that spirit's artifact. These artificial spirits lack a will of their own, and a large amount of being a jewel summoner is learning how to manipulate them.

While not specifically limited to that exact setup, you are capable of a similar feat. You are capable of making spirit constructs and binding them to specialized vessels. These spirits can be made capable of a variety of abilities to augment your own, such as serving as powerful weapons and armor, to being flying transport or casting complex spells at your command. Fully realized spirits capable of independent and automatic action is outside of what you could accomplish, that is only the case for now.

Warrior

100 - Combat Training

From the pursuer demons to the nuns of the Magdalene Order, there are quite a few people who have learned to fight. Whatever your circumstances were, you are quite learned in the arts of war. You are familiar with the use and maintenance of various weapons and other accouterments.

Beyond the basics, you have enough knowledge of strategy that you could reasonably go against a combat focused sorcerer while only using mundane equipment with a reasonable chance of success. Against a sorcerer without similar combat training though, and they would stand only a slightly better chance than an ordinary civilian.

200 - Commander

While knowledge of how to fight in and of itself is good, there is a level above that. Instead of just being a participant, you are capable of seeing the flow of group fights and overarching strategies and have notable skill in countering them.

In addition to being capable with your own skills, you are also skilled at accounting for the skills of your allies and devising ways to efficiently work together as a group.

400 - Underdog Fighter

You can't expect to always fight at an advantage, perhaps you can't replenish yourself, or you don't have the resources, or you're wounded, or you're simply facing a large force of beings greater than yourself. Whatever the reason it is in overcoming the disadvantage that a good warrior becomes great. It was some life you've had, where you needed to become used to facing these disadvantages and coming out on top.

Generally, this means that your habits in combat make you capable of overcoming significantly worse odds than could be expected otherwise.

600 - Sinner

Long ago, the Sinners, a group of demons, rebelled against Pandaemonium and committed the grave sin of killing their own kind. Amongst their number was Chrono himself, who in a single battle slew a hundred by himself. Notably, this wasn't against a hundred untrained unprepared lesser demons, this was against a hundred soldiers far older and practiced at combat than he was.

You are a similar monster in combat, by yourself you are worth a contingent of soldiers in combat, limited only by the availability of ammo and weapons to maintain your assault. Even if you are partially crippled, it would be incredibly unwise to try to face you in direct single combat.

Species

Human

100 - True Inhabitant of the World

Humans... aren't as strong as demons and spirits. In a one on one fight they will almost certainly lose against the other species all other things being equal. While some of this is made up purely by numbers and technology, they do possess far fewer weaknesses. Holy Water burns both demons and spirits, but doesn't harm humans. Salt can harm hostile spirits, but humans simply consume it. The examples can go on, but for brevity, there are a number of wards in mythology against the supernatural that do not harm humans but can drive away their foes.

Many of these weaknesses seem arbitrary and hard to discover; someone needed to be the person to discover them first. Which is a talent you seem to possess. You have an easier time than most finding simple materials, both known and unknown, that can harm supernatural threats. And for beings like demons that originate from the demon world, or spirits which should be in the land of the dead, that is beings which are not from the world itself, your luck at finding these weaknesses is far greater.

200 - Holy Energy Affinity

Demons natively use Demonic energy, Spirits use Spiritual energy, but humans don't specialize their reserves of Astral energy. Not most at least. Various religions have developed rites that allow for utilizing 'holy' attributed energy. As the actual definition of what is and isn't holy changes by religions and peoples, the specifics of this energy does as well.

You have developed an affinity for this kind of energy. In general, this energy is primarily good at protecting and aiding in the recovery of humans, while also being effective against beings that are hostile to them. Imbuing this power into objects grants the object similar attributes.

400 - Strange Ancestry

There are a few humans who can claim distant non-human ancestry. While this isn't quite the same as being a hybrid, as the line is too diluted for that, this does have a few effects on their biology. These lucky few have natural talent for one kind of sorcery or another, inherited from their ancestor, still going strong as well as a somewhat longer expected lifespan. Beyond the natural talent for sorcery, they tend to have a bigger reserve of Astral energy compared to the average.

