Generic Highschool DxD Fanfic Jump

v1.1.2

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Introduction

Welcome to a land of dragons and breasts! Of devils and angels! Of gods and heroes! This is quite the vast and varied world, where the supernatural walks the same streets as the mundane, not that the average person would know it. The name's Frederick, a mage and scholar in this world, but you can call me Freddy. I'll be guiding you through your choices today.

What will you pick, Jumper, among all the options of this wild wild world?

You can choose a specific fanfic, or choose to enter a generic version based on common tropes.

By default you appear on the morning of the day Issei gets skewered, also known as the start of canon.

Here's 1000 CP, you'll probably need it.

Origin

Any of these can be taken as a Drop-In

A Whole New World: You had no idea the supernatural was real growing up, aside from maybe a few hints here and there. Something happened to violently open your eyes to the truth of the world. If you have inhuman (or no human) blood in you, it's likely your true nature was sealed, and you were for some reason abandoned/put up for adoption, though maybe your parents just have a big secret they've been keeping.

A Foot in Both Worlds: You had an odd childhood, living a seemingly normal life whilst being fully aware of the existence of the supernatural, if not entirely immersed in it. Your parents might be famous Onmyoji, or perhaps your usually absent father shows up every now and then when your mom is out and about and gives you twisted gifts or whispers of arcane secrets to you, before vanishing once more.

Born For This: Unlike the previous options, you were born and raised wholly in the mystical world, such that there is a high likelihood you've never really experienced a mundane life. While others learned maths and went to soccer practice, you learned how to bend the arcane forces of the world, and danced with pixies in the moonlight. Of course, this also comes with its fair share of risks, as you are a known quantity to the supernatural, and your lack of knowledge of the contemporary world is sure to cause you plenty of grief.

Race

Options with a plus beside them are upgrades of the race above them, and are accessed by purchasing 'Of a Bygone Age'.

Human: Homo Sapiens Sapiens, I think you're aware of what they are. Humanity is in an interesting position in this world however. Humans, normally the weakest of the races in the supernatural world, are the sole recipients of one of God's greatest miracles, the Sacred Gears. Due to the fact that only humans or part humans can be born with them, humans became increasingly valuable in the eyes of the supernatural factions. To represent this uniqueness, humans and human hybrids get a stipend of

400cp for Sacred Gears. Alternatively, they can sacrifice this 2:1 for cp to use freely throughout the doc.

+**Hero:** You are no mere human, now you're something….more. Funnily enough, your current capabilities are the least impressive part of you. While not quite on the level of great Heroes of the past in any one area, not quite as strong as Heracles or tough as Cu Chulainn, you are nonetheless quite well rounded. Strong enough to toss a hilltop to the horizon, fast enough to outpace any beast, tough enough to keep fighting even as you hold in your guts with one hand, and just generally a damn good fighter. Overall a pretty good package huh?

Well it gets better. What really sets you apart is your future. You have an incredible innate potential for pretty much everything you can theoretically learn (so no devil magic unless you get reincarnated, that kinda stuff), and are also a great recipient for external power ups like blessings and the use of magical artifacts, both able to utilize them to their utmost potential with startling ease, but also coming into possession of both far more than would seem reasonable. It's like someone's just leaving these things lying around for you. You might not be as strong as your ancient opponents to start, but just wait till you get rolling.

Angel: Mind dimming the lights a bit buddy? You're an angel, one of the creations of God. You look like a human, albeit one possessing quite the heavenly visage. Aside from that, angels have the expected fluffy white wings (2 to start, but as you get stronger you will gain more wings) and halo, though these can be hidden at will. They can create and manipulate holy light, most often seen as a light spear, and they are generally quite good at holy and healing magics. While not their strongest point, angels are generally physically superior to humans, enough that even the weakest and most unfit are at the peak of what a normal human can achieve, and the average one could kill a mundane person with a light punch to the chest.

Be careful however, as all angels must watch their thoughts and actions, lest they fall and become Fallen Angels. While just having a stray lustful thought won't instantly make you fall, you must maintain a level of control over your emotions at all times. Basically, don't murder people for the funzies, don't be Fafnir 2.0, and maintain eye contact while talking to Gabriel.

