Kekkai Sensen

This might have been a world similar to the one you came from. But three years prior to your arrival, a portal opened between the Earth and the World Beyond. In one night, the city of New York was destroyed. In one night, a war broke out and then ended. In one night, a barrier was up. In one night, a city was built. The place where two worlds collide, Hellsalem's Lot.

Outside intervention was made impossible by the thick fog that now surrounds the former city of New York, and the world has yet to recover from the chaos that followed the aftermath of the opening of the 'gate'.

The life inside Hellsalem's Lot is not much better. Putting aside the monsters and demons that now walk the streets, many of them capable of putting the world on the verge of destruction on their own, the reborn city has become the home of every kind of violent criminal, mafia, terrorist, as well as refugees and spies from any nation, among many others.

It is only thanks to Libra, a secret society made of super-humans who work to maintain the balance in Hellsalem's Lot from the shadows, that the city and the world has yet to collapse. That being said, not only the many criminal groups from both worlds are not in friendly terms with Libra, but the authorities of the city and from other countries are also reticent to accept them and would hunt them down if given the chance. They would probably do it more actively if they didn't need their help whenever a monster too big for them to handle appears.

And you are known thrown into this city, a day after Leonardo Watch, a holder of the 'All-Seeing Eyes of the Gods', joins Libra, and you will stay here for ten years, or until you die.

You start with a budget of **1000 CP**.

Try not to get eaten by the locals.

Origin

Roll 2d8+17 to determine your age. Alternatively, you may pay 100 CP to freely choose your age and/or gender.

Drop In (Free): Just like the 'gate' and all of the Beyondians did three years ago, you have just arrived in this city from another world. You are here with no contacts, no previous knowledge and no responsibilities. You awake in a relatively 'safe' alley.

Citizen (Free): You are one of the many citizens in Hellsalem's Lot trying their best to get through the day. You were here at the beginning of the city and your time here has given you an insight on the workings of the city, such as which places are safe and where you could find some of the truly dangerous elements.

Criminal (Free): You are part extensive criminal underground of the city. You know its darkest places and how to get in them. You have some contacts that could get you in touch with the really powerful beings inside of this world or the other, for the right price.

Libra (Free): Either by recommendation or after proving your worth to Klaus Von Reinherz, the leader of the organization, you have been offered a job in Libra. Hope you can keep up with them.

Race

Choose one the following:

Human (Free): You are a regular human. Usually this wouldn't get you too far in this city, but hey, who I am to judge?

Beyondian (Free/300 CP): You come from the World of Beyond, a place where regular physics hold little power and what humans would consider impossible is the norm. That's to say, you don't have any special abilities aside from some general knowledge of the world of beyond and creepy face. On the other hand, if you were to pay an extra 300 CP, we would be able to work something out: maybe you are massive enough to need entire streets to move? Maybe you are strong enough to lift trucks and stop trains with a punch? Maybe you are smart enough to keep up with Klaus in a game of Prosfair and can assimilate other's brains?

Regenerator (200 CP): You are a regenerator. You are able to temporarily survive mortal wounds, think of things like having your head split in two, and still functioning. Keep in mind that this power is only temporally, and if not treated you will still die. It should also be noted that this power won't get rid of any alignment that you may have.

Invisible Werewolf (300/400 CP): You belong to a new and strange race. Despite their name, members of this subspecies aren't neither invisible nor have canine attributes. Instead, they exist in a state of uncertainty, much like the Schrödinger's cat. You are everywhere and nowhere at the same time. An invisible werewolf is capable of 'erasing' their own presence, making their imperceptible by optics, but biological and artificial, erasing their own weight, allowing them to 'float' and fall from tremendous distances as well as boosting their agility and speed, altering their own density, allowing them harmlessly pass through walls and other obstacles, and what's even more surprising, erasing their own causality to be unharmed even after being shot.
Of course, these abilities require a great deal of skill to pull it off. As an invisible werewolf, each time you use your abilities too much, you run the risk of erasing yourself of your own existence, even removing yourself from the memories of others. The only way that invisible werewolves have to prevent this is to create a 'key', a link to this world that prevents them from truly forgetting themselves. You should keep in mind that if you are attacked before you 'dilute' yourself, you will still take the full blow, and there are beings that are capable of sensing and harming you even if you dilute yourself.
Also, you are now a woman. Because there are no men in the Werewolf Bureau. If you are really upset about that, you can pay an additional 100 CP to be the exception.

