

Apodaimosis Jump
v1.0
CYOA by Tim, Jump doc by: LJGV/Sin-God

Welcome to yet another fantasy world. This setting is fairly stereotypical, there are forces of "darkness" that have united under and begun to serve an overlord; *Mortial,* and heroes that represent a confederation of allied nations who have united after a high priest found a champion to wield the legendary *Holy Sword Solispher*. You arrive here the very day, nay the very moment, that *Mortial* is slain and, in so doing, arrive the moment that a trick is played and the world begins to change. Who are you? Are you someone in Mortial's throne room? Maybe the hero themself? Or one of their friends? Or are you somewhere else, perhaps you're a cleric tasked with appearing before the hero? Or maybe you're already a monster?

Take **1000 Corruption Points** to fund your adventures.

Author's Note: This is a conversion of a CYOA by Tim. Have a link to the CYOA. **Please note; the base CYOA does have NSFW elements and images. Exercise caution when opening the link.**

Starting Location

Your starting location is determined by your origin. The (Former) Hero, their party members, and demonic staff/advisors start in Mortial's palace, while clergy start in the Holy Videus Empire.

Mortial's Palace

This dark palace is the former home of Mortial; the dreaded overlord of the demon realm and their allies. This place is a refined, cultured seat of darkness, staffed by a bevy

of beautiful and handsome demons, undead, and other monsters. The moment you arrive is the moment that Mortial perishes and explodes, unleashing a deluge of umbral energies. This palace is, unsurprisingly, located within the Demon Realm.

Holy Videus Empire
The seat of the church of the God of Light, and the rallying ground of humanity's greatest army, as well as a major political power led by a half-elven emperor named Karlin Fas Videus II.

Age and Gender
You can select your age and gender freely, so long as you are above 18. After all, no one would send a child to fight Dark Lord Mortial.

Origins

(Former) Hero [-200 CP]
You are the very hero who struck down Mortial. At the moment that your sword ends Mortial's life he emits a ghastly screech, rambles, and then explodes. And after he explodes you are shrouded in a supernatural smog, a tidal wave of darkness that washes over you. You don't know it yet, but you have begun the process of becoming the next overlord. By selecting this origin you get to configure your own Overlord build as you see fit, choosing a race, some curses, and a number of *Boss Powers* for yourself for free.

Party Member [Free]
You are one of the hero's companions, a powerful party member who is destined to become a mighty general. It is a tragedy that you are destined to meet such a fate, but perhaps it can be freeing in its own way.

Clergy [Free]
You are a priest or priestess from the church of the God of Light. The moment that Mortial falls you are tasked with an important mission… Clergy gain the Cleric class, which comes with boons related to the faith they are part of, and knowledge of thematic spells which for this origin will primarily be buffing, healing, and light magic.

Demonic Staff Or Advisor [Free]
You are someone in the palace tasked with serving Mortial and the other demonic generals, at least when they are in the palace. Alternatively, you may well be an advisor, either to Mortial or someone that the new demon overlord calls upon mere minutes after you arrive.

Races
All races are available to some origins, though if a *Clergy* wishes to be Pallid, Undead, Artifice, or Eldritch, that may require some clever backstory thinking unless you wish to be a clergyperson who was transformed by the Hero's transformation. Both *(Former) Hero* and *Party Members* must choose a race, and cannot be humanoids (having just been transformed by the eerie power of the *Succession* ability possessed by Overlords). *Clergy* can be humanoids, defaulting to human. You get boons and powers appropriate to

the kind of monster you wish to be, which follows you into future jumps as an alt-form. It's worth noting that all of these represent large archetypes rather than specific monstrous races, and these all fall under the broader *Monsterkind* category.

Demon: Demons are the bulk of the leadership of the Demon Realm, and throughout history have frequently been overlords themselves. Mortial was a demon. There are many different kinds of demons, with powerful Oni, beautiful Succubi, and mystically potent Devils being among the most iconic.

Pallid: Vampires, plain and simple. That said, you can choose to be a specific kind of vampire if you want, and thus get appropriate powers. Standard vampires are powerful in their own right, and can pass for humans under the right circumstances.

Undead: Other kinds of undead, including zombies, skeletons, or even ghosts. You will have a form that is more frightening than many of the other options here, and will frighten most humans.

Demihuman: There are a range of demihumans, with some of the more common demihumans including orcs, goblins, trolls, and ogres. You are one of them, and you'll find that you are well-liked by your fellow demihumans who see in you a leader if you are the overlord or a general, or an example of a rare kind of demihuman if you are a clergyperson. One of Mortial's generals was a Troll, and thus a demihuman.

Dragonkin: Dragon-like reptilian humanoids, dragonkin are descended from primal dragons and run an impressive gamut. Lamias, kobolds, dragonborn, and other kinds of dragonkin exist, and you can choose to be one of them. One of Mortial's generals was a Naga, and thus was a member of this collective.

Bestial: Another diverse group, *Bestials* are impressively powerful furred bipeds (well, sometimes at least. Centaurs are not bipeds and they are *Bestials*.), and while plenty of them aid humanity and their allies, many more are either neutral or are actively allied with the forces of darkness. Everything from werewolves to minotaurs and the like fall under the umbrella of *Bestials*.

Seafolk: Aquatic monsters, seafolks are often capable of surviving both on land and underwater (though some are not so capable, and even among those who can, many struggle to move on land). Everything from Deep Ones to Mermaids and Sahuagin are encompassed here.

Avian: Flying foes, avians are winged humanoids who have a range of abilities, with the mesmerizing songs of sirens and the lightning controlled by deadly thunderbirds being but two examples. One of Mortials generals was a male harpy.

Artifice: Artifaces, including golems, slimes, and puppets, are all life forms that were artificially created. As such they lack many traditional needs, a boon that is yours if you count yourself among their kind. Some of these kinds of beings have other unusual needs or restrictions in place of having standard biological needs though, so be careful.

Sectoid: Insect monsters, this includes the ant-like or wasp-like Vespen (one of whom was one of Mortial's generals), the spider-like arachne. These monsters are allegedly the result of magical experiments to try and awaken insects. You now count them among your kin.

Plantmorph: Trents, alraunes, ropers, dryads, and other such lifeforms are among the plantmorph family. You are now a hybrid of plant and animal life.

Eldritch: Eldritch lifeforms are extremely odd, often alien life. Some non-alien eldritch beings include mutants and chimeras, but many eldritch lifeforms are completely, literally, alien in nature and beyond classification. You are now one such eldritch being, though you can choose to be a classified one or something more mysterious.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Karma Matters [Free]
People judge you based on your actions, not your appearance. Sure, some folks may run in fear when they see you if you are a giant lizard monster, but if you have a good heart and are fighting to protect them from some other threat they'll learn to trust you and believe in your good will. People who see you rescue someone, even if you have a scary form, will wonder if they should trust you despite your appearance, and anyone can be shown evidence of your true nature and come to believe in who you are on the inside rather than what you are on the outside. Some people will be harder to sway than others, but ultimately what matters is your genuine good-faith efforts to be good. What matters is what you do, not what you are.

Base System [Free]
In this setting everyone benefits from a *System* of some sort. This *System* is a curious thing, and will have some similarities to what some jumpers might remember from various *Gamer* and *Gamer-Lite* systems. It includes a leveling mechanic, and a system for class designation (and classes come with abilities or *Boons*). Your class is determined in part by your origin, with *(Former) Heroes* having the *Overlord* class, *Party Members* having a demon general class, *Clergy* having the *Cleric* class, and *Demonic Staff or Advisors* having classes suited to their perks. Each class has abilities that are fitting to the class, and buffs your skill with things related to the class in question (Chefs are better at cooking and somewhat better at healing or poisoning people, for example). Going on adventures and gaining valuable experiences related to your class can give you experience that can level you up. One important note is that every living being has a level cap with this, but some things (at least about specific classes) can push this level cap higher.

Curse Endurance [100 CP]
In this reality *Curses* are very real things. Normally such things only affect monsters or those sufficiently corrupted by dark energy, such that *(Former) Heroes* will certainly have to endure at least a few. This perk allows you to turn curses into something

altogether more positive, though not without enduring some of the negatives. How this works depends on the curse in question, but you will always find a way to extract some benefit from being cursed. True masters of curses, particularly those who endure them themselves can eventually learn how to inflict curses upon people, even gaining the profane knowledge needed to craft whole new ones and use curses they themselves don't suffer from…

If you wish to be able to use the *Modifiers* for the curses (Corruption; apply an additional curse on a target of your choice, Removal; remove a number of curses from a number of cursed allies, Passion; use curses to make those cursed devoted to you, Empower; use a curse to grant someone greater strength), this perk is necessary. But thankfully you can use it on people other than your generals.