Somewhere in your distant ancestry is a demon or a spirit. While this does give you the above, there is a final benefit depending on which you've chosen. Those with demon ancestry tend to be heartier, while those with spiritual ancestry tend to possess a natural talent for astral projection.

600 - Apostle Factor

In a few humans every generation a unique power manifests, the power to perform miracles. Those with this capacity are said to possess an 'Apostle factor.' In truth this factor isn't directly the capacity to perform miracles, instead it is an innate connection to the astral lines allowing them to channel far more energy than even the most powerful sorcerer. This excessive access to power allows them to force a number of feats that sorcerers could do, though without their skill, and with preparation and practice are able to perform feats that are out of their reach.

A common trait that those with this power have is the ability to manifest wings made of astral energy and fly. Beyond that, most possess some ability to heal, and there is the rare instance like Mary Magdalene, who in addition to her apostle factor had talent for divination; the combination granting them incredibly vivid visions of the future.

By selecting this, you are one of these few that possess an 'Apostle Factor.' Beware, as this will make you a person of interest to many parties should your powers be known. Also, while the capacity to command and channel the astral line is great, capable of even harming Pandaemonium, it does not come without cost. Channeling more than you can manage will cause damage to your body, overuse can make you frail in ways that normal healing cannot help you recover from, and excessive use can also temporarily burn your abilities out.

Demon

100 - Horned one

Demons, as was mentioned, are beings composed of legion - cell-like organisms that can adapt for an impressive number of purposes based on the will of the Demon controlling them. From becoming hard enough to function similarly to metal, to being as soft as flesh, or functioning as various organs to becoming a blade; these legion seem to be able to function as almost anything. This perk will grant you minimal skill in manipulating these legion, but it is capable of being used at combat speed if practice is put in.

The only things a demon seems to have trouble with regenerating from is damage done to their core or their horns. These horns function as channels to absorb astral energy, making them a source of power, but the fact they are difficult, if not impossible to repair also makes them a weak point. The core functions as the containing vessel for their astral energy, so damage to it makes it much harder to perform greater feats/ If for whatever reason your horns are lost or destroyed, you will need to form a contract to sustain you or discover some other way to supply your astral energy.

Legion however do have a weakness to holy or sacred objects and materials, as well as they will not regenerate or repair damage inflicted by the demon queen, regardless of the will of the demon themselves.

200 - Bio-tech Generation

Simply possessing the ability to form simple weapons at will would be an impressive ability, however that isn't the full extent of what can be done. It is possible to create more complex mechanisms from your own body. For example, Leraje creates a revolver - like gun from one of his arms to focus and improve the power of his blasts of energy.

It is possible to create a vast array of things from this ability, but it does have limits. First, legion themselves are not microscopic, and as such are ill suited for incredibly small components. Secondly, these complex devices take significantly more effort to manifest; making it so that most demons who utilize this ability will only use one or two and practice with them extensively so that they can reform them with any haste.

While the latter complication is able to be worked around with practice, the former cannot be handled without outside assistance. While legion cannot replicate minuscule or complicated parts, they can integrate with properly prepared technology to compensate for that weakness. If the need arises, it is possible to survive wounds that would debilitate others with a combination of technology and this.

While it is possible to learn much of this through sufficient practice, this perk makes you have natural talent with this particular branch of fine-tuned control over your flesh.

400 - Greater Demon

Not all demons are the same, while individual legion are considered the lowest type of demon, there are also the animalistic lesser demons, the rank and file demons, and finally the greater demons. All demons possess the ability to take an appearance that could pass as a regular human. Noting that for lesser demons this may involve a mask of some sort. Only regular and greater demons maintain a human form even in their true form.

While this means that you are among the greater demons in power, and hence possess at least a generally human true form. This also means you possess the capabilities of a greater demon. Which, while it includes a greater than average amount of capability in terms of power and skill, also grants you some kind of unique ability. For example, Chrono possesses the ability to stop time, Aion can progress it, and Rizelle's ability to take control of humans and use them like puppets. These abilities are possible to replicate, but that would require a great amount of skill or preparation. Whatever your ability is, you are capable of using it quite easily. In fact this ability is so natural to you that if others gained a significant part of your body, it is highly likely they would be able to use this ability as well.

