

The Gray Garden Jumpchain

There are countless worlds in existence, their peoples are just as vast and varied. But tragically, there's one element that's common across almost every world. War. Demons led by their devil warred against angels led by their god, endlessly fighting each other day in and out.

But one world amongst them all was different. The Gray world. Where it was once just as war torn and horrible as every other world, slowly dying as the devil and god fought endlessly. But after the god, Etihw, defeated the devil, Kcalb, things began to change.

Etihw and Kcalb, sealed within the world they fought over, had a change of heart. They mourned their losses, they regretted their war, and soon Etihw unsealed Kcalb from his prison. Slowly the demons and angels began to make amends and the world healed. Etihw and Kcalb swore to avoid fighting again, both desiring to never repeat that horrible war and riddled with guilt.

Over the years, the two of them reincarnated the demons and angels that died in the war. Ignorant of their past lives, only knowing the peaceful world they've lived in. And they are content with that.

However, in time a devil from another world would look towards this world. Hungry for Kcalb's power and willing to do anything to take it from him. After all, he needed it more than he did.

Have **+1000** cp to plan and prepare with. After five years in the Gray World, the plot of the game will start.

Race

In the Gray world there are angels and demons. The former led by a god; the latter led by a devil. What being an angel or demon entails exactly or looks like differs wildly from world to world. Sometimes even in the same world. But generally, in the gray world, the demons have distinctive horns and a tail, angels have a halo that they don't have to wear, and both have working wings and an inhuman lack of color in their skin.

You can choose either angel or demon, it won't matter whether you're one or the other. Since their biggest distinction is who they're supposed to be loyal to, but Etihw and Kcalb no longer fight.

For the purpose of this jump, it will be assumed that you're a Gray world angel or demon. Unless you choose the Flame Demon origin.

Locations

Roll 1d5 or pay 50 cp to choose.

1. **Blancblack Castle**

The castle belonging to Etihw and Kcalb. It's a massive gray castle, with a relatively simple gray décor. But it's warm and inviting anyway, just like the devil and god inhabiting it.

2. **The Forest**

A dense forest near the Gray world's village filled with wildlife and the occasional ghost. Also, has holes starting to pop up…

3. **The Village**

The village where a good deal of the people in the Gray world live. It's small and peaceful, a good place to live.

4. **The Graveyard**

A silent place that houses the many dead from that horrible war. It's pretty far off the beaten path, so you should expect to be alone for at least a little while.

5. **The Flame World**

The world of origin for Ivlis and his flame demons. A fiery land with no sun, only lit by the numerous flames dotting the land. Better hope you're not an angel…

Origin

Drop-In

As far as this world is concerned, you're nobody. Just a stranger passing by. Some might think that you're cool and ominous, some might not. Who knows? On the bright side, no foreign memories to deal with!

Young Denizen

As the name says, you're one of the relatively younger inhabitants of this gray world. You've never known war, never known strife, never known hate. Because for you, the world has always been at peace. Sure, you hear about the war every now and then, but that's so old it might as well have not happened. Of course, this leaves you with little in the way of combat experience, but why would you need that?

War Veteran

You're old. *Real old*. You've seen what Kcalb and Etihw once were like and fought on the frontlines. Your body and mind are scarred from the war, but you've earned combat experience and have had ample time to recover.

Flame Demon

Well, this is a bit odd. Instead of being from the Gray world, you're one of the flame demons serving Ivlis. Clearly you can't be an angel for this, they *loathe* angels. Still, it leaves you in an interesting position. Maybe you'll help Ivlis conquer the Gray world, maybe you'll sabotage him, maybe you'll even convince him not to attack it. Honestly, it's up to you. Be who you want to be.

Perks

General

Flight (Free)

You get to be able to use those wings properly, even being pretty skilled at it too! Afraid of heights? We'll get that taken care of too! In other jumps, this will let you summon your wings from this jump whenever you feel like it, and for however long you like.

Personalized Powers (Free)

You get powers that thematically fit you and will grow stronger as you get used to them. Want more of a fiery theme? You'll get more fire related abilities! While this is a wide and varied thing, there are limits to what you'll be able to do with these. Don't expect to take on a god or devil without ample training or to have horribly abstract powers. If you're a flame demon, expect it to always relate to fire and heat somehow. Sorry, just comes with the territory.

Personalized Powers influence the nature/appearance of any spells you learn in this jump. However, they will not completely alter it.