Karmic Empowerment [100 CP]
Morality matters. Your morality now directly empowers you, with actions you take that have a moral bent strengthening your actions and abilities of a similar karmic lean. If you poison someone subtle, dark actions like that that you take in the future are ever so slightly stronger. The more you lean into a particular karmic bent, over time, the stronger this becomes, such that hero or villain jumpers can get a lot of mileage from this with enough time.

System Sharer [200 CP]
You can share this world's system in future settings. When you do you can select the width of this generosity, such that you can share your system with new friends and new friends only or actually spread the system far and wide and give it to everyone. This perk can be incredibly handy for some individuals with more bizarre class boons. This generosity also helps the system evolve, as it takes on new facets in new worlds and from time to time your generosity can directly result in the creation of new classes keyed to the features of worlds you visit.

Evolving System [200 CP]
Something about your nature as a jumper has infected your version of the system of this setting. You have something quite rare; evolving boons (and more broadly a sort of uncapped version of this system). Your boons do not have the same rigid cap that some other boons do, and they can grow in potency, scale, and even evolve whole new features that correspond to their base function but expand its utility with enough time, training, and usage. With enough time and energy devoted to honing your boons and classes you may in time find yourself gaining new classes and wholly new skills! This also protects you from the negative effects of sudden changes that could kneecap your system in critical ways (such as an overlord with the *Omphalos* boon going to a world that lacks monsters and suddenly being critically unable to grow in levels or overall power!). One extremely important note about this is that this perk does away with artificial caps on growth, including level caps and another is that it permits multiclassing but gaining new classes in this system takes significant achievements so multiclassing here may not be as easy as it sounds without context.

(Former) Hero

Overlord's Overview [Free, Exclusively Available to, & Mandatory for (Former) Heroes]
This perk gives you the powers, or *Boons* of Overlords. There are four of these powers.

Dominion: This power confers your status as the supreme commander of monsterkind. All monsters with a level less than half of your own will obey you without question, ignoring willpower. If a monster has less than your total level but has more than half of your levels (If you are level 40, and a monster is over level 21 but lower than 40, for example) they will be weakly compelled to follow your commands and will find your attitude, opinions, tactics, strategies, and interests to be agreeable. This boon can be resisted by class boons of great power such as a *Grand Dragon's Supremacy* boon but such boons are remarkably rare. And this boon also hits all monsters regardless of their origin be they a natural-born monster or members of a non-monster race that were transformed into monsters through unnatural means.

Diagnosis: The overlord can innately and successfully analyze the information, stats, skills, and equipment of all entities that they can perceive which shows up in the overlord's mind's eye as a window centered around the person in question detailing all of the previously mentioned items as they pertain to the person being diagnosed. This powerful ability bypasses all forms of hiding information and state illusions so long as the user can perceive the individual they are *Diagnosing*. This power displays information in real-time, which updates as the person's stats are changed. This boon is toggleable, and it activates or deactivates instantly. This boon can be resisted by a boon possessed by *Heroes*; *Illumination* which prevents the *Overlord* from seeing the *Hero's* weapon skills and equipment but even this defense isn't perfect, as an *Overlord* can gain information by observing a *Hero* and that information is added to the *Hero's* stat window.

Omphalos: Monstrous *Overlords* are the nexus of Monsterkind's combined might. This manifests in the form of the Overlord's maximum potential and immediate power always being determined in part by the might of every monster. The overlord has a base level cap of 100, but this cap is buffed by the mean of every active monster's ("active" as opposed to "living" because some monsters are not alive but are active) current level (meaning if the mean of every monster's level is 45, an overlord's level cap is 145). Beyond this if the newest overlord's level is below the mean level of monsterkind their level is automatically bumped to 20 levels higher than the mean, meaning that if we use the past example of the mean being level 45 and the overlord's level is 37 their level is automatically bumped to level 65. The Demon General's level cap is equal to that of the Overlord's current level -10, which means that a level 65 overlord would have demon generals with a level cap of 55. Powerful overlords can raise the level cap by training monsters diligently.

Succession: When the overlord dies, the class and powers of the Overlord will pass on to the next successor in line (someone the overlord has decreed as their successor) If this is not possible (such as by the overlord not having picked a successor or their intended successor dying before they did), the title will be passed onto the next person in the succession hierarchy. This hierarchy goes, first and foremost, to the Overlord's matured offspring, then to the overlord's highest ranking surviving general, and finally to the overlord's killer in the off chance that none of the preceding people are eligible or if they

don't exist anymore. In the case of the *Overlord* class going to a killer, if the killer was in a group with a *Hero* the class automatically goes to the *Hero* even if the killing blow was landed by someone else.

True To Yourself [100 CP | Free for (Former) Hero]
You are, for better or worse, yourself. No matter if dreadful dark energy or divine purification transforms who you are on the outside, in all of the ways that matter you are fundamentally yourself internally. This doesn't immunize you to impossible streams of corruption transforming your body and changing your physical needs, or to endless radiant beams of holy magic undoing the demonic power coursing through your veins and ridding you of unnatural curses, but you will always be a free-willed being capable of focusing, locking in, and overcoming unnatural temptations to do things out of character for you no matter the direction these temptations seek to push you in.

Prime Specimen [200 CP | Discounted for (Former) Hero]
If there's one thing that's true about *Overlords* it's that they are strong. You are an especially unusual example of this, a sort of *Apex Monster* that is titanically mighty in all of the ways that correspond to your chosen monstrous race. Vampires, for example, would possess all of the classic vampire's powers (such as hypnotism and transformation into animal forms) as well as have greatly enhanced strength and charisma. Unsurprisingly this also makes you incredibly appealing to members of your chosen species and, to a somewhat lesser extent, monstrous category (Vampires would be incredibly charming to vampires and be noticeably more charming to *Pallid* beings than they'd otherwise be). You are also a better leader, be it of small parties or large nations, and you easily attract skilled advisors and councilors who will give you earnest, thoughtful, advice that helps you achieve your goals. This trait affects all of your alt-forms as well, giving you more versatility and greater power with past, present, and future alt-forms.

Diplomatic Demon King [400 CP | Discounted for (Former) Hero]
There's something about you, *Overlord*. Something that gives people a glimmer of a strange feeling. You vaguely inspire hope and peace in others. People, even kings and popes, desperately want to give you a chance and to believe in even the faintest bits of humanity in your soul and heart. People respect and admire your diplomatic overtures and are more easily impressed and awed by you. You leave a strong impression on others, and people who are looking for any pretense to avoid war will desperately search for ones with regard to you and your people. With you at the helm of Monsterkind, there may just be a chance for peace, a genuine and lasting peace that brings people together and bridges ancient divides and long-term grudges. Peace is hard, and it requires work, but for you, it's easier than it is for other people.

Heroic Overlord [600 CP | Discounted for (Former) Hero]
As a former hero turned overlord there are strange things going on within your soul. At all times there will be something of a clash inside of you, unless you lean well and truly in one direction for such a long time that you learn to overcome either your monstrous instincts or quash your heroic self. This gives you the ability to use your instincts and powerful urges or muscle memory and past behavior to behave in ways that exemplify the two halves of your dual nature, one way or another, though doing so is taxing. You can, for example, lean into your heroic memories to channel holy power and use it to

destroy dark artifacts or lean into your monstrous instincts to cause a wellspring of corruptive energy to surge through you and hurl the energy at your heroic foes to corrupt them into dark monsters like your generals. This is tiring, and when it's done the half of you that you leaned into will be stronger and harder to ignore for a time dependent upon how powerful and long-term the feat you performed was. This also greatly enhances your leadership skills, making you a far more capable general and trainer of man and monster alike. A smart overlord would use this kind of talent to steadily increase the levels of monsters, and thus increase their own level cap… Also, unlike your *Generals* you specialize specifically in leading diverse legions, able to naturally intuit how to leverage each individual monster's abilities and traits and are terrifying at mixing and matching monstrous abilities to create combos and synergies that astound and shock your foes.

A very important bit here is that by leaning somewhat into the part of you that is an *Overlord* you can do something critically necessary for your overlord-ing powers to grow in future worlds. You can lean into your nature as an overlord to corrupt people into monsters, and to create new monsters from nothing. This takes staggeringly little energy, and you wield the corruption and darkness from which monsters form with impressive ease, which can be used to turn people into monsters (if you want to be maximally efficient you can allow the corruption to determine the type of monster itself, but if you have specific ideas you can focus and spend a little bit more corruption to direct their conversion). You can also corrupt areas, which requires leaning more heavily into your overlord side and takes magical energy, but corrupted areas strengthen monsters and those who are evil (and this effect stacks if you are both) and passively spawns monsters. This feature by itself doesn't give you the ability to share the system with other people but monsters you create or convert have their strength roughly quantified and given a numeric level that counts as their "Level" for the purpose of things like *Omphalos*. Monsters you create or convert can also grow in power over time and thus gradually increase their "level". Monsters you create are innately loyal to you, and those you directly corrupt into monsters are powerfully affected by *Dominion* even if they should be able to resist it as per their levels.