+**Archangel:** No mere angel are thee, you now stand a step from the peak of the Heavens, the Fifth Great Seraph, with twelve gleaming wings (of a metallic color of your choice) to make that position very clear. You are stronger, faster, and more durable than your lesser counterparts, more than strong enough to go blow for blow with a Satan-Class Devil, or even a Demon if they were still

around. You could wave your hand and fire light spears like bullets from a machine gun, or just release holy light in amounts akin to a second sun to immolate the unholy.

This is supported by truly tremendous reserves, of both magic and stamina, more than enough to fight for a week straight if necessary, more if you train yourself properly. You have an even greater affinity for holy and healing magics, such that you could easily do anything short of pulling a Lazarus, and maybe that too may be a height you could eventually reach.

Finally, you're a freakin' Archangel, and you've got the respect and loyalty of the entire heavenly host. So long as what you ask isn't a blatantly unjustifiable atrocity or actively against the orders of another Archangel (or Big G if that old coot is still kickin'), your lesser brethren will jump to aid you in whatever way possible, and will practically stumble over themselves to join you in combat. This extends to the angels of future worlds, who will happily aid you so long as a higher authority doesn't say otherwise.

Fallen Angel: Ah, got a bit of an Emo streak huh? I swear I won't judge. You are a Fallen Angel, which is an angel that has, you guessed it, fallen. In truth, besides the difference in circumstances between Angels and their Fallen brothers, the only real difference is that instead of healing magics, Fallen Angels tend towards more offensive magics, especially offensive applications of their holy light. Well that and the fact that you can't fall since, you know....you already have.

+**Fallen Archangel:** As above, so below. You are a cataclysmic tragedy for heaven, a Fallen Archangel. There isn't much unique here, you're an archangel with the normal fallen angel spices added in. Less healing magic, more scorching holy laser beams and giant light spears. And you command fallen angels like the above commands normal ones.

Pure-Blooded Devil: Speak of the devil and she shall appear huh? Heh sorry, couldn't help myself.

You are, if you couldn't tell, a devil. As a devil you get a number of both pros and cons, but I'll start with your strengths. First of all, you're quite a bit stronger than a normal human, enough that you could definitely dent steel with a punch, and I won't describe what you'd do to a normal person's body. Furthermore, you have access to your demonic magic*, which can achieve just about anything in theory, should you be skilled enough, though as a devil you tend towards more destructive magics.

Finally for your abilities is something quite interesting, your clan trait. See, each of the 72 Pillars, as well as any other non-pillar pure bloods, possess a special form of magic, unique to their clan. The most famous of these is likely Bael's Power of Destruction, but there are tons more, covering everything from control of liquid water to magically enhanced strength. This is easier to control, cheaper to use, and more powerful than other magics given the same amount of magical energy. You can either choose one of the ones that already exist, or create one that is at most on par with the Power of Destruction.

Now on to the suck. The most well known is your weakness to light and anything holy. Normal light won't do much, though you'll definitely be inclined to be nocturnal, but that and headaches are the worst it'll do. Anything holy is going to do a number on you however, as even entering an active church will cause you pain, and any kind of holy weapon is liable to turn you to ash with a clean hit, though this can be mitigated by just being stronger than the weapon. Oh, while it won't really do you any real harm, if you try and say the name of God, Jesus, or any other holy figure, you'll be rocking a serious headache real quick.

Finally, devils are creatures of sin, and due to this they have to indulge in these sins in some way, lest their mental health suffer. You can choose a single dominant sin or just be generally sinful, but you'll have to act on that sin rather frequently or you'll start to get stressed and act erratically in accordance with your sin. Wrath gets irritable, Greed gets sticky fingers, etc. More powerful devils are going to have stronger urges to sin, though it's unlikely to ever really warp your personality so long as you have a healthy outlet. A normal devil of greed might end up a bit of an otaku or be rather possessive of their peerage, while a Satan-class Devil or Demon is probably going to end up with one of if not the largest collections of their chosen interests in the world.