Bloodbreed (300/500 CP): The Bloodbreed, also called vampires, are one of the most terrifying species in this world. These creatures were once humans, but they were modified by altering their DNA using magic codes. They would be easily identified by their large red feathered auras, if it wasn't for the fact that most Bloodbreeds can hide themselves from the vision of most beings if they want to go unnoticed.

Bloodbreeds are extremely powerful individuals. Even though many organizations have been fighting these vampiric superhumans for decades, only a few had gained enough power to face a single one in direct combat, and usually that's only enough to stalemate them for a while.

At the early stages, Bloodbreeds have merely peak human strength and speed, and can hardly regenerate any wounds, but as they get older these abilities skyrocket. An Elder Bloodbreed would be able to survive being torn into pieces and regenerate in mere seconds, as well as being capable of destroying entire buildings while fighting a large group of experienced superhuman hunters, all while only having half of their body. Keep in mind that this regeneration won't save you if there isn't anything left of you to put together again.

You may pay 300 CP to be a newly turned Bloodbreed, or 500 CP to start as an Elder Bloodbleed, in which case you must add a 1d8 centuries to your starting age.

Perks

Perks are 50% off for their respective origins. 100 CP perks are free for their respective origins.

Drop In

Pretty Face (100 CP): I'm not gonna lie to you. You are quite a looker. People of your opposite sex will be constantly falling for you, and even the members of your same sex will be more willing to let you have your way just for your looks. You should also be warned that this a dangerous city, and it wouldn't be strange to hear of someone wanting to steal your face, or maybe your whole body, for their own personal collection.

Tortoise Knight (200 CP): Did you know that tortoises can't walk backwards? The same could be said to you, you simply don't know when to give up. Once you have set your sight on something, there is nothing that will stop you from seeing your objectives fulfilled. Your will is especially strong when you are helping those that you hold dearest.

Esper (400 CP): You are an esper. That means that you are capable of lifting and moving objects with sheer force of will. This ability starts relatively weak, only being able to lift some pounds and launching them at a few miles per hour. But with years, or maybe decades, of training and practicing, you might be able to lift entire buildings at the same time, and launching people at supersonic speeds.

Lucky Jumper (600 CP): You have been cursed by some powerful beings, Jumper. You attract bad luck and misfortune to you. Expect things like trucks running through red lights to get you, planes that you were on crashing, giant angry spirits awakening next to your hotel.
But you are guaranteed that none of that will have any effect on you. You are one lucky bastard. Trucks will be stopped by another larger truck appearing in the opposite direction, and you probably will barely feel the resulting explosion. You will leave the plane just a minute before it explodes. The angry giant monster will be hit by a meteorite as it awakes.
This basically means you will redirect all the bad things that should happen to you towards the people and things around you. Neither allies nor companions are exempt from this effect. Once this jump is over, you are able to tone down the side effects at the cost of reducing the effectiveness of this perk.

Citizen

Forgotten in one Night (100 CP): Hellsalem's Lot is home of many threats that could potentially devastate the entire world if left unchecked, and that they regularly destroy large portions of the city. As a citizen of this crossroad between worlds, seeing a monster take away the lives of hundreds is just another Tuesday for you. The violence, devastation and suffering of others around you won't come to haunt you ever again. Just as this city, your psyche and mental sanity is rebuilt each time something tries to break it. This can be turned on and off at will.

Give Me A Hamburger (200 CP): Humans are far from being the dominating force in Hellsalem's Lot, but that doesn't stop them from discriminating the not-city destroying Beyodians when given the

chance. Although the same could be said about all the mobster Beyondians who systematically pick on humans for being physically weaker than them. Not to you. There is something about you that prevents others from picking on you because of your race, eve if you are part of a species or race that they would usually hate. To them, you are just a person, no matter how do you look, and they would treat you as any other member of their species. Of course, this doesn't do anything beyond that. If a person would still steal or assault a member of their species as well without a second thought, they will still target you. This only prevents racial discrimination being targeted towards you.

Devil Beast Breeder (400 CP): Devil Beasts are powerful monstrosities from the Beyond. Some of them may have strange and bizarre abilities, but most of them are simply physically powerful, capable of ripping most earthly materials into shreds easily. You have an immense knowledge of these creatures, to the extent of being able to safely capture them in the wild and breed them in captivity to later use them as watchdogs or bioweapons. This ability extents to any other low-level Eldritch monsters that you can encounter in future jumps.