You can also do the opposite of all of this, and lean into your *Hero* side to harm, weaken, or even kill monsters and those who have given into evil and corruption!

Party Member

Demon General [Free, Exclusively Available To, & Mandatory for Party Members]
Those close to a newly ascended *Overlord* are sometimes, unfortunately, transformed into *Demon Generals*. Demon Generals are powerful monsters that are close confidants of the *Overlord* and suffer from a few strange status effects as well as possess the *Class Boons* of the Demon General class. One of the things that hobbles the power of *Demon Generals* is the implementation of the General Trait class boon. This is a linked class boon that tethers all Demon Generals together and causes the Overlord to have to rank all four of them, assigning them a number. Tier 1 of the General Trait class boon is the weakest, while tier 4 is the strongest. A Demon General's General Trait is unique to them and is something that you, as a jumper, have some control over, though this control is unconscious. Your nature as a jumper, particularly your past jumps (if applicable) and the adventures you've gone on, as well as your race, come together to determine your

General Trait and its effects. You are, thankfully, automatically the *Demon General* with the 4th tier general trait, unless you imported a companion as the *(Former) Hero* and they selected someone else to have the 4th tier general trait. For some examples of possible general traits, if you chose an *Eldritch* form and have shapeshifting powers you might gain a general trait that allows you to steal the memories of those you harm, and can fuse your shapeshifting with your memory theft ability to perfectly impersonate people, even gaining versions of their abilities on a cooldown if you have the 4th tier general trait version of these powers.

Your Body [100 CP | Free for Party Member]
Transformations are often unpleasant. Especially when you did not choose to undergo them willingly. Thankfully you are immune to discomfort, confusion, and any sort of mismatch involving your own body. You are NOT immune to being transformed against your will, but you will have a powerful connection to your body, a supernatural understanding of your new form and you instinctively know how to use it, its abilities, and how to fight with it. If people thought transforming you would make you weaker, they are in for a world of hurt.

Elder Monster [200 CP | Discounted for Party Member]
You are a rare type of monster, no matter what archetype of monster you happen to be. Something about your nature as a *Demon General* and as a former adventurer combined when you were being transformed and you have gained a rare, mythic type of monster form that grants you unusual abilities that you can certainly use to your advantage. This ability carries over to alt-forms as well, mutating them and making them slightly stranger and better able to unlock mythic powers and mighty apex abilities. Your abilities are more likely to be unique and deadly.

Monstrous Coordination [400 CP | Discounted for Party Member]
As a *General* you may have to lead people into battle and fight to protect those you care about, be they your former friends or your new allies. It's a good thing you are a massively enhanced tactician now isn't it? You have an intuitive, instinctual understanding of the abilities of your underlings, and have a masterful understanding of the skills of monsters of the same broad type as you. You are also a commanding leader, one naturally heeded by monsters (and one that monsters that are weaker than you and who happen to be the same type as you cannot ignore, as if you had a much more specific version of the *Overlord's Dominion* class boon). Your tactical and leadership skills are buffed the more members of your kind of monster you lead, but even if you have an entirely diverse army you are still a skilled and wise commander able to leverage the talents of your minions.

Tiers of Power [600 CP | Discounted for Party Member]
The tiers of power facet of the Demon General class used to determine the might of their *General Trait* is… strange. But it is interesting. Now you, as a jumper, can take some element of this quirky trait with you. You can, once per month, select four of your own abilities and give them each a ranking. In a strange mirror of the *Hierarchy of Power*, each of your chosen powers for the sake of the ranking gets a buff to its overall power with the extent of the buff depending upon the ranking you gave it. Things that are ranked 3 or 4 on your hierarchy get tremendous buffs that expand their utility and might in various directions, while things that are ranked 1 or 2 get more modest but still

noticeable buffs. Even something ranked 1 will still be more useful and powerful than it would otherwise be, just to a much lesser extent than something ranked 3 or 4.

Clergy

Peace [100 CP | Free for Clergy]
You emit a peaceful aura, an air of serenity that causes people to trust you and believe you instinctively. Even your foes will respect this aura, so long as you are not actively trying to kill them or harm their friends, letting you do a lot with this. Your foes will still try to stop you, but they'll go out of their way to avoid killing or maiming you unless they are either much stronger than you or personally hate you specifically.

Hope [200 CP | Discounted for Clergy]
When you speak people feel hope, and when you talk of peace, coexistence, and of a better world others can see the vision. Also, and very importantly, you can size up the measure of a person with a thoughtful glance. You can see their karmic footprint and can tell, with a keen eye, who to trust and believe in. Your hope is not a baseless thing or an act of child-like faith, it is a thoughtful exercise in logical reasoning. Magic that naturally inspires hope, such as strengthening magic and restoration magic is strengthened when it is cast by you, letting you heal people more effectively as well as strengthen their wills. This perk also gives you a connection to the god of light, or any other god you choose to follow in future jumps that lets you receive divine visions from them. People loyal to the gods you worship in this and future jumps believe you when you honestly communicate your visions to them, allowing you to divinely ordain missions for future heroes.

Betrayal [400 CP | Discounted for Clergy]
If you decide to betray someone it can and will be absolutely devastating to them. You are a consummate actor or actress, and you can easily earn someone's sincere trust and faith, and so if you decide to use that as a weapon against them it can and will leave them shaken, stunned, and vulnerable to you in a range of ways. This is a messed up weapon so surely you wouldn't use it… right?

Euthanization [600 CP | Discounted for Clergy]
You have been blessed by the god of light and given an important albeit macabre power. You can snuff out the light of life in anything, able to cleave through immortality, mighty defenses, and esoteric protections with ease. You have the power to put down even the dreaded *Overlord* if you could get close to them… This power lets you kill and/or deactivate anything, so long as you can land a decisive blow that deals enough harm to end their lives or forcibly shut down their activation such as by cutting through necromantic magic as easily as you fling a knife into someone's throat. You have also been trained in roguish assassination arts and magic meant to deter and maim all manner of monsters (but especially undead, demons, and eldritch things). You can and will do the will of the God of Light even if it means you have to reside in the dark, waiting for the enemies of goodness to rear their ugly heads.

Demonic Staff or Advisor

Profession [100 CP | Free for Demonic Staff or Advisor]

Pick a profession of some sort. This can be anything from a *Chef* to a *Blacksmith* to stranger choices like a *Courtesan* or *Idol*. You are a world-class expert at this career, and you are capable of giving sound counsel in areas related to the career in question, though the further you get from the area you chose as your profession the less backed by this perk your advice becomes. You are also remarkably lucky at getting work related to your chosen profession, such that if it's at all within the realm of reason in a given place you can find some way to make money with your chosen profession.

Counsel [200 CP | Discounted for Demonic Staff or Advisor]
When you offer people sound counsel they will be incredibly likely to accept your wisdom, even if they ultimately don't do as you advise. The better the advice you offer the more likely people around you are to accept you, even if under other circumstances you would have been a foe of theirs. This also improves the quality of both your advice and your overall communication skills, letting you give good advice convincingly which can matter just as much as giving good advice in the first place.

Sage [400 CP | Discounted for Demonic Staff or Advisor]
You are incredibly knowledgeable, having a deep understanding of a range of topics particularly ones related to diplomacy, governance, and history. Your reputation as a sage can precede you if you wish to start off known in a jump or it can spread as a result of your advice and will quickly take on a mythic quality making people respect your insights, opinions, and words of wisdom.

Advisor Speciality [600 CP | Discounted for Demonic Staff or Advisor]
You can predict how your advice would affect places and organizations if you are given a role as a Domestic Advisor, an Economic one, a Diplomatic one, or a Research one, and you can clearly communicate that to anyone looking to hire you. The sort of effects you have on any of these given areas are determined by your class, your race, and your perks and experiences in other jumps (if applicable/relevant) but will never fail to be dramatic and important. If your bosses place you in one of those four roles you can easily and swiftly enact the changes necessary to achieve the future you predicted. You also gain two fortes; areas you are especially skilled in and can offer anyone who hires extra services keyed around those fortes (examples of fortes in canon include Religion, Fashion, Magic, Environmentalism, Healing, Ailments, etc.).

Curses & Boss Powers

Any origin can spend or acquire CP here depending on the choices you make. *(Former) Heroes* and *Party Members* are required to make choices here, with *(Former) Heroes* needing to pick at least 5 curses, and being able to pick between 8-12 boss powers for free, and *Party Members* being required to pick 3 curses and being able to select 2 boss powers for free. *Demonic Staff or Advisors* and *Clergy* do not need to pick either Curses or Boss Powers, but can both pick 1 Boss Power for free.