+**Demon:** A terrible being walks the earth once more. You are no mere devil, you are instead a Demon, the original devils that fell alongside Lucifer after rebelling against Heaven. You could either be a new Demon born through some unspeakable tragedy or one of the original Demons that fell, one of the known 72 or a 73rd not recorded in the Ars Goetia.

Mighty as you are, you have one weakness, the holy magics of the Heavens, a curse placed upon you by your father after your failed rebellion. Luckily only truly powerful holy attacks will actually do serious harm, as you are just too powerful for normal holy blades and spells. Now what makes you so mighty? You are physically a match for the Archangels, and even the Gods tread carefully in your presence. You have a great talent for offensive magics, especially curses. It would be childs play to curse a bloodline with terrible misfortune, or a city with endless drought.

Your skill with your clan trait(s) is massively increased, in every single respect. It costs practically nothing, hits many times harder than a normal devil's would, and its use is more or less instinctual. Leviathan for example could flood countries with their clan magic, and Bael could reduce entire armies to nothing more than dust in the wind, if even that. Let the world tremble, for evil made flesh strides the earth once more.

Yokai: Think you're a sly one huh? Well you'd be entirely right in this case. You're a type of being called a Yokai, which is actually an umbrella term for pretty much any kind of Japanese spirit, the most famous of course being the Kitsune and Oni, though there are countless more besides. You may freely decide what type you are.

Your physical abilities and magical talents largely depend on what youkai you are, though at the absolute minimum you're at the level of a peak human physically. A Kitsune would be a natural liar, and skilled in illusion magic and fox fire. An Oni would be huge, obscenely strong, and potentially well versed in earth or body enhancing magic. I'm sure you can think of further types yourself.

+**Great Yokai:** Well damn, there's another of you walking around? Three was bad enough, might not be much left of Japan soon. You're not a normal yokai any longer, you now touch shoulders as one of the trio (now quartet) known as The Three Most Evil (Three Greatest if they're the ones asking) Yokai of Japan. These being Shuten Doji, Tamamo no Mae, either Sutoku Tenno or Otakemaru, and now you.

These titles aren't for nothing though. First of all, even as a less combat-oriented yokai like a kitsune, you are powerful enough to match multiple high-class devils in combat, physical or magical, and far more if you grow to your full size where your power is increased enough to be a decent threat to even Satan-class devils, if not quite their equal. Your full size stands at around 10 stories tall, of course more if you're a yokai that walks upright. The power of, and your skill with, your species' abilities is also greatly enhanced. A kitsune would be able to convince others of their lies in the face of anything short of direct and immediate evidence, their illusions would be so convincing that they could become real temporarily, such that they could light wood on fire with illusionary flame, or kill a man with an illusionary sword, and their foxfire can scorch even the immaterial, like spirits or the souls of the living.

Vampire: Ah, could you ask before you go for my neck please. Anyway, you're a Vampire, one who walks the nights. As a vampire, you have quite a few strengths and abilities, but you also have a long list of weaknesses to balance it out. You burn in the sunlight, though it won't kill instantly it still is debilitating to stay out in it. You are highly allergic to garlic, holy objects cause great pain (though nowhere near the same level of damage as devils), and you can only heal naturally when sleeping in a coffin. You also can't walk across running bodies of water and can only enter a house when invited. None of these are necessarily lethal, but they are annoying indeed.

Despite all these weaknesses, Vampires are still rightly feared. They are strong and fast enough to rip a human to shreds in the blink of an eye, and are able to take most normal small arms without more than a bruise. They can hypnotise weak-willed individuals through prolonged eye contact. They can command bats and insects and turn into a flock of bats (or just a single bat) or a wolf. They can manipulate darkness and shadows, as well as controlling mist to the point that High-Level vampires can blanket an entire town in mist and turn into mist at will. Finally, they can sustain themselves, heal (even outside a coffin), and even grow stronger by drinking the blood of others, especially those of notable power themselves.

+**Nosferatu:** Man, you might not be a Count, but you definitely could be mistaken for the other guy, given that you're one of his few equals and peers. For all that your physical ability is the least impressive thing about you, it's still nothing to scoff at, as even without training, you're a match if not somewhat superior to a Werewolf in all ways but their still superior regeneration, but again that's the least of what you can do.