600 - The Demon World

The Queen of Demons, Pandaemonium, while also being a demon, is also a colonization vessel from another world. Like all demons, fundamentally, she is a being formed of legion, and possesses a command over her legion; however, she also possesses command of the legion remotely, namely those legion of the demons spawned from her.

Most of her capabilities are also simply like a demon, just on a larger scale, however she differs in two particular ways. When her main core was damaged she was able to assimilate another living being to serve as her core by channeling her spirit into them. Second, she was able to split off new beings to serve her from her legion, forming an obedient army that was under her command, at least she was able to before she received too much damage.

This perk elevates you to being a similar existence, though initially reduced in capacity. Perhaps your existence is an emergency fail safe if the main vessel is too damaged, or you were a second scouting vessel sent to confirm what happened to the previous. Whatever the case, you are significantly smaller compared to Pandaemonium, but possess the capabilities to grow in power and size to match the demon queen should you feed on enough astral energy and absorb enough biomass. This comes with the capacity to endure both the void of space and the depths of the ocean, as well as the ability to create demons lesser than yourself by dedicating enough of your legion and energy to create them. One final change is that your horns now can be regrown and can now function as long range transmitters to your created minions.

Should your core be too damaged, you will have a short time to find and possess a suitable replacement before you perish. Though any replacement core is likely not going to be capable of enduring the strain, so you will likely need to prepare new vessels over time.

Spirit

100 - Ghostly Presence

Spirits, simply, are beings primarily composed of spiritual energy. While they do possess a physical object they are bound to, they have a number of advantages that physical beings do not have. Beyond their intangibility and flight, spirits become stronger as they accumulate spiritual energy, either through forceful assimilation or gathered through worship.

In terms of capacity to interact with the environment, all interactions are technically performed through telekinesis, though manipulating objects in contact with the astral body is much easier as the concentration of spiritual energy is much denser.

200 - Spirit Construction

Within the souls of being the consciousness lies, and under most circumstances there is little to be found within this domain. In times where a consciousness vies for control, an inner world is made from the memories of the owner of the soul, though there is little direct control.

As a being more closely tied to such things, you are capable of creating your own additions that can be used to both protect and imprison. When you attempt to possess someone, you can place them in a cage where they will have great difficulty to escape and attempt to wrest control back. Alternatively, should someone attempt to harm you in such a domain, you can create fortresses to defend yourself, and possibly your host from needing to fight for possession.

400 - Spirit Dominance

No matter the skill of a spirit, there are limits to what they can control, managing an entire ship is difficult as there are too many parts on the ship to reasonably make sure each part is being managed. This limitation does have a work around though, given in the form of the physical beings. While there is effort required in the initial stages, once you have extracted the spirit of a being and dominated it, the spirit becomes yours to command.

These spirits aren't capable of learning, limited to their skills in life as hollow shells of their old forms, and they become bound to you. Given time you can build a powerful contingent at your command.

600 - A Spiritual Infection

Spiritual possession is a known and dangerous capacity of spiritual beings, and as such there are a number of ways that humans and demons have learned to exorcise and destroy those beings. It is a rare and dangerous being where those well used techniques are simply... insufficient. Truly ancient spirits aren't so easily destroyed, when they begin to possess a being they also burrow uncountable fragments into their host's soul. If their main core is somehow exorcised or destroyed, these fragments begin to grow like seeds and begin the process anew. These fragments are so numerous and minuscule that even the most advanced technology cannot be relied upon to completely remove them, and the most common way to permanently destroy the spirit is to terminate the host itself.

While this is commonly done with vessels that already possess a spirit, utilizing it like fertile soil, there is no rule that it cannot be used on an artifact. You are capable of both feats. In either case, should your main body be destroyed, over the next week or so (longer if the vessel does not possess sufficient spiritual energy on its own) the stored fragments of your soul will grow and reform with all of your memories intact. Within one to six months you could expect your power to be fully restored should you focus on recovery.