Drop-In

Mysterious Person (100 cp, free Drop-In)

You have a tendency to be unaccounted for when your enemies make plans. It's not that they can't handle you or that they can't plan for you, you just have a habit of showing up unannounced. Makes it harder to plan for.

Passing Jumper (100 cp, free Drop-In)

You like to go for a walk sometimes, don't you? Well, with this perk you'll be able to avoid getting lost. And if you wander into an area that you're unfamiliar with? It'll help you find someone that can give you directions! Granted, they might take some *persuasion* to give you them.

Hands of Shadows (200 cp, discount Drop-In)

With this perk, your wings will be able to turn into an extra pair of hands for anything you need them for. Maybe attacking someone or holding a book. In jumps where you lack wings, you can summon them from nothing with ease.

Intimidating Stranger (200cp, discount Drop-In)

This allows you to intimidate people, even if you normally wouldn't be intimidating to them. This cannot be acted on in the middle of a fight, but outside of combat you can easily intimidate people for information.

Lying in Wait (400 cp, discount Drop-In)

Sometimes you need to or want to confront someone but chasing them down comes with steep risks for you. With this, you'll find yourself capable of planning out a proper ambush for someone, even when it should be pretty hard to do so.

Forbidden Magic (400 cp, discount Drop-In)

Grants you powerful magic used by a fallen angel. It's aggressive and calls upon darkness but has little use outside of combat. Especially for healing and protecting people. For example, throwing a sphere of darkness which would detonate with devastating force or battering through doors with sheer brute force, but being unable to heal even a papercut.

Spanner in The Works (600 cp, discount Drop-In)

You find that, when you know the enemy plan, you'll be better at finding small ways to disrupt their plan. Maybe freeing this prisoner or contacting that person. It might not be something you can do, it might be. Regardless, you'll know how to do it.

A Long Walk (600 cp, discount Drop-In)

One way or another, you've found a way to travel from this world to similar ones and even get knowledge for where you can go. But during the jumpchain, you are chained to your world and can't stray too "far" from it. Previous jump worlds are inaccessible.

Young Denizen

Friends Sworn in Love (100 cp, free Young Denizen)

Sometimes… friends will just drift apart. It's painful, I know it too well, but it's true. At least, until you get this perk. This perk will make it incredibly easy to maintain your friendships compared to before. Might not actually include someone declaring you friends sworn in love...

Innocent and Trustworthy (100 cp, free Young Denizen)

You're young, at least relative to the world you inhabit and the society you're in. This fact and this perk make it clear to everyone that you're innocent. This innocence makes you more trustworthy to everyone around you and makes them more willing to help you.

Forgiving and Forgiven (200 cp, discount Young Denizen)

People often carry a lot of guilt with them, sometimes it's justified and sometimes it isn't. Regardless, it will eat at them and leave them feeling worse. But this perk will let you help them forgive themselves, at least a little bit. And in turn they'll be willing to help you feel better.

Odd Friends (200 cp, discount Young Denizen)

With this perk, you'll find yourself adept at forming friendships with people who would by all rights be outside of your social circle. These friendships are genuine despite how out of place they might be.

Who Would Put a Hole Here? (400 cp, discount Young Denizen)

Being spied on? Someone wants to steal something from you? Having someone plot to destroy your world? This will help you find them or at least hints to whatever the threat is. It doesn't guarantee that you could stop them but knowing their plans would help there.

Peeping Tom (400 cp, discount Young Denizen)

Ah… Like Yosafire huh? Well, this perk will make you more able to pick up on someone's secrets as you meet with them, even if you have no way of learning the secrets themselves. This ability can be turned off when you want to. And in the event that you learn something you don't want to know; you can elect to completely forget it.

Lucky Break (600 cp, discount Young Denizen)

When your life is on the line, you're more likely to have things work out just right. This doesn't mean that you'll get away unharmed or won't experience loss, but something will intervene to keep you alive. Don't rely on this perk to make you essentially immortal though. It'll have to recharge for about a month after it goes off.

Fast Growth (600 cp, discount Young Denizen)

Learning skills are hard. Learning combat skills to fight a devil while having no experience to start with? A nightmare. Thankfully, this perk will make you learn such skills and grow in power at an unprecedented rate. You shouldn't expect to be able to, you know, solo said devil easily without constant preparations. Still, you're more than a speedbump like this.