Magic (600 CP): Many Beyondians have abilities that defy anything that humanity about physics and the rules of the universe. They have the power to shape reality in a way that should be impossible. In other words, they possess a talent for magic. You know also possess this talent. Among other things, you can create illusions to disguise yourself and others, create explosive runes and low-powered curses. These abilities will improve with time, study and training.

Criminal

Intimidating Presence (100 CP): What kind of thug would you be if you can be a little menacing at least? You have something about you, maybe it is your looks, maybe it is that bloodthirsty smile of yours, that makes those weak willed cower in fear with your mere presence.

Pay With Flesh (200 CP): Hellsalem's Lot is not a safe place by any standards. The beings on this city could not only rob you of your money, but your very body and being is not out of question. You have a pretty scary ability, if someone is in debt with you to the point they cannot pay you, you might instead take other things from them. Their memories, their skills and even their bodies are free game for you.

Inefficient Violence (400 CP): No matter the species, there is a universal truth when it comes to men. They desire to see blood, and you are an expert when it comes to making rivers of blood. The blood of others, of course. When you are fighting, there is only a way to define you: a hurricane, a natural disaster. You possess a strength that is way beyond what your species should be capable of, putting you leagues above them. You should be careful with this strength, because you can hardly hold back even when you are actively trying.

Beyondian science (600 CP): You are an expert when it comes to Beyondian science. In the human world you would be regarded as a miracle worker, capable of taking on any human scientist. Still, by Beyondians standards you are simply 'good', but you are far from being a genius. This ability includes constructing large machines or bioweaponry, creating floating buildings that are bigger on the inside, designing drugs that would give people small superhuman abilities, among other things.

Libra

A Very Important Flower (100 CP): When you are working inside of an organization, you will always be considered a key member of the group and will have the full power of the organization backing you. This of course won't save you from being expelled if you abuse their good-will or cause too much trouble.

Our Fierce Leader (200 CP): You are the type of person that others will follow to the depths of hell. No matter how do you look, you have a trustworthy aura, making people easily relying on you. At the same time, when you are fighting for something that you care. This also distorts the vision of your enemies have of you, giving you a fearsome aura. To your allies, you will seem like a tall wall that would stand any attack. Meanwhile, your enemies will see a giant majestic beast ready to tear them down.

Cold-Blooded Man (400 CP): You have a keen mind, one developed not only by knowledge but by experience. You have an excellent an eye for details, nothing seems to escape your gaze. You would notice the sightless change made in a room that you have only visited once before, and you could tell if a man is sick or not just by looking at the color changes in his skin. This doesn't gives you a direct intellect boost, but it will let you use what you already have in a much more efficient way.

Blood Arts (600 CP): Maybe you have learned under a great master of the Blood Arts. Maybe you have developed your own technique, thanks to your own skills and determination. Whatever means you used, you are now an expert in one of the following blood arts schools: Fire, Wind, Electricity or Ice. You can manipulate your blood to a great degree, creating various constructs or weapons with this ability, as well as imbuing them with your element to cause great damage and destruction. Whatever fight style you want to use is up to you. You will also need to pick an item to extract your blood and act as a catalyst.

For an extra undiscounted 100 CP, you can also learn how to integrate these abilities with your own weaponry, instead of relying on a more common catalyst to extract and manipulate your blood.

Undiscounted

The Power of a King (500 CP, must take 'Obsessed' for no extra points): In order to enter this world, one of the Thirteen Kings has taken possession of your body. While this would have usually resulted in this foreign entity taking control of your body and abilities by erasing you, something didn't go according to the creature's plans, and instead it has dissolved its essence into yourself, losing of its will in favor of yours.

At first, if you wish so, this will give you a position between the other Thirteen Kings, a powerful underground group that enjoys bringing chaos to Hellsalem's Lot. This comes with a huge boosting in your knowledge of the inner workings of the Beyond, and would make you be able to survive the harsh conditions of the deepest layers of the Beyond, where the normal laws of physics do not apply. In future jumps, this perk would give you knowledge of similar groups, and even the chance of

eventually joining their ranks if you wished so. This also will allow you to survive in other chaotic environments like the Warp or the Wyld without losing your sanity or being horribly mutated.