Once per jump or ten years, whichever comes first, this will additionally function as a 1-up. When it triggers in this way, you will fully reform in a few minutes and fully recover in a day from a special unreplicable artifact designed to allow such a thing at a safe location.

Items

Items are discounted based on your Origin. Items that are discounted are discounted by 50%. Items that would cost less than 100 CP are free instead. Items that are lost, consumed, broken, or damaged will be returned to you in fully working condition in a month unless otherwise noted. Items that include locations can be inserted into future settings or added as part of your warehouse.

General

Free - Chrono Crusade Collection

A full set of everything regarding Chrono Crusade. Including the Manga, Anime, as well as any other one-off pieces of media. Comes with a collectible stopwatch themed after Rosette's.

100 - Armored Clothing

The basics of defense involve padding and armoring the gear one wears. The Magdalene Order makes armored clerical gear, and the demons manifest armor from their carapace. Whatever the path, this is a set of sturdy and comfortable armor that while maximizing flexibility and minimizing weight still provides quality protection against most hits.

200 - Holy Bullets

Should you possess a firearm that you want to give just a little more oomph and style, these bullets are for you. Like the Sacred, these bullets are filled with a holy fluid that makes them extra effective against demons and similar creatures. In addition to the extra damage they have a unique aesthetic, when they hit they emit a spherical burst of light that has a cross in the center.

This item grants a replenishing stock for your various firearms. Upon special request minor cosmetic changes can be made including changes to the appearance of the cross to another symbol.

You receive a decent number of rounds every week, though you can convert other rounds into the specialized ones by placing them within the ammo case for a few days.

Beyond the normal rounds you receive the equivalent to the Gospel (a significantly more powerful round, one with the difference in power comparable to a grenade round compared to a .22) about once every two weeks.

200 - Sealing Watch

This device is a bit of a marvel technologically speaking. Fundamentally what it does is put a limiter on how quickly your soul can be consumed. While originally developed to preserve the life of a human contracted to a hornless demon, this can be used in other circumstances where something is causing a drain on your soul.

While sealed, the bare minimum will leak through, enough that should it be left alone you won't suffer for quite some time. It can also be opened, greatly increasing the rate that energy can be absorbed. Under most circumstances, the seal will remain in place unless you choose to open it, but a sufficient;y powerful creature can force it open should you have a pre-existing contract.

600 - The Hornless Sword

This sword has a number of unique components that make it quite powerful. The wielder of the original even said using it was like using 'invincible mode.' The sword is very durable, and has two special components.

First, the horns of a greater demon are integrated into the weapon. This makes it so that whoever is using it has access to the rapidly replenishing astral energy being absorbed by the horns. There is some amount of danger to using a demon's horns, regardless of your species, however that is where the second feature comes into play. There is a spirit that absorbs the interference coming from the horns. In humans this means that you can use it without gaining some kind of psychosis, and in demons and spirits you don't need to deal with the interference from Pandaemonium. As a secondary effect, this spirit prevents those who are not contracted with it to gain the benefits of the sword. This spirit starts positively disposed toward and contracted to you.

While the original used the soul of a jewel summoner, as a special option you may instead have an artificial spirit integrated instead. Additionally, whether the spirit is fully conscious is up to you.

Origins

Inventor

100 - Lab Equipment

What self-respecting inventor doesn't have what they need for an experiment? Not you at least. This is a variety of tools that can be used for experimentation and manufacture of your inventions. By default it comes with all the tools and materials required to make Sacred Spirit Rounds.

Should you require a generally available tool or material, you can put in a special order at a console that comes as part of this kit. Items ordered this way take about a month to arrive, longer still the less common they are. Particularly expensive items ordered this way do require payment to get as well.

If you possess the Astral Tech Creator Perk, it also has a few other materials based on your personal preferences. You'll also find the shipping times of materials based on your personal research are somewhat faster.

200 - Research Benefactor

Much like how the Elder is funded by the Magdalene order, you will need to have something funding your research. While this group can optionally shift to a pre-existing organization that would be interested in your research in each jump, it defaults to an inscrutable group that simply is perpetually interested in your research. They're always willing to shell out some money, though the exact amount does vary based on the complexity of the research both in terms of how difficult it is for you and how it compares to currently existing technology.