Curses:
These are negative status effects that transform or change you in some unpleasant way. Some of these transformations are less negative to some individuals than they are to others. Each of these adds 100 CP to your budget IF you are stacking ones you don't need to take (such as a *(Former) Hero* who gives themself 6 curses instead of the minimum of 5). These curses also fade as the jump ends, though if you wish you can

retain a fragment of them into future jumps, which can be helpful for extracting the most power from them if you have an ability that allows you to draw power from curses or other such things.

Rebirth: Those afflicted by *Rebirth* have a completely different form than they did before they were cursed. Usually, this manifests as their new forms having a different sex or age than they did before the curse.

Mutation: People whose curse(s) is a mutation find themselves with duplicated set of limbs like extra legs or arms or even a whole new head or heads.

Chimerism: Chimerism is, at its core, a more advanced form of *Mutation*. These changes are more dramatic, and can include brand new limbs rather than duplications of limbs you already have. Life forms in this world can *Evolve* and sometimes when they evolve they gain brand new limbs such as wings or gills, and people who gain them without evolving are considered *Chimeras*.

Unleashing: This mighty curse gives you two forms; a normal form and a much stronger *True* form. You can swap between the two at will and can determine the specifics of your true form when you select this curse.

Etiquette: A rare curse that can be overcome, sometimes, through willpower, this curse gives you the attitude and stylings of a demonic noble. Most often this will cause your words and actions to be elitist and demonic, and it infects and subtly (or not so subtly) changes what you say compared to what you mean to say.

Nourishment: Some monsters have special needs in terms of what they eat or consume. Succubi and Incubi need sexual fluids to survive, while vampires need blood, and ghouls (and zombies) need flesh. This curse infects you with such needs. You can survive WITHOUT these things, but your powers and charisma take hits the longer you go without feeding on these things.

Temptation: It turns out that part of why so many monsters obey the *Overlord* isn't just due to their class boons. Many monsters, particularly but not just demons, are attracted to people based on their power and wickedness. This curse causes you to experience such attractions as well.

Nocturne: You have become nocturnal. In the darkness your abilities are greatly improved, while daylight has the opposite effect on you. Even the demon realm's sunlight leaves you fatigued, while the pure sunlight of the human and humanoid parts of the world is incredibly deleterious. It won't kill you, but it is incredibly difficult to operate in.

Sadism: One of the mental curses a transformed person can suddenly become subjected to, this curse inflicts you with sadism. You now find the infliction of pain onto others to be extremely pleasurable, and it can and will seep into your fantasies and elements of ideal romance for you. It can also leak into your personality.

Inhumanity: You have lost any level of empathy, compassion, and camaraderie you once felt toward members of your old race. This is, potentially, more of a blessing than a curse, but it can be challenging for overlords who seek peace to grapple with this sudden loss.

Obscenity: This is similar to the *Etiquette* curse in that it transforms what you say as you try to speak. In this case the things that come out of your mouth are more carnal and lewd than you mean them to be. Many monsters will appreciate this and approve of it. This can also be worked through, but seeing as plenty of monsters approve of it this is another curse that's, usually, not super debilitating.

Vestment: This strange curse stops you from wearing most clothes, requiring you to wear cursed equipment. The exact nature of the clothes you can wear is more specific than merely "Cursed clothes" and is actually determined by you, the jumper, when you select this curse. You pick clothes of a certain thematic aesthetic, such as gothic clothes, fetishwear, or skeletal armor.

Damnation: Holy symbols and religious iconography burns you and damages you. Beyond that you are also repelled from churches and holy sites, though not unholy temples and profane places.

Reversal: Your strongest and weakest stats have flipped. This is a rare and, for many, brutal curse, but it can also be a fascinating way to experiment with a new fighting style even if only out of necessity.

Pestilence: You have some sort of potent, and automatic, debuffing effect that you select when you take this curse. This effect is automatic, and can be resisted with decently strong resistance to the supernatural or helpful equipment. Applicable debuffs include, but are not limited to, your vision turning those who lock eyes with you to stone, your breath poisoning those who breathe it in, or your voice fatiguing those who hear it and making them fall asleep.

Restriction (This curse counts as two curses for stacking purposes, and gives 200 CP if selected by someone who gets CP from curses): You cannot leave the palace, and are unable to ever walk outside of its halls. This curse is extremely rare and positively brutal. Thankfully some Overlords were able to enchant their palaces to grow legs and walk around, but still.

Boss Powers
These powers are mighty abilities available to greater beings of darkness and/or generalized might. Each of these powers is a terrifying thing that can be a game changer in the hands of the right hero or villain. Once you have acquired your power(s), the number allotted to you by your origin, more powers will cost 100 CP each unless stated otherwise.

Elemental Control: While mastering this power takes time and training, the potential of this ability is considerably high. You can focus your magic such that you can transform your magical energy into fire, water, ice, electricity, wind, earth, and with time even more than one at once, in ways that are both organic and unique to you, and in more

formulaic ways such as by casting spells. You do not have to pick one to specialize in, though it's not impossible that you are naturally better at some than others.

Darkness Magic: You have powerful umbral magic, giving you the power to wield darkness as a weapon, turn shadows into weapons, hitting people with illusions, or otherwise creatively turn use darkness. This has a number of smart uses, and comes with instinctual knowledge of a range of spells.

Ailment Cocktail: Fighting you is a nightmare. You can inflict a range of status effects on your foes by focusing on a status effect within your soul and infusing it in an action or attack, and those who are hit or otherwise affected by that action will have to resist the status effect to not be affected by it.

Martial Mastery: A simple, powerful Boss Power, this dramatically skyrockets your skill with direct martial combat. This gives you extremely skill and knowledge with every weapon as well as your own body, and makes you a terrifyingly powerful direct combatant.

Seductive Charm: Your charisma has skyrocketed and you now ooze pure sensuality in every action, spoken word, and even your idle presence. You have such sensuality that even your foes could be seduced and lured to your side. This also makes politics and the like far easier. People with strong willpower can overcome this, especially if they are foes, but this power is quite strong and can make dealing with people on your own side or who are neutral towards you far more amenable to your positions.

Target Redirection: You have the unusual ability to force opponents to targe specific allies of yours in battle, and to focus people's attention in specific directions if you are not in combat. You can use this to keep enemy attention on you, or to make them go after allies of yours with hefty constitutions (or certain armors and equipment). Creative use of this may take some time, but this ability should not be underestimated.

Magic Protection: You now have a passive magical barrier that explosively reduces the power of offensive magic, be it direct damage dealing magic or debuffs. Direct damaging magic is weakened by as much as 90% barring something like a weird class boon circumventing some of this, while debuffs affect you less intensely and for a much shorter amount of time. If someone wants to take you down they'll need to do so without magic.

Mode Shift: This is curiously similar to the *Unleashing* curse, but without the physical aspects. You now have two *Modes* which can have different forms, stats, skills, and elemental attributes. You can switch between the modes at will. This can be extremely clever if you add *Unleashing* to your mix of powers and curses.

Equipment Empower: An unusually generous ability, this power lets you empower the equipment used by all monsters. This does include your own equipment, if you find suitable equipment keyed to your nature as an *Overlord*.

Stat Enhancement: This is similar to *Equipment Empower* but lasts for a shorter period of time and is, as a result of that, stronger while its active. You can cast stat-enhancing magic on yourself or on other monsters, and can be used on equipment-less monsters.

Suicidal Attack: This strange power, when activated, starts a countdown that, if allowed to hit zero, will unleash a massive explosion centered around you that scales with how much health you had remaining when the countdown hits zero. This explosion is incredibly powerful, and can do so much damage that it can kill everything within a mile of you. How long the countdown lasts depends on your health when you first activate the power. It can also be stopped in advance if you die before the internal timer hits zero.

Multiple Bodies: You have other bodies, though these bodies are not the perfect clones some jumpers might be used to. These bodies are smaller, imperfect versions of you that take time to course correct and become perfect copies of you though that's possible with time. These clones have little will of their own, but intuitively understand you and know what you want, and will act in such a way to fulfill your desires.

Almighty Blast: A super magic attack in the form of an arcane explosion you can unleash at will. This supreme attack bypasses magical defenses and resistances, and can be shaped into an attack of your design and envisionment, ranging from something like a gigantic explosion to a massive laser or even a homing projectile that concentrates all of its power into something singularly devastating.

Energy Drain: A strange ability that initially drains mana from those it is used on, if you drain all of their mana (which replenishes your own stores of the stuff), you can steal life, vitality, and even their very souls. This ability works best on opponents who have been rendered helpless, as it can be avoided, but resisting it is difficult at best.