Additionally, this purchase will enhance some of your other purchases in this jump, just as Zeodra the Heretic was able to increase the powers of Velved W.S Reinkheimer. The following abilities are enhanced by this purchase if you purchase them as well:

-Lucky Jumper: You have learned not only to regulate your own luck, but also to manipulate the luck of others. Your skills allow you to curse others with terrible luck, the duration of this curse depending on your own experience and skills, increasing their luck or even stealing someone's luck to add it to your own.

-Magic: You have hit the big leagues. You are able to manipulate the fundamental forces of the world, such as space and time, allowing you to create pocket dimensions where time may flow slower or faster than in the outside, or twist space to create Euclidean structures. Also, your mystical connection with the powers in the Beyond has increased, as you are now capable of calling powerful demon deities to your aid.

-Beyondian Science: Your skills are greatly increased, and you would now be considered an eminence of your chosen field even in the Beyond. For example, if alchemy was your specialty, you would be comparable to Femt, allowing you to create quickly replicating and growing devil beasts while preparing breakfast.

-Blood Arts: Your mastery over the Blood Arts is legendary, allowing you to learn not one, but two different styles at the same time, and freely combine them. This would allow you to do things such as combining the fire style and the wind style to create plasma cutters, creating huge electric storms by combining electricity and wind or creating electricity imbued ice walls to trap your enemies. A great deal of concentration is needed to actively use two styles in combat.

Alternatively, you might choose to instead specialize in a single, but incredibly powerful style: the Battle Style. This style revolves in creating large cross-shaped weapons that can act both as giant shields or powerful weapons that could damage even building sized enemies. But its true potential lies in being able to permanently seal away enemies by reciting their true name. This style is the most draining of them all, as well the one that exerts more stress over one's body. You will need to be a physical beast to fully use its potential.

Divine Visual Organ (800 CP): You have been implanted with a set of Divine Visual Organs, commonly known as the All-Seeing Eyes of the Gods. These eyes are crafted by Riga El Menuhyut, a powerful Beyondian divine entity that carries the title of the Ophthalmology Engineer for Beings of Higher Existence. Usually, to get your hands on a set of these, a person close to you will have to lose their sight instead, but since you are paying such a high price for them, we can skip that part.

The primary function of these eyes is to record the major world-changing events in their world for the celestial beings. Again, since your Benefactor is already perfectly capable of observing your activities, we can skip that part.

Now, onto what you can do with them. Their primary power is described as being able to see the 'The Truth' of the world. This means that the user of the Eyes cannot be fooled by any kind of visual illusions, even they are magical in origin or otherwise. They can also see the 'auras' of any being, which is especially useful, since members of different species have different auras. Other abilities include learning the true name of a being by watching their aura, although depending of the being in question, other requirements may be needed to achieve this. Holders of the eyes also gain an exceptional eyesight, being able to observe a person from great distances with perfect detail or seeing a lice between a small monkey's head.

Other abilities of the holders include the total control over the vision of those around them, be they Beyondians with no actual visual organs, and even mechanic ones, such as cameras, are not exempt from their manipulation. They can use this ability to see what others are seeing, switch the field vision of two individuals, create powerful visual illusions that only other holders of the eyes can bypass, and even cause an overload of information damaging the eyes of others.

You should be advised that overusing the Eyes abilities will damage them, making them temporarily losing their abilities from the overheat. Should you do this too many times in a row, there is a chance that your eyes might break, which would usually result in your brain exploding with them, unless you are somehow capable of having your brain reduced to ash, it is not recommended to abuse them. However, if left unused, the Eyes are perfectly capable of repairing themselves.

These Eyes are incredibly valuable, to the point that even powerful beings from the Beyond will kill for them if they learned that you have them. Be careful to whom do you reveal that you have them.

Items

Items are 50% off for their respective origins. 100 CP items are free for their respective origins.

Undiscounted

Sugar Song (Free): You get a digital copy of a version of the Kekkai Sensen's anime ending featuring you and your companions. You can choose to upgrade it with each new addition to your team, or exclude some members from it.

An Apartment (50 CP): Being homeless in this city would usually lead you to end up death or in even worse fate. Lucky for you, I will provide you with an apartment in a relatively safe zone of the city for the rest of your stay. This place is guaranteed to not be hit by most of the everyday disasters of the city, and if it were to be destroyed, you will be given the keys to another one in the same day. They will never be too spacious or luxurious, but it is a roof over your head.