400 - Inventor's Eden

It's always good to have a home away from home. Better still if you can truly hide away there. Much like the Sinner's Eden, this is a floating defensive fortress that has all the amenities. Such a device would normally be prohibitively expensive to maintain, but thanks to various tweaks and developments it manages to be virtually self-sustaining, only requiring minimal maintenance. In addition to its power core, it will create a cloud cover to hide itself from prying eyes, and due to special ionization of the cloud is rendered virtually invisible to most kinds of sonar. Its final defensive measure, it possesses a powerful, but not invincible barrier that protects it from assault.

Beyond the defenses, a comfortably sized living quarters for up to 10 is built in, as well as a number of other rooms that you could retrofit for any number of activities. Perhaps it would be prudent to set up a lab.

For when you need to return, there is a key fob that can call down a disk that functions as an elevator that can bring you up and down, should you not be capable of flight yourself. The disk will navigate itself to you should you call it down, though it generally has trouble navigating too-narrow spaces and it has aggressive safety measures that prevent it from crashing through any solid objects or running over people.

Sorcerer

100 - Sorcerous Materials

Most arcane pursuits require some amount of special materials to perform. While these can be hard to procure for those just starting, this convenient package is perfect for beginners.

While not of the highest quality, nor in particularly great numbers, this is a collection of the basics for a kind of magical pursuit of your choice.

If you have the Arcane Studies Perk, the items of this collection are of higher quality for your kind of study. Jumping from a run of the mill items to a few that could have been built by a predecessor of some skill.

200 - Ancestral Estate

Extensive research usually requires a certain amount of materials, something that is easier should you have the resources of a wealthy family. Lucky for you, you've inherited a rather sizable estate.

This manor, as well as a modest fortune were granted to you by a sorcerer who passed not too long ago.

While the building and money are quite useful, the sorcerer's studies have been documented in one of the studies.

By default, this building exists relatively near your starting location, but should you desire so, it can be located anywhere it would logically make sense.

400 - Wearable Receptor

All use of Sorcery will slowly drain the user, and overuse can be dangerous. Without more mundane combat training, running low on energy can mean death. Demons can absorb energy passively, but for everyone else overusing this power is far more dangerous. A wounded demon however came up with a way to overcome this weakness. They simply created a container for them to store extra energy for future use.

While that demon integrated it directly into their body, this slightly more advanced model is designed to be worn under clothing, though it can also be broken down and surgically implanted if desired. A second improvement is that instead of requiring an Apostle to provide the charge, a mechanism that slowly gathers ambient energy has been added. It's not as fast as a demon's horns, but the reservoir is larger than would be expected, only becoming an issue in longer engagements.

Warrior

100 - Basic Arms

No warrior would go too fat without their basic weapons being available to them. By purchasing this you can select any kind of ordinary weapon from these times, though they will be of high quality make, and partially customized for you. Additionally, any consumables such as basic ammunition or coatings will be shipped in about one week's supplies every week. A smaller amount of specialized consumables (such as Sacred Spirits) will be shipped once a month.

Those with the Combat Training Perk will find that you have access to less mundane weapons as well. Weapons like Father Remington's cross can be gained instead of a sword for example.

200 - Angels

No, not the winged messengers of a deity. Instead you have a set of four crosses that when placed around you will form a cross of energy that forms a roughly spherical barrier encompassing the crosses.

This barrier can be of various sizes, choosing the exact size is simply a matter of how far the individual crosses are placed. The strength of this barrier is inversely proportional to how large the barrier is though. This barrier does little to interfere with humans, but both demons and spirits will find it troublesome to deal with.

400 - Tetragrammaton

The magnum opus of the Elder, a gun that integrates a specially crafted demon to fire devastating beams of destructive energy. While it takes a few moments charging between it being able to fire, it doesn't consume ammo itself. Even more unfairly, due to the way exact mechanisms of the gun work, there is little to no kickback. It is possible that with some modifications the energy fired could be aspected to different types, though the exact nature of how such a thing could be accomplished is more in the realm of its inventor.