War Veteran

A Calming Skill (100 cp, free War Veteran)

You've found that you've picked up a small set of niche skills for a hobby. Maybe gardening, maybe writing, or even art. Regardless, you've found a hobby (of your choice) that you're skilled at and can help you calm yourself when you need it!

Peacemaker (100 cp, free War Veteran)

Ever had friends or family fight over something small? Well, with this you'll be able to find ways to defuse such a fight before it can grow out of control. Bigger things starting a fight? That'll take a bit more work on your part…

Warping (200 cp, discount War Veteran)

This perk will allow you to warp yourself around like many of the more powerful individuals do. This will take a moment of concentration and you need to know where you're teleporting to, but it's pretty much instant when it activates. If you're in a state where you can't concentrate, it just won't work.

Work Through the Pain (200 cp, discount War Veteran)

It hurts but you'll live. This perk makes it so that when you're in pain, you're able to better ignore it to focus on your task at hand. You'll still feel it, but it'll take more pain to hinder your ability to work on something or fight. Crippling injuries will still stop you as much as before.

Experienced Fighter (400 cp, discount War Veteran)

You don't necessarily have to be the most powerful warrior, experience with combat can help you immensely against stronger opponents. This perk essentially makes it so that when you use any skill or weapon in combat, it'll be as if you've had years of experience doing so.

Hard to Put Down (400 cp, discount War Veteran)

For all the skills and powers you've earned over the years, there's always going to be the chance that you'll lose. That you'll find someone that can beat you in a fight, or catch you by surprise, and manage to kill you. This perk makes the latter bit just that bit harder to do, even compared to how durable angels and demons normally are. You can be hurt just as easily as before, but once you start getting closer to death new injuries will start growing less severe and dangerous. This won't make you immortal nor will it eliminate the pain, but you're more likely to survive to recover.

Head Angel (600 cp, discount War Veteran)

Okay, you're not *actually* the head angel. But with this perk, you'll find yourself having an easier time climbing the ranks of whatever group or organization you're in. You'll still get responsibilities inherent with that position, but you'll find those responsibilities flowing a little more smoothly for you.

Sealing (600 cp, discount War Veteran)

With this perk, you'll be able to seal away things as you desire. Whether this is an object, a person's skills or powers, or an actual person. However, this isn't a quick or easy process. To

perform this on a person, you'll have to keep them distracted from stopping you or unable to do so. But if you do succeed, the resulting seal would prove incredibly difficult for most to remove.

Flame Demon

Surprise Attack (100 cp, free Flame Demon)

In the event that a fight is not going in your favor, you'll be able to find ways to distract your opponents briefly. Usually, the time period is just enough for you to get a surprise attack on one of your opponents. Effectively knocking them out of the fight and giving you a better chance at winning. This can only be done once per fight.

Basic Fire Magic (100 cp, free Flame Demon)

This perk allows you to use the basic forms of fire magic used by the flame demons. These are mostly different forms of fiery attacks, such as fireballs or wreathing your physical attacks in flame. However, there are a few nonviolent applications at this stage, like creating self-sustaining torches or additional resistance to heat.

Born From Flames (200 cp, discount Flame Demon)

Flame demons are, as the name implies, very in tune with flame. This grants them increased resistance to fire, but also vulnerability to the cold. With this perk you'll have an even greater tolerance to the heat, but the fire within you will allow you to resist the cold as well.

Legions of Fire (200 cp, discount Flame Demon)

With this perk, you are able to create and control flame bats. Typically, these creatures are relatively weak and are more useful as scouts. You can create as many as you desire, but they must be created individually and take a few seconds of concentration. However, if you concentrate for a few minutes you can create a stronger version. And if you concentrate up to a half an hour, you can instead create a fire spirit.

Powerful Fire Magic (400 cp, discount Flame Demon)

Much like **Basic Fire Magic**, you get access to the generic but more powerful forms of fire magic used by the flame demons. This includes the creation of life from fire.

An additional bonus from this perk is that it makes magic from **Basic Fire Magic** and (if applicable) **Personalized Powers** more powerful.

Violence (400 cp, discount Flame Demon)

Once the flame demons lived peacefully in land of the sun, ruled by Siralos. But after he cast out Ivlis for questioning him, the demons followed him stewing in anger and sorrow. Soon they grew cruel and violent, eager for any form of revenge on the angels living there and on Siralos.