Time Slow: A rare boss power, this ability lets you channel your mana and use it to slow down time for all other beings, with how potently you slow down time being determined by your mana investment in each use of this ability. At most you can cause time to slow down up to 9/10ths for everyone but you. This ability does have the caveat that it focuses all of your magic, letting you only use martial class boons while it is active, but given the incredible potency of this…

Space Warp: With this you can teleport to any place you can see instantly, and you can teleport yourself and anything you're holding. You can supercharge this ability by charging magic for a minute before using it, and if you do you'll be able to teleport anywhere in the world you could physically go to.

Dark Genes: An unusual ability, this power lets you parent (with the kind of parent you can do depending on your sex) any kind of being that reproduces sexually that you've been or slept with. This means you can be the father or mother of humans (or whatever kind of humanoid you were before you turned into a monster) and any kind of sexually reproductive being you've slept with before. If you've slept with a dragon you could give birth to or father dragons, even if you and your partner are not dragons. This is extremely intriguing for jumpers…

Truth Intuit: You can always see through lies. When someone tells you a lie you will know it is a lie, and can, supernaturally, determine how much of a lie it is and how confident the lie is.

Last Chance: This is a pseudo-1-up that stops you from dying when you should, allowing you to endure (once per day) an attack that should kill you. When you take a hit that should reduce your hit points enough to end your life you'll cling to life and enter a dying state that you can be healed from. While in this state your mana will be fully restored and you'll be left stronger temporarily but you'll only be able to use two skills, chosen now, until you escape the combat encounter or end it.

General Boon: Select one general trait from one of your/one of the (if you are not the *(Former) Hero*) *Demon Generals*. You can now use it, but only up to the second tier of power. If you are the same broad type of monster as the chosen general your ability to use the trait is buffed and you can use it at the third tier of power rather than the second. As an example of this, say Reine is one of your generals. If you select this power you gain access to the *Formidable Aura* general trait at the tier 2 level of power. If you are a bestial monster you can instead use the third tier of the trait.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General [Undiscounted]

Karmic Markers [200 CP]
These strange artifacts are symbols that embody the karmic value of the decisions you make. When you behave benevolently, mercifully, and kindly you get golden orbs that shine with radiant light. When you behave cruelly, hedonistically, or selfishly, you get umbral orbs that absorb light and radiate ethereal darkness. These orbs are generated by your actions, and they cannot be fooled or gamed, knowing your intent and understanding the logic behind your decisions as thoroughly as you do. These orbs have a range of uses, with a simplistic usage being that you can show them to people to let them get an accurate measure of your character, which can be a wise way to strengthen and cement people's impressions of you. You can also absorb these orbs to empower abilities that align with the karmic value of the orb in question (orbs generated by kind acts align with altruistic abilities such as powers that defend others or ones that heal people, while orbs generated by cruel or selfish acts empower abilities that do things like impose your will on other people or harm your foes). You can absorb orbs

temporarily to grow noticeably stronger for a time, and the orbs will reappear sometime later somewhat dimmed in intensity and needing a bit to recharge (and thus leave a somewhat lesser impression on people than if they were shining at their maximum ability). Or you can absorb orbs permanently for a small but permanent boost to the abilities they align with. Other uses may reveal themselves in time, with some possible uses including ways to use the orbs as fuel for technology or giving them to others to allow them to enhance their own abilities.

(Former) Hero

Armor & Weapon [100 CP | Free for (Former) Hero]
You get to select one set of armor and one legendary weapon to be your primary armaments as the *Overlord*. You do not have to pick any sort of "Matching set" though synergies would be incredibly powerful, especially if fused with *Boss Powers* and Monstrous Race picks that further enhance any given synergy.

You CAN, if you wish, select two weapons or two sets of armor rather than a weapon and a set of armor, with just one purchase of this item (the important thing is that you get items per 100 CP you invest in this). You can also repurchase this. Thankfully if you just want a SINGLE item rather than two, after obtaining the free set, you can opt to spend 50 CP to attain another weapon or set of armor (meaning that three of these things would cost 50 CP rather than 100, or if you are not a *(Former) Hero* would cost 150 CP, since you paid 100 CP for the first pair of items). Non Overlords can also purchase just a single item from here, such as if a Party Member wants to wield *Chaos's Visage*, and that would only cost 50 CP.

Legendary Weapons

***Malestutio*:** *The Cursed Blade* this weapon is almost akin to *Solispher* the heroic blade once wielded by the (Former) Hero. This dark great sword can absorb power you push into it and can be planted into the ground, blade first, to transform an area into a profane place which will drain the mana of any being that isn't yourself, and the land remains profane for as long as the sword is planted in the ground (and grows the more power you pour into it).

***Tome of the Wyvern*:** A mythic grimoire this dark tome is a powerful conduit for all spellcasting (enhancing them greatly), particularly summoning spells letting you call forth armies if you take the time to prepare. You can also register people into the tome, which lets it call them to your side so long as they are active.

***Chans Beaute*:** This staff, or, on occasion cane or parasol depending on its owner sex and tastes, is not suitable for combat but it is a mighty enhancer of your charisma and lets you control the luck of yourself or someone else, making you or them lucky or unlucky but only once a day (on them, you can use this on many people in a day).

***Spielerin*:** A risky weapon in the form of a firearm that can fire soul-enhanced bullets. Or normal bullets. Soul-enhanced bullets destroy whatever they are aimed at, if they hit, and if they do the soul used in the bullet is returned to the person they came from, no harm done to them. If the bullets miss the soul is destroyed, permanently. That means

that well-aimed shots can destroy even heroes, but wasted bullets kill people. Assuming we're talking about soul-bullets. You can fire normal bullets and if you do nothing bad happens even if you miss. And normal bullets are still bullets and can kill surprisingly strong beings.

***Taste of Death*:** A greedy scythe with a strange gimmick. This weapon, weak at the moment you get it, grows from taking lives. Once it draws someone's blood it is keyed to that person and can only grow from killing them, so if you kill them in one or two blows it's fine, but if you fight them, draw blood, and they escape, it can only grow again if it is used to kill them. This does not persist across jumps (though the power-ups it HAS acquired do persist across jumps) so if you fight someone who escapes right before you leave a jump it won't be forever locked in this synched state. How the weapon grows from taking lives depends on the lives it takes, but it will always grow somehow, even if not by much (If you kill a weakling with it).

***Arvad Angsaht*:** A strange bow keyed to the Overlord. This weapon can be used as a vector for the Overlord to use their abilities, spells, or any other powers they possess with its arrows, and can even serve as an extension of your touch for any such abilities. It also has incredible range and accuracy, making it truly fierce once its properties have been mastered.

***The Coiled Sovereign*:** A trident with a strange power, this object can shapeshift into a serpent loyal to you that can speak to you and has a level in the same range as yours as well as similar but lesser stats. The serpent can speak and is the spirit of a past Overlord's companion, remaining loyal to overlords and serving as their protector, guardian, and advisor. It is wise and its advice is good. It can also shapeshift between its serpent and trident forms as it pleases.

Chaos's Visage: An unusual object in the form of a bulwark shield that has never chosen an overlord as its wielder but has protected several powerful monsters in the past. It is a supremely serviceable shield and with training can be used alongside a weapon or AS a weapon in its own right. While it can be thrown, and some say that some heroes use shields this way, its real power comes from when it is used to block attacks, spells, or abilities you yourself understand, and when it does it absorbs them completely and stores the damage they would have done, and at will you can command the shield to release the damage it has absorbed, which it'll do by turning the damage into hellfire that it unleashes on your foes, amplifying it such that the damage the shield dishes out exceeds the total damage it has absorbed.

Legendary Armor

Dark Mirror: Classical tank-like battle armor meant for those who like to be directly present in battles. This masterfully made armor will protect you from attacks beneath a threshold of power determined by your overall durability. The more durable you are the more completely this armor protects you, and if it negates damage it negates the damage in its totality.

Svart-Regsnroc: Powerful elemental armor that completely and utterly blocks damage from all elements except for one you pick when you first acquire the armor. "Elemental"

damage in this instance isn't JUST classical elements; Water, Wind, Earth, Fire, but also includes Light, Darkness, Ice, and Electricity. Purely physical attacks also get through the armor.

Archdemon Raiment: Powerful and traditional overlord armor that, when first affixing itself to you attunes to a deadly sin of your choice. Whenever you spend a day indulging in that sin you gain a charge, which you can expend to stop a skill from affecting you, making you much harder to target. The outfit also changes its appearance to suit the sin you chose.

Titanic Ring: A massive ring-collar this strange device buffs your stats across the board based on how little equipment you're wearing other than your weapon(s). Basically, if you want to master this odd armor you need to be naked or as close to naked as you can be, at all times. Monsters and many humanoids do not mind this in the slightest.

***Final Temptation*:** The perfect armor for charisma mains, this armor has a gimmick whereby those who are sexually attracted to you find that the damage they deal you is tremendously reduced, to the tune of 90% or a bit more. This skimpy armor also accentuates your attractive features, subtly boosting the number of people who are sexually attracted to you.