Should a gun not be to your interest, a similar weapon can be chosen instead, though it will still possess a similar level of overall power after all of the pros and cons of the weapon are accounted for.

Companions

100 / 300 - Faces Old and New

For 100 CP, you get one companion; for 300 you receive eight.

In either case, this allows you to do one of three things. One, you can import a companion you already have. Two, you can create your own new oc companion from this setting. Three, you can take one of the characters from here with you as a new companion.

For these companions, they get 800 CP for their build. They may select an origin and species, and receive all of the relevant discounts for them as well as stipends and discounts granted by the various sections. Companions, however, cannot purchase companions themselves. For purchasing a companion from this world, simply spend the CP on that which is relevant to their build in context.

100 - Regrets of the Mangaka

This young demon girl has become quite attached to you. Personality wise, she is rather shy and somewhat easily embarrassed by her outfit, and while she outwardly expresses an intention to commit evil deeds, is actually kind and warmhearted. Despite her age she isn't a stranger to combat, wielding a scythe that is a little too large for her now, and somewhat skilled at creating barriers with demonic energy that can freeze time within. While she herself believes that she is a full-blooded demon, she is actually a human hybrid, as her mother was integrated into Pandaemonium when she was pregnant, granting her child some resistance to the compulsions that come from Pandaemonium.

An odd quirk though, she has a tendency of falling from the sky suddenly while flying and right into important situations or onto important people, though she has no direct control of this.

Toggles

These options alter the world, or your time here, you may choose as many as you like, they neither cost nor give points.

Anime Timeline

If you'd rather, you may instead of the manga continuity, go to the continuity of the anime. While most of the events between the two timelines are similar until the last arc, there are changes to the innate status of several characters. Any translation wonkiness of perks and items is up to you.

From the Beginning

Instead of starting at the same time as the first chapter of the manga, you'll start at the beginning of another relevant series of events. The particular event is yours to choose, whether it is the descent of Pandaemonium, Rosette and Joshua's time at the orphanage, or some other point is up to you.

Till the End

Requires your expected lifespan to last from when you start till your departing time

Instead of ten years, you will be here either ten years, or till the first day of the new year following the conclusion of the main plot. Whichever happens second.

If any allies are frozen in time or otherwise sealed, but are still alive; you may optionally stick around till the first day of the new year following the moment they are released, provided you continuously put in a meaningful and honest effort into freeing/healing them.

Drawbacks

You can take any amount of drawbacks.

100 - The Passage of Time

All living beings will one day die. Something that those whose lifespan has been shortened are painfully aware of. While not a full mental disorder, you'll find yourself contemplating your mortality quite a bit. Especially when you aren't doing anything in particular.

100 - Weak to Logic

Like a certain nun, you seem to have a hard time forming rebuttals when dealing with reasonable people. This won't cause you too many issues, provided you act reasonably, but if you try to force a retort, you'll seemingly always come to the worst possible thing to say.

200 - Little more than a Doll

There is great value in a soul, beyond the obvious, there are a number of uses for one that less scrupulous sorcerers could use one for. It is rare, given the requirements for such a sorcerer to exist and have the materials ready. So, you are uniquely unlucky to have been a victim of such a rite.

Your body was once someone else's, their soul was taken from the body, and the body was kept animate with raw astral energy. This energy has recently catalyzed into a spirit: you. While this does little to you directly, there are a few effects. Initially, your emotions are fairly muted, and will slowly grow over time. More pressingly, you are unfamiliar with the build you selected in this jump. Instead those abilities are those of the original inhabitant of your body. All of the skills are instinctive to you, but knowledge feels as if you once read it in a book, but the specifics of their life are lost to you. Ultimately this dissociation means it will take time to adjust and fully acclimate to your new abilities.

As a final issue, you are highly likely to encounter the family of the original inhabitant should they still live. These family members will recognize you, but you will not recognize them. If they know the predicament of their relatives soul, they will probably be inclined to oust you from the body to try and reunite them.

200 - Techno-body maintenance

Father Remington had Legion implanted into his body in order to fight demons on more even footing. Rizelle of the Sinners has had the lower half replaced with a technological prosthetic. While these have granted them enhanced abilities, they have also condemned them to requiring constant maintenance to survive.