This perk will allow you to call upon this cruel and violent nature whenever you desire. Most usefully, it'll allow you to fight that extra bit harder in combat as can only be done by someone so viscious.

The Ultimate familiar (600 cp, discount Flame Demon)

You can focus your energy into creating a single immensely powerful creature to act as your familiar. This beast is a savage animal and eager to attack anything around it. But it will ultimately obey your orders faithfully. You'll be able to summon it from wherever you leave it at your convenience. And if it ends up like Emalf's? You can just create another.

Power Drain (600 cp, discount Flame Demon)

As the name suggests, this perk will allow you to drain power from others. You can choose this to apply only partially or as a whole to your target's capabilities. However, any attempts from your target to fight back will disrupt the connection. You will have to ensure that they can't fight back, one way or another.

This ability can be used both on your friends and your enemies.

Companions

Companion Import (First three are 50 cp, eight max)

You can import up to six companions. They'll be able to have whatever origin you choose and have 600 cp to spend on perks and items.

Canon Companion (50 or 200 cp)

Maybe you made a good friend, using this you can bring them with you. If they're a God or Devil, they cost 100 cp. Otherwise, it's just 50 cp.

Companion Customization (50 cp)

Make a friend and take them along with you for only 50 cp, they get a free origin and 600 cp to spend on perks and items.

Items

General

Light Protective Gear (100 cp)

Some small pieces of equipment for you to wear. They're imbued with light defense magic to help keep you safe.

A Small House (200 cp)

It's a small house for you to live in. It's not exactly very big, but you'll always be comfy living in it.

Place of Work (400 cp)

In whatever world you enter, you'll be able to quickly and easily slot yourself into working society. Even if it doesn't quite make sense.

Drop-In

A Quick Guide to Devils (100 cp free Drop-In)

A book containing the descriptions of several notable devils, including sarcastic remarks about them. Still, the info is good.

An Invitation (200 cp discount Drop-In)

An invitation to the Gray World, ostensibly written by Kcalb. The text is too sarcastic and generally casual to be written by him. It'll still get you an audience with the God and Devil with ease. In other jumps, it can be used to get them to warp to you.

Morning-Star (400 cp discount Drop-In)

A morning-star for you to use just like Reficul's. It's strong, durable, and can be easily summoned to you whenever you desire it.

Young Denizen

A Cellphone (100 cp free Young Denizen)

It's a cellphone. I assume you know how those work. Unlike normal cellphones, it doesn't need to be able to connect to a network to be able to function.

A Disgusting Amount of Apples (200 cp discount Young Denizen)

You'll be able to find as many apples as you want or need whenever you desire. While these can be treated like normal apples, they are capable of healing the person that eats them.

Red Glasses (400 cp discount Young Denizen)

An innocuous pair of red glasses, much like Yosafire's own. However, these glasses are magically imbued with energy which it can fire out in a bright beam. Always on you or nearby.

War Veteran

Reliable Weapon (100 cp free War Veteran)

A simple weapon of your choosing that's neither especially powerful nor weak. You'll have an instinctive knowledge on how to use it and even if broken you'll find it again.

A Hobbyist's Equipment (200 cp discount War Veteran)

A set of equipment for your chosen hobby, you'll always be able to find it easily and will aid you with your hobby. Not too special, but everyone needs a way to relax and destress.

Empowered Weapon (400 cp discount War Veteran, requires **Reliable Weapon**)

Your weapon gets empowered in a way relevant to your abilities. Have ice magic? It'll sap heat from foes you fight? Lightning. It'll carry a charge.

Flame Demon

Nice Suit (100 cp free Flame Demon)

As the name implies, it's a nice suit. The kind of suit worn by most of the flame demons, coming with the hat and sunglasses too! If it gets damaged? A replacement will show up wherever you store your clothes.

A Scarf (200 cp discount Flame Demon)

Much like one of Ivlis's scarves, it'll keep you warm and comfortable no matter how cold it gets. Also contains some moderately strong protective magic for you.

Golden Spear (400 cp discount Flame Demon)

A large spear modeled after the one that the flame devil Ivlis uses. The spear itself is mostly mundane but well made. Only two factors stand out about it. The first is that it's incredibly durable and will be replaced if somehow damaged. The other is that it can channel and even enhance fire magic you use.

Drawbacks

+1000 cp limit

Garden Gray The (+0 cp)

This… *technically* isn't a drawback. But if you take this, everyone will be the opposite gender of what they canonically would be. For example, Yosafire is a guy and Emalf is a girl. This even applies to you! If you're okay with that, of course.