Some money (50 CP): You gain fifteen thousand Zeros, more than enough money to keep you going for a few weeks. Try not to have it stolen, will you?

Drop-In

Dogimo's Pizza (100 CP): You gain an unlimited amount of delicious Dogimo's Pizza delivered to your warehouse. Digimo's has the best cheese in all of Hellsalem's Lot.

Bike (200 CP): A slim bike, the ideal method of transportation for a crowded city. It is not extremely fast, but it can probably keep up with most of the vehicles in this city. It won't outrun any otherworldly vehicles, but it is perfect for moving without causing too much ruckus.

Name's List (400 CP): This piece of paper that is now in your possession contains a list containing the true names of a great deal of this city's most powerful individuals. In a world where names hold a great deal of power, this information could be worth millions, and probably will make you a priority target of those whose names are on the list.

Citizen

Mach Monkey (100 CP): Mach monkeys are a species of Beyondian creatures that resemble small albino monkeys. They are quite fast, moving faster than most humans can see, and are smart enough to steal and sell valuables from tourists in exchange of money, although they don't seem to be able to talk. A member of this species has befriended you and decided that you are fun enough to stick around. It will be incredibly loyal if you treat it well, and it has enough intelligence to do recon for you if you equip it with a camera, but don't expect it to get into a fight. It doesn't count as a companion.

Ordinary Restaurant (200 CP): An ordinary and completely legal food business in a centric zone of Hellsalem's Lot. You can personalize it up to reasonable limits, considering your other purchases here. Comes with a full insurance, in case it gets 'accidentally' destroyed. Follows you after this jump, reappearing in a city of your choice.

Guard Skeleton (400 CP): How did your hands on this thing? These are supposed to be used by Pandorum's elite guards to suppress revolts involving hundreds of superhuman inmates at the same time. Whatever you did, you have now in your possession a titanic state of the art power armor capable of dealing devastating damage. Comes with the blueprints for building more and instructions to repair them. The pieces to do so might be quite expensive, mind you.

Criminal

Bioweapon (100 CP): A symbiotic weapon has been inserted in one of your limbs, allowing you to transform it into a terrible weapon. It is usually better than what's available in the rest of the human world, but don't expect any miracles. These weapons don't require any maintenance if you treat them well, and they will simply consume whatever nutrients your body has available to keep them functioning. You can choose between a melee weapon, such a blade made out super-dense bone, or ranged weapon, such as guns that shoot high-pressured acid from your fingers. Can be purchased multiple times.

Additionally, you can import any weapon that you own to become a bioweapon. It doesn't give you any special benefits aside from hiding it inside your body.

Clean Up Crew (200 CP): You are given a phone number. Whenever you call it, a group of three Beyondians will appear in any direction that you give to the operator in the next five minutes. These Beyondians are not suited for combat, and will not appear if they detect danger in the designated area. What they will do is clean away any evidence from a crime scene, including any DNA traces, disposing of bodies and even fixing broken furniture (as long as it doesn't have any magical or supernatural properties).

They will do this service once per month for free, but you can call them more times if you need, although this time they will need to be paid in advance. They accept local currency or any other from a world that you have visited.

Brain Hijacking Device (400 CP): Perhaps one of the most terrifying things that could happen to you during your stay on this cross between worlds is having your brain stolen from you. If that wasn't horrifying enough, this machine allows the victim to still gain control of their bodies while the criminals hold their defenseless brain as hostage, forcing them to commit atrocities while they safely monitor everything that their victim does.

And you are now the proud owner of one of this nightmarish devices. I hope that you don't use it too much.

Libra

Prosfair's set (100 CP): You are now the proud owner of a beautifully crafted prosfair game set. At first it might look like a more complex version of chess, but don't be fooled. Prosfair is a game that increases its difficulty the better one is playing at it. Each new round changes the abilities of the pieces and increases the size of the battlefield.

It also comes with a book detailing how to play the game and a computer version.

Database (200 CP): A supercomputer capable of handling and sorting all the information of large organization of the size of Libra. It is secure enough that it would take an extremely proficient hacker or powerful technopath to get inside of it without the authorization codes that only you know.

Combat Vehicle (400 CP): A seemly luxurious sports car, but capable of reaching extreme speeds and with great maneuverability. If owning such a beautiful car wasn't enough, this machine comes packed with enough guns to tear down a small army and break through most walls. It would take a really skilled driver to use it at its fullest.