***Grim Carapace*:** A tricky set of armor, this strange protective gear flips debuffs and healing meaning that if an enemy tries to hit you with a debuff the effect will flip and heal you for as much as it should have weakened you and if an ally tries to heal you it'll weaken you instead. This can be used by a clever jumper in a lot of roguish ways…

***Zuwean Pelt*:** A strange pelt this armor has the ability to reflect attacks back at an attacker or source. When you take a type of attack or damage your pelt attunes to the attack and learns to reflect it back at the source, meaning that if it attunes to a sword strike for the next ten minutes all sword strikes that hit the armor get bounced back at your enemies.

***Veil of the Sinner*:** A highly unusual robe this strange thing strikes foes who strike you, hitting them for as much damage as they inflict upon you. Are you a high health Overlord? If so you can enter into battles of attrition with your foes, and see who has more health. This reflects all attacks back at all foes, meaning that you can strike them with impunity and each time they strike you they need to consider if they can take what they can dish out. A mighty piece of armor…

Mortial's Palace [200 CP | Discounted for (Former) Hero]
You gain a new residence in the form of the dark palace of the slain overlord. This palace, luxurious and filled with a monstrous staff all its own (who cannot leave), is highly defensible, protected by a small army, and is fitted to your body and monster type, as well as has rooms for each of your generals. This place is yours, recognizing you as its master, and in future jumps will be recognized by all relevant authorities as your property. This massive palace is subtly enchanted such that it is larger on the inside than it is on the outside, and various high level members of each major monstrous group exist in the palace, eager to help you fight off intruders or entertain guests.

Diplomatic Gifts [400 CP | Discounted for (Former) Hero]
At the start of each jump you get three nebulous "Gifts" that you can send to different groups throughout the setting as well as a guide that details the different groups you can send these gifts to. These gifts are nebulous and amorphous until you decide to send them to a specific group (which can be a country, planet, tribe, or any other sort of relevant political body, such as a large enough church), at which point they'll take on a form that would be pleasing and well-received by the group you're sending them too. These gifts are meaningful, constituting a significant gesture of goodwill, respect, and interest in collaboration to the parties that receive them. Each of these gifts has the same effect as sending two gifts to someone in the base CYOA, and they can allow you to make incredible impressions on major leaders with impressive ease.

Monstrous Staff [600 CP | Discounted for (Former) Hero]
This is a large retinue of skilled servants that primarily consists of attractive individuals (fitted to your preferences) of your preferred gender(s). This staff includes protective warriors and bodyguards, diplomats and spies, and maids and chefs. These individuals are undyingly loyal to you and will do everything possible to help you fulfill your goals and live in luxury.

This staff includes a massive legion of individuals of every monster type and every major class, including two demonic commanders who are a bit weaker than *Demonic Generals* but have a pair of boss powers of their own and are undyingly loyal to you.

Party Member

Form Fitting Equipment [100 CP | Free for Party Member]
While not on the same level as the *Overlord's* legendary arms and armor, demonic generals are entitled to their own mighty equipment. This powerful equipment will be keyed to you in ways that synergize your monstrous talents and boss powers, as well as any relevant curses. A *Pallid* general could be given armor that enhances their mobility and protects their hearts as well as a weapon that parasitically drains energy and lifeforce from those it strikes, while transmitting the absorbed energy to the general. A shapeshifting general could be given shapeshifting equipment that is enchanted to adjust itself to match their form at any given time.

Monstrous Fortress [200 CP | Discounted for Party Member]
This strange place is a fortress located somewhere in the territory controlled by the combined forces of monster kind. It is a fortress that is now yours, controlled by monsters that match your type of monster (if applicable) and are ready to get to work fulfilling your agenda. This fortress is mighty, easily defensible, and while you are in it you receive a significant buff to all of your stats and abilities, making you an even more impressive combatant.

Unholy Standard [400 CP | Discounted for Party Member]
This standard is marked by the unholy symbol of the combined forces of monsterkind. It is a mighty, moving thing that inspires loyalty and ferocity in monsters who serve under you, and evoking great fear in the hearts of those who dare to stand against you. It also serves as a mystical focus for mighty magic, and enhances the area of effect of hostile

spells cast through it, as well as the damage they deal or the debuffs they inflict on those who are hit by them. Wield this wisely and your forces will see victory after victory.

Thematically Appropriate Legion [600 CP | Discounted for Party Member]
You have, at your beck and call, an army made of monsters tens of thousands strong that fit your build. This doesn't necessarily mean that every monster in your army is the same type of monster as you, but rather that they fit the archetypes and synergies of your build. If you lean heavily into charisma, such as by being a vampire with appropriate curses and boss powers, you have a legion of aesthetically attractive and charming monsters. This legion follows you from jump to jump and losses are gradually replaced over the course of a few weeks, even in worlds that lack monsters.

Clergy

Holy Vestaments [100 CP | Free for Clergy]
You have a pair of sacred robes that give you an air of hope, light, and life. Wild animals are less likely to attack you while wearing these robes and you gain resistant to an array of status effects that are meant to control, deceive, and manipulate you while clad in these clothes. These clothes also somewhat buff magic related to healing, light, and life, and they are self-repairing and self-cleaning. If these robes are destroyed you'll find a new pair in your warehouse in the next day, or somehow conveniently located if you lack a warehouse or some appropriate substitute for it.

Chapel of Light [200 CP | Discounted for Clergy]
You are the head priest or priestess of this chapel to the *God of light* somewhere in the territory of the broad alliance of humanoids opposed to the *Overlord*. This chapel is a kind, serene place untouched by natural disasters and is located in a prosperous place. You also gain broad authority on spiritual and religious matters by being the lord of this place. This chapel is staffed by several other members of your faith and always has some food and medicine on hand, allowing you to use it as a home and as a headquarters for volunteering efforts or for refugee work.

Holy Symbol [400 CP | Discounted for Clergy]
You have a radiant, powerful artifact of the god of light. The exact nature of this is artifact is up to you, but it is significantly powerful and is a symbol of your authority within the church, which is quite high (assuming you're a clergy, of course). If you purchase this, regardless of your chosen origin, it is a sign that the god of light has some interest in you and it will not hurt you even if you are an undead being that is normally hurt or even destroyed by religious iconography and artifacts. This artifact can also serve as a sort of mystical focus for holy magic keyed to the god of light, and can be used to dramatically enhance such magic, in addition to its specific normal use.

Solispher [600 CP | Discounted for Clergy]
The holy sword Solispher was a constant companion of the hero who slew Mortial but left them when they became infected by the sapient darkness at the core of all overlords. Now that blade has chosen you. The holy sword is your ally, a sapient weapon that cuts through darkness and corruption like a hot knife through butter. It cleaves through the mystical protections employed by dark beings, and deals lingering, almost toxic harm to

people based on how deeply they've embraced the dark. It also grows stronger the more darkness it cleaves through, and based on your own embrace of goodness and light.

Demonic Staff or Advisor

Uniform [100 CP | Free for Demonic Staff or Advisor]
This is the uniform of someone in the employ of the Overlord. The PRECISE make up of this uniform depends on your career but one very important bit of it is an artifact known as a *Cleansing Charm*. This charm offers you high resistance to a range of status effects. Strong enough status effects, particularly those from skilled mages or strong monsters can overcome this but this is deceptively powerful. It also keeps any clothes it is pinned to clean. You can detect the charm's activation (allowing you to know when someone just tried to hit you with a status effect), and yours DOES tell you the nature of the debuff or status effect someone tried to smack you with. Your uniform is also stylish, attractive, and buffs your skills related to your career. It is self-cleaning and self-repairing as well, but if any part of it is irreparably destroyed you'll find a new one in your warehouse or in a place that is convenient for you if you lack a warehouse or warehouse equivalent.

Class Equipment [200 CP | Discounted for Demonic Staff or Advisor]
You have an enchanted set of equipment tied to your class. This equipment is of masterwork quality and buffs any kind of skills or magic done using it, including buffing the end results of things like cooking, farming, or blacksmithing. This equipment also has a minor enchantment that makes it so that it improves in quality as you become better at the skills you use it for.

List Of Profiles [400 CP | Discounted for Demonic Staff or Advisor]
You own a list of dossiers on high-profile people throughout the world. Prominent business leaders, clergy people, powerful and influential monsters, kings, queens, princesses, princes, generals, the whole shebang. This includes some information on their organizations but is mostly focused on their personalities, interests, abilities, and any weak points a clever Overlord could exploit. This updates in future jumps, containing just as much information on figures of influence in future worlds.