Just an Airhead (+100 cp)

It doesn't matter what you do, everyone's going to interpret what you do as an excuse to insult you somehow. Even friends and loved ones can't help but do so (in their defense, they're not actively trying to insult you). Make a complex plan that only fails because of something you literally couldn't account for? Clearly, you're just an idiot. Compliment someone you're attracted to? Well, obviously you're a creepy pervert.

That's Not a Real Word (+100 cp)

Maybe you hung out with Emalf too much. Maybe you think similarly to him Regardless, you can't help but pepper your statements with the non-word "'eff." In fact, with the frequency you use it, even he'd get sick of it.

Caretaker (+100 cp)

Maybe you've got to take care of Poemi, or Silhouette was born early, and you've got to help out. Regardless, someone important has a kid they can't take care of and it's now your job to do so. Thankfully they're relatively self-sufficient, so you won't have to do too much. But they're still your responsibility.

Flat Character (+200 cp)

Perhaps you have very good reasons for what you're doing. Maybe you're trying to protect people you care about or get revenge on someone that wronged you. But it doesn't matter. With this drawback, you can't help but justify your actions in the most blandly evil way you can. You're doing it because you're evil. Or you're doing it because you're a demon and that's just what demons do.

Old Trauma (+200 cp)

Something happened to you. Not recently, not even in your memory. Something horrible happened to you in a past life or jump (up to you). This wouldn't affect a person normally, but it's different for you. Sometimes you'll have flashbacks to this event with little prompting and consistent nightmares about it. I recommend seeing Etihw and Kcalb for help.

Missing Pieces (+200 cp)

Perhaps it happened in a fight, maybe in an accident. Regardless of how it happened, you're missing something. You've adjusted fairly well, everything considered, but you still bear physical and mental scars from it. As such, you'll have difficulties in life related to what you're missing and how you lost. For example, missing a wing will stop any flight or a missing eye will harm your aim.

Old Soul, New Body (+400 cp, requires **Old Trauma**)

It seems that you'll have to deal with a bit worse than trauma. It's not clear what causes it, but sometimes that past life will surge up. When you're on your own, this might be manageable. But when it flares up around your friends, there's going to be issues.

Spitting Up Blood (+400 cp)

Whenever a new foe appears, expect them to beat you within an inch of your life. Even if you'd normally win against them easily, they'll manage to do so. Don't worry, you'll recover and the next battle might go in your favor but expect pain until then.

Too Late (+400 cp)

You get no time to adjust or plan for the inevitable Flame Demon invasion, it's already here. What's worse is that there's no longer a guarantee that Yosafire and her friends will fix things. You'll have to move quickly to be able to save this world.

Alternatively, for Flame Demons, the invasion already failed. Rieta is missing and those two devils are having their way with Ivlis. Maybe you can fix it, maybe you can't.

Scenario

Relight the Fire

(Requires the **Flame Demon** origin and the **Too Late** drawback)

After the failed invasion of the Gray world, Ivlis has become despondent. But who can blame him? His plan failed; everything was going right until an unforeseen factor tore it all away. He

lost the closest person he ever had, he's tortured day in and day out by both Reficul and Satanick. Both of those two are powerful devils he would've been able to fight back against normally, but his power was sealed away too by the devil of the Gray world.

This must end. For one reason or another, you want your devil back. This won't be an easy or simple task, but you must. There are four different steps that you'll have to do to, in no particular order, achieve this. First, you'll have to find Rieta and return her to the flame world. Second, you'll have to unseal Ivlis's power so he can defend himself. Third, you'll have to prevent Satanick and Reficul from torturing him permanently. Fourth, you have to rebuild up the Ivlis's confidence.

This won't be easy, but if you manage to succeed, you'll get a reward in the form of Rieta, Ivlis, Poemi, and Emalf being companions.

Finished with this jump?

Go Home

No more jumps, no more risks. You go home and visit your family and friends once again, it's over.

Stay here

Want to hang out with the angels and demons you met with for the rest of your life? This is the choice for you.

Continue

Keep jumping, keep adventuring. Have fun and meet new people!

Changelog

7/30/19

- Changelog added.
- Price for companions altered. 50 cp as new base price
- Personalized Power tweaked. Will now slightly alter spells learned within this jump.