Companions

Companion Import (50/300 CP): You may import a companion per 50 CP spent, or pay 300 CP to import up to 8 companions. Companions gain a background of your choice, as well as all the freebies associated with it, and 300 CP to spend on perks and items.

Canon Companion (300 CP): By paying 300 CP, you may take a canon character with you in your travels. If you manage to convince them first, that is. To help you with this, you and the character that you select will constantly run into each other during your stay here. Hope that living adventures together will help you to get in a good mood.

Drawbacks

You can take up to 600 CP worth of drawbacks. Well, you can take more of them, but you won't be gaining any more CP.

King of Despair (+0): The King of Despair only appeared as an original character in the anime, but now he also exists here. You can now revive the non-canon elements of the anime. Have fun.

Mach Monkeys (+100 CP): These small albino creatures from the Beyond are known for their extreme speed and stealing other's stuff to sell it for cash. And know you will have them constantly trying to steal your stuff. And since they're especially cute, neither you nor your companions will be able to hurt or kill any of them.

The Challenger (+100 CP): A certain individual under the name of Zapp has decided that he must defeat you in single combat. He will assault you at the most unexpected of times and try to take you down. The tricky part is that you can't bring yourself to kill him or hurt him enough to send him to the hospital, neither you can't allow any of your companions and subordinates to do it for you. If you beat him down, he will just come back a few days later and waste your time again. And even if he does beat you, he will just start bullying you until you are able to stand up to him.

Obsessed (+100 CP): You have a certain theme that drives all your action here. It is not a nice one, mind you. It could be something like despair, depravation, hypersensibility, megalomania or something along that lines. You can either suffer it yourself or search for others to suffer it for you.

Pandorum (+200): Instead of starting somewhere in the city in accordance to your origin, you start in the prison asylum of Pandorum, a giant obelisk that currently hosts more than 40 million supernatural inmates. Even if you manage to escape, you will be labeled as a criminal and chased by the authorities and bounty hunters inside the city.

Forget (+200): If you receive physical trauma, no matter what perks do you have, you will emit a cloud of gas that will make you forget the last hours of your memories. It is relatively effective against humans, but will do nothing against anything non-humans. Still, you will lose your memories of the last 13 hours

You are My Blood (+300): You are trapped inside a Libra's member's blood. If they die, so do you, but you can share some of your powers with them. They have a minor control over when you can use your abilities, and can forcibly prevent you from manifesting outside of them.

Enemy of Libra (+300): The Libra organization is after your head, convinced that you have committed terrible crimes and that you are a threat to this world and the other. If they get to you, they will do everything in their power to kill you, and if that fails, they will try to seal you. Being sealed by Klaus counts as a loss condition if you pick this, by the way.

You Must Entertain Me! (+300): Once per year, you will be called by Don Arlelelle Eruca Fulgrouche, a very powerful Beyondian mob leader and a big fan of Prosfair. Then, the two of you

will engage in a game of Prosfair. If you lose one match, your chain is over. But if you manage to win, stalemate Don Arlelelle, or stay in the game for as long as he asks you, you will win.

At first, he will ask you to entertain him 100 hours, but if you survive that, he will double the amount of time needed for him to be satisfied each time you play. You can't escape these encounters, nor you can use any of your abilities, aside from the purely intellectual ones, to cheat or try to escape these games. It should also be noted that using any kind of violence against Don Arlelelle or his organization to make him forfeit these games is forbidden. As a reward, if you managed to survive these encounters, Don Arlelelle will answer a single question that you decide to ask him, as long as it is in his power to do so.

Enemy of the Thirteen Kings (+600): You have made a very powerful enemy. Perhaps the most powerful in this city. Now, the group known as the Thirteen Kings has put their sights on eliminating you and make your life miserable in the process. While only a few of them are usually active at a time, now all thirteen of them will be working together to hunt you down and destroy everything that you care for. It should be noted that each time of them decides to act, thousands of people can end dying, and that's only if the heroes arrive early to put an end to their madness. Even trying to escape this city won't save you from them.

End choices

Your time here is up. Now you can:

Go Home: Maybe you died here. Maybe you had enough. Anyway, you had a fun ride, but it is time to return to your old life.

Stay: Maybe you liked this place? I won't deny that for a wanderer of worlds this city might have some appeal.

-Continue Jumping: A new jump awaits you. Pack up your things and get ready for your next destination.