World Encyclopedia [600 CP | Discounted for Demonic Staff or Advisor]
This deceptive-looking book is positively filled with information. While it may look like nothing more than a simple notebook, or have some other appearance you decide when you purchase it, it is actually an impossibly voluminous tome filled with information on the world, its inhabitants, history, and systems of power (such as magic, the vague system that touches every living thing, miracles and divinity, etc.). This tome does not have heaps of information on living/active individuals, but it is otherwise a complete, thoughtful, extensive record of the world. Owning it and having it on your personal also subtly boosts your wisdom and buffs your ability to look wise and discerning. In future settings this updates to be as complete a record of the world as it is here for the setting you're in.

Companions

Companion Import/Companion Creation [50-200]
With this you can spend CP to import companions into this jump, giving them 600 CP and the ability to pick and choose origins (one important note; there can only be one *(Former) Hero* due to its unique nature as an origin), perks, and items of their own. You can also create a companion using this, whose origins, perks, and items will be picked by you, who will exist in the setting and join you along this journey. You spend 50 CP per person you do this for, or you can spend 200 CP and create or import 8 such individuals.

New Friend [50]
This is the option to recruit someone you met here. By taking this you get a token that if you give it to someone allows them to instantly understand what a chain is and what it means to be a companion and who is given the chance to come with you. If they say no you get the token back, it is recharged and you can give it to someone else. Each investment of 50 CP here gives you a new token. Each unspent token is refunded at the end of the jump. Anyone you meet here can be recruited using this option.

Scenarios
All scenarios award 200 CP, in addition to any specific rewards stated in the text of the scenario. *Plots*, a series of smaller mini-scenarios, offers a fittingly smaller reward in place of the 200 CP each other scenario universally grants, so keep that in mind.

CP gained in the middle of the jump can be spent on new things immediately, or you can spend it at the end of a jump before you decide to go home, stay in this world, or continue your chain.

Dawn Of A New Age (Requires; *(Former) Hero* origin to be selected either by you or by a companion)
A staple in a big CYOA conversion jump like this, this is the *Do The CYOA* jump. This begins simple enough, simply requiring either you or the *Former Hero* companion to devise a build as per the rules of the CYOA (select a monstrous form, select curses, select boss powers, devise the specifics of your demonic generals and advisors, send out gifts, select your legendary equipment, & deal with the cleric), this scenario isn't actually over until you finish your stint in this world. Or at least until you finish your time in this in a jumpchain context (if you decide to stay here and make this your true homeworld, this scenario is considered complete when your stay here as part of your chain ends). When you finish your time here and leave you get a number of rewards based on your actions and the kind of ruler you were.

Reward
Special note: The figure who gets the 200 CP for this particular scenario is the *(Former) Hero*, be it yourself or a companion. Same for all of the following rewards.

In addition to the 200 CP reward for coming here and surviving, you are entitled to an additional award dependent upon your actions. Those who embrace darkness become *Fell Entities*; gaining a shard of profane anti-divinity and becoming empowered by worship. Those who gain this reward become minor divinities of darkness and monsterkind, lords of shadows and undeath. This starts off weak, but you grow as your influence grows, and for jumpers the entire multiverse is theirs to explore. Heroes, on

the other hand, become *Implacable Champions* figures of profound power and impossible sacredness, ones who were tempered by darkness and overcame its fell influence with their unstoppable willpower. Such figures have restorative, redemptive power, are the sacred right hands of heroic gods, and can turn any power source or power into a force for goodness no matter its origin or nature. Goodness has an embodiment, and that embodiment is you dear jumper. Those in the middle, *Overlords* who did both heroic and villainous acts are *Beyond Influence*; beings who walk a road they alone create, ones who cannot be touched or swayed by others. They become immune to possession and can sever any form of domination on themselves or others with a thought. They will be the ones who forge a new path and who create a world beyond moral absolutes.

As a final reward, any territory that you attained or held onto in this jump can follow you into future jumps, AND your generals, advisors, and any lovers you acquired, can become companions for free (though you still have to pay to import them or otherwise follow the importation rules in any future jumps). You can also import these people for free as followers though they obviously abide by different rules in that case.

The Will of God (Requires Clergy origin)

It takes a brave soul to come to a world like this and not clad oneself in the most impressive powers or the most shiny armor. You are a cleric, one who has been given a mission by the high priest of the God of Light. Thankfully, as a jumper, you have some degree of influence over this mission. You must decide if you are here to forge peace, or to end corruption. The reward you receive depends on your chosen path. Those who are here to forge peace must build a meaningful alliance with the *Former Hero*, those who are here to end corruption must cut down the aforementioned hero. Both paths are fraught with dangers and perils, and will be difficult for anyone who comes to this world lacking staggering alien power, but both paths are doable.

Reward

No matter your path you receive the CP you are entitled to if you succeed.

If you sought to end corruption you gain a fascinating new ability in the form of *Severing Darkness*. This perk goes beyond killing things, beyond the simple yet potent power granted by the *Euthanization* perk. This power lets you end darkness. With this ability you can kill evil itself, shattering corruption and destroying wickedness. You have the quasi-narrative power to end malice, corruption, and even hatred itself. This power mutates as you acquire it, and becomes something more, letting you strike and end evil without killing evil people. And as a reward, a blessing from the god of light, when you cut down the overlord you can choose to resurrect them as the hero they were, free from the innate malice of the *Overlord* class itself. If you do, you gain the hero as a companion for free.

If you sought to believe in hope, to have faith in the faint and unlikely idea that the heroic overlord would cling to the person they were even when their very soul is assailed by darkness and you manage to build an alliance you are blessed by *Hope Itself*. This perk gives your hope substance and weight and allows you to share it with others. Those blessed by your hope are more trusting, more faithful, and are also better at healing, strengthening magic, and more open to peace even with those they hate or once

hated. By believing in *Hope Itself* it becomes easier to attain a heroic ending, even if it should be impossible.

Outside Interference

This world is one of many. And one such world has long had designs on this one. The figures from this otherworld are most akin to *Eldritch* monsters, but with powers beyond theirs, beyond yours even (including if you are the Overlord!). And partway through your stay here these beings force open a gateway and step into this world in their full, unvarnished madness-inducing glory. They seek to conquer this world, to add it to their sanity-rending empire. And they will stop at nothing. The pathways to stopping them are many, a strong enough overlord could do it alone (though such an overlord would be the strongest in the history of this world), or alliances and unity could save the day and keep this world free from alien-minded invaders. But there is little choice here; either you and your allies save the world (by defeating all of the invaders and permanently closing the gateway they wrenched open) or the world is enslaved by unfathomable beings.

Reward

For saving the world, in addition to the CP reward, you get three powerful boons. The first is a follower, an alien of great power with shapeshifting abilities that calls you its master. It… has a strange inclination towards wearing maid or butler outfits. It is a powerful monster, strong even among the terrifying aliens that invaded the world. It seeks to serve you.

The second boon is an *Item*; a mighty object that can shapeshift into various useful forms. Its primary form is of a skintight suit that clings to you protectively and massively weakens the effects of both non-alien attacks and magic and also damages aliens who strike you. It can also transform into a weapon of your choosing and its blows deal direct physical damage and harm the psyches of your foes.

The final boon is a perk, one named *Alien Attacker*. This perk massively strengthens your abilities when you clash with beings that are different from you, strengthening them more the more differences there are between you and your opponents. People who are not like you would be wise to obey you and to heed your words and warnings…

Plots

The CYOA itself gives you small missions that you can pursue. These range from the Overlord spending a day training with their generals to courting a lover. All of these mini-scenarios are available to jumpers in this setting regardless of origins, though some minor reflavoring will be necessary such as a *Clergy* who wants to do the *Provide Reparations* scenario having to persuade the Overlord to do it. Any member of any origin can do as many of these as they wish, so long as they are reflavored as necessary.

Reward

Each of these plots offers 50 CP, in addition to any natural rewards that may logically accompany such a plot being completed such as wedding gifts if you get married as per *Marriage Announcement*. Additionally, each plot can award a Corruption boon, a suppression boon, or your pick between the two. Those boons can be utilized as per the

Karmic Marker items, but if used permanently only respawn at the beginning of your next jump.

Divine Eclipse (End Jump Scenario)

The conflict between light and darkness in this world is not a natural thing. There is a darker reason why *(Former) Heroes* see a swirling orb of umbral darkness and maddening malice when they cut down Mortial. There is an author behind this conflict, a narrator who dictates a hopeless cycle, a sapient force that is the cause of the balance between light and shadow in this world. And this force is not a friend of either side.