For whatever reason you have had a similar set of changes added, and must undergo regular maintenance on your body to continue living. This doesn't reduce your abilities in any way unless you forgo maintenance for too long.

400 - Curse of Ill Health

The Apostles each suffer for using their abilities. For Joshua, the cost of his ability to heal others was his own health, something you must now endure as well. While you generally have below average health, using your abilities heavily or overextending yourself will cause you to have bouts shortly after where your health makes a notable turn for the worse. With a few weeks of rest you'll recover, but each time you need to recover seems to take a little more time before you're back to normal.

400 - Curse of Misfortune

The other curse that was shown, which afflicted Azmaria. When you use your abilities, you will shortly after suffer some kind of misfortune. While minor uses of abilities will simply make you seem clumsy for a time, grand uses will put those near you or even yourself in mortal peril. Some amount of fortitude and planning will mitigate your bad luck, though further bouts will be a little more difficult to prevent.

600 - Geas

Much like a demon contracted to a human you have been placed under a geas. How this specifically was done is unknown if you are a human however the effects are the same. You are bound to a contractor, and should you act outside the terms of the contract, or if they feel like it, you will suddenly be afflicted by crippling pain. They care little for your own personal goals, and while not sadistic they will not tolerate disobedience.

The terms of your contract prevent you from using your abilities directly against your contractor, however there is a loophole. You will have a few opportunities during your time here to subvert your contractors plans and absorb a sudden influx in power that breaks the geas. Your contractor isn't foolish, but they aren't omniscient. If you play your cards right you'll likely only experience a few years.

600 - Limited Time

Something went wrong upon your arrival here. Once you fully take stock of your situation, you find yourself aware of your pending mortality. Regardless of any perks, or items, you are aware you'll only live for roughly 50% longer than you'd need to for your time here. That's the good news.

The bad news, your perks and items from other jumps now will drain your remaining lifespan. Worse, the more powerful the ability or item, the faster it drains.

Should a 1-up activate due to this effect, it will put you back at a little worse than your original state. Your renewed lifespan will only get you to 150% - 10% per 1-up used (to a minimum of 100%) of your remaining time.

The End

Your time here has reached its conclusion. After ten years, you are confronted by a choice.

Remain

You have decided this world is one you wish to remain in. It becomes your new home, as your journey has reached its conclusion.

Return

Your journey has been long and tiring, and it is now time to return to the place you came from and rest. Having become all the more powerful from your wandering.

Resume

It is time to leave the people here behind, your story will continue elsewhere.

Anticipated Questions/Notes

Based on the Manga by Daisuke Moriyama

What would a ___/___ hybrid look like

The only examples in the manga are a priest artificially augmented with demon legion improving his physical capability to the point he can fight in melee with a demon, an apostle who had demonic horns integrated to improve his abilities and protect his health, a spirit that almost successfully possessed a human body, what was essentially a spirit that functioned as the core of Pandaemonium, as well as two human children who were converted into demons while still in the womb where they demonstrated notable resistance to the control mechanisms of Pandaemonium. So, anything other than those are ultimately up to you.

Some possibilities though are: integrating a lesser spirit's artifact into the body of someone to help them move paralyzed limbs and gaining telekinetic abilities, the natural-born offspring of a human and demon, or a spirit that successfully possessed the body of another being.

Aren't Astral, Demonic, and Spiritual Energy the same thing? What about Holy Energy?

Theoretically they are. There at least seems to be some consistent limitations based on who is using it, without much explanation. So I'm using the terms to denote those sets of limitations and make sense of the magic system.

Holy energy I'm just using as an explanation for why stuff like holy water would logically harm demons. In this world demons aren't directly related to religion, given that they are aliens.

Who are the OC companions?

Regrets of the Mangaka - an alternative version of Chrono from one of the omakes

Change Notes

v1.1

- Two minor typos
  - The Demon World, your new horns do act as transmitters (typo was a 'not' should have been 'now'
  - Other typo was in Spiritual Infection, but doesn't affect intent

v1.0

- Initial Document