By selecting this scenario you learn of this, one way or another, regardless of your origin, and come to have a climatic new destiny. You must oppose the cycle of light and darkness and fight the being of umbral radiance, the monster of bright darkness, that prevents this world from reaching peace and equilibrium. And in so doing you will learn the extent of this monster's control over the world. You will learn dark secrets, such as the fact that this monster is behind various catastrophes and that it serves as a sort of powerful planetary guardian warding away most alien influence. It will direct the gods themselves against you, and will delight in watching you cut them down (and their servants, priests, and minions), more entertained by this than it's been by anything in eons. Eventually its servants, witting and unwitting alike, will lay at your feet, defeated, and it will come down to you versus it. This monster is titanically powerful, and serves as something akin to a secretive *Overgod* of this world, though not quite as powerful. It is incredibly resistant to most local methods of harm, but it does have a slight vulnerability to things from the worlds conquered by the insane *Outsiders* in the *Outside Interference* scenario. Nonetheless, even with that ever so slight vulnerability, this monster is beyond anything the lion's share of jumpers will have much experience with, and as it fights it begins to mimic the abilities of those native to this world, blasting you with abilities belonging to your friends and loved ones. The battle will be fierce, and either you will come out on top (probably guided there by out-of-context abilities), or you will be slain and this monster will continue to lord over this world unchallenged and from the shadows. But if you win…

Reward

If you defeat this monster, the moment it dies the spark embedded inside of you during your first jump will burst to life, causing you to *Spark* and attain the freedom to travel the multiverse free of the restrictions of a jumper. You gain awareness of stories and can use them to travel from setting to setting, as well as gain power over cycles. You can still have the 200 CP reward, though how you'd use it, or if that's even necessary, will be up to you. You also gain the *Narrative Freedom* power, an ability that lets you end plot armor and narrative protections such as fate or prophecy, and gives you the power to enforce freedom and allow events to have their full power, not blocked by archetypical effects and conceptual protections.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [0 CP]
This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish. Common supplement rules exist, such as you keeping point totals separate, and drawbacks taking precedent over other things like perks, and any and all drawbacks can still be taken though how they manifest may well be radically different if the two settings are different enough.

Plot is King [0 CP]
You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Extended Stay [Varies]
For each purchase of this your time here is extended 10 years. This can be used up to three times for points, and after that you can use it to simply extend the duration of your stay here without buffing your points.

Lockdown [Varies]
You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Alien Urges [100]
This world is… powerfully about transformation. Stuff causes people to transform all the time. Plenty of perks protect against some of the effects of that. Now you have to contend with something minorly annoying, though not life-alteringly difficult to deal with; urges that arise from your transformed nature. Each monster type has some little urge to deal, and now you have to deal with them even if you didn't take a curse that should affect you with such an urge. If you didn't transform through narrative things in this jump you have to deal with some other sort of alien urge. This will not be impossible to overcome, but it'll affect you in little ways on a daily basis.

Missionaries [100]
Gods exist in this world. Their existence is irrefutable, they prove it daily a thousand ways to Sunday. And now their missionaries are a lot more annoying than they'd otherwise be. People are really into spreading their faiths, and some brave people will do nonsensical things to persuade people to join their churches. For an additional 100 CP this drawback gives gods a boost to their zealous-ness and they are far more active in the world in minor ways, making miracles and anti-miracles more common, increasing the number of holy and profane sites, and also minorly increasing the number of clerics, templars, paladins, inquisitors, and other holy/unholy officials in the world.

Monstrous Weakness [200]

The weakness doesn't have to be monstrous. You have a weakness of some sort. It's not guaranteed to be anything major, but it's notable and more importantly it's KNOWN. Everyone knows about this weakness, or rather all the people you'd not want to know about it. And they'll be ready to exploit it. Even minor foes have tiny ways of exploiting the weakness, though you shouldn't expect them to have something on hand that can kill you instantly. Stronger foes have better methods of exploiting your weakness. If you want to add an extra 200 CP to this drawback the weakness is MUCH stronger and even minor examples of it can be debilitating.

Realistic Politics/Unrealistic Politics [200]
Hey this system of political power, especially among monsters, is kind of nonsensical. And it mostly works through author fiat. What if that went away? With this drawback you in fact have to contend with realistic politics. Abilities such as class boons still work so a *(Former) Hero* still has some method of dealing with politics, but expect characters here to be much more realistic and hesitant about following someone who just killed their boss. If you are not on the side of the demons this drawback morphs and instead monsters become WILDLY more headstrong in their culture and rally around the *Overlord*, but also become better at corrupting them, making them much more likely to embrace monsterdom and become a dark overlord unless you intervene.

Antithesis Nemesis [400]
You have an elemental weakness of some type. For most origins, such as *(Former) Hero*, *Party Member*, and *Demonic Advisor Or Staff* this weakness is holy energy. For *Clergy* this weakness COULD be corruptive darkness energy, if they are not monsters. Otherwise it is holy energy, which would be interesting. For an additional 200 CP when you initiate this jump someone else begins a journey in another part of the world that will lead to them becoming the champion of the energy type you are weak too. This person is incredibly likely to oppose and try to fight, and maybe kill, you.

Narrative Machinations [400]
There's something weird about this world. A sort of… cosmic inertia that seems abolutely determined to keep you in a state you don't like. If you are a person of peace, the very setting itself will seemingly conspire to keep you fighting. If you are a warrior the world will work to give you strong incentives to not fight. Fighting the world itself gets tiring.

Messiah/Anti-Messiah [600]
Whatever alignment you mostly correspond to, there will be a holy or unholy figure of the opposite alignment. If you are a neutral figure this person will instead be opposed to you on a scale of chaos to law. Regardless this person is a sort of anti-you, and they are opposed to you. They have as many inverses of your powers as they can, based on this world's systems of supernatural power, and are specced in such a way that they are your opposite. This person will be opposed to you, and wants to fight you however they can, whenever they can.

Offspring Onslaught [600]
Early on, in your time here, you will have a child. The exact nature of this child and how they came to be, is determined by your nature as a jumper, and by taking this drawback you guarantee that they come to be SOMEHOW. What really matters, though, is the fact

that this child of yours exemplifies your strengths to an almost conceptual degree, even from an early age. The problem is that they lack nuance and the notion of shades of grey. They are a vision of you that fuses your otherworldly nature with absolute morality of a sort you most embody, but lack any patience or ability to understand complexities. This child is also an overwhelming powerhouse, and at critical moments can come to disagree with you. If they do, they'll fight you. And if you are not careful you'll lose. If you manage to survive the whole jump without defeating and killing this child, as they'll likely to make you do if they lose to you, you could take them as a companion… But remember their power is incredible, and can even exceed yours at times! Keeping them alive will vex you and at times endanger you, but if you can help them learn and come to appreciate nuances… Imagine what an ally they'd be!

Decisions

You have three choices …

Go to the next Jump
Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

v0.1
- Initial Template Creation
- Beginning formatting completed
- Initial monster types outlined and detailed

v0.3
- Perk trees worked on, broadly
- (Former) Hero perk & item tree completed
- General perks and general item created & detailed
- Clergy perk tree designed and completed
- Began work on Clergy item tree
- Created & Outlined curse and boss power section
- Demonic Staff or Advisor perk tree completed
- Began work on Demonic Staff or Advisor item tree

v0.8
- All perks completed
- All curses and boss powers completed
- All items completed
- All scenarios completed

v1.0
- All drawbacks completed
- Jump published to the appropriate spaces

Notes

-"Heroic Overlord" (the capstone perk for (Former) Heroes) is essentially my attempt at turning the Corruption and Suppression boons into perks but more freeform. You can check them out for ideas of what Heroic Overlord could potentially allow you to do.
-The Karmic Markers are essentially the colored stones that Kazeshi gives the Overlord to help determine where they stand morally, but a more permanent thing.
-I originally wanted the evolving system perk to be more expensive, but given the way that being an Overlord with this system as it exists in the CYOA could absolutely fuck jumpers who go from here to a setting that lacks monsters I lowered the price so jumpers could grab it without it tearing their budget apart.
-So long as a perk is NOT exclusively available to a single origin you can pick it up regardless of your origin. The text is written as though you are the origin the perk corresponds to, and so some mild reflavoring may be necessary if your origin is that of *Clergy* and you picked up the *Heroic Overlord* perk, for example, but you can still use the perk. Flavor is, thankfully, free.
-Some abilities in this setting are incredibly, intensely strong. *Dominion* is one example of that, especially given the remarkable breadth of life forms this setting considers "Monsters". Among other things this setting considers dragons, vampires, orcs, zombies, goblins, lamias, demons, and golems, all to fall under the "Monster" umbrella. It is up to you to decide how to square that in future settings, but if you want to embrace the full potential of this ability go for it. It can be extremely funny to go from here to a place like *The Walking Dead* and be able to command hordes of zombies flawlessly with *Dominion*.
-What's really weird about this setting is that it considers orcs (who are sometimes deemed humanoids and other times deemed monstrous humanoids) and goblins to be demihumans but doesn't seem to consider elves or dwarves demihumans or some other sort of monster. Fairies, on the other hand, seem to be monsters but who hate other monsters.