You possess all the previously mentioned abilities of a Vampire at an extremely high level, for example with mist control you could envelop a mid-sized city, and even heal wounds by turning into mist and back, though that would be very tiring. More than your general high skill in your vampiric abilities, you've taken one of them to absurd, even legendary heights. With the aforementioned mist control, you could now cover the majority of a country the size of modern Romania in your mist, teleport to anywhere covered by your mist with an expenditure of magical energy, and your ability to turn into mist would become reflexive, making you effectively immune to physical attacks. If instead you specialized in your ability to drain the blood of others to grow stronger, you'd now be able to gain not only general power, now in far greater amounts, but also specific abilities and traits inherent to that individual, such as gaining the ability to use demonic power after draining a few high-class

devils dry, or draining deities to slowly become a vampire god, though you'd only get a fraction of your victim's full might, you'd still absorb a bit of all of their abilities.

Werewolf: Dude quit it! You're gonna start a howl! Dumb joke aside, you're a Werewolf, with a few benefits to go with it. Of all the races I've mentioned so far, Werewolves are by far the best physically. In terms of strength you blow vampires and devils out of the water, and only dragons, the divine, or specific youkai like the Oni can claim to be your betters. You are blisteringly fast, enough to be a blur even to trained, adult Vampires, and you can take their blows as if they were fly bites. Finally, your ability to heal is incredible, more than enough to see huge slash and stab wounds heal before your eyes in seconds, and able to regenerate lost limbs and organs given a little time. You can of course take on your bestial form, increasing the previously mentioned traits threefold, and giving you razor sharp weapons in the form of your claws and teeth.

Of course all your awesome comes with one bit of unfortunate suck, so let me mention that. You have only one weakness, that being silver, but boy is it ever a weakness. No matter what the form, silver is extremely deadly to you, whether it's silver cutlery, a silver bullet, or silver mixed into your food, it's gonna suck. The problem is that not only will anything made even partially of silver cut through you like warm butter, but attacks involving silver will also weaken and potentially even nullify your healing factor, making each injury all the more dangerous.

+**Kin of Lycaon:** A being like you could only be the result of the divine, for who else could create a beast of such savage might? Like King Lycaon of ancient Greece, you are a Lycanthrope….or I guess Jumperthrope now? Regardless, you are to werewolves what they are to untrained humans, superior in every physical characteristic. You'd toss around even an Oni like a ragdoll, and non-mystical materials may as well be air for all the resistance they provide. In terms of speed, the likes of mere bullets may as well be frozen in time when you get moving, and it's likely that only the divine and the dragons can consistently claim to be faster than you, though the odd individual might surpass you should they truly specialize in that direction.

Far more importantly, you possess an odd and yet oh so potent ability, fitting for your wolf-like nature. You are in communication and infused with the power of your late kin. Every relative, by blood or by name, that passes adds to this howling spiritual pack*. As of now, you have a mere 30 members within this throng, coming from a small and relatively young familia. None of these are truly exceptional, though they are all still experienced adult Werewolves, and their combined might added onto your own natural physique makes for a terrifying combination.

You can use this magic for a few purposes. The first is that you can just outright boost your physical abilities, whether that be strength, speed, durability, stamina, or anything else, you have all your kin backing you up. You can also of course communicate with your late relatives, giving you access to all their stored knowledge with time. If you want to have back up in the more literal sense, you can instead call on the spirits of your kin to fight alongside you in all might, though you lose access to that strength yourself while they're out. With more time there might be countless different applications for this special form of magic innate to you, but for now the above is what you can accomplish.

God (300): Hail Jumper! Hail Jumper! Expect to hear this quite a bit in the future, as you can now count yourself among the ranks of the divine.

While you have numerous abilities and strengths, I'm going to note the big weakness/feature you'll need to look out for. Being what they are, gods rely on the faith and worship of other races to maintain their power and existence, and gods that are completely or almost completely forgotten are in danger of fading away into the void*. Luckily, you'll start out fairly well known even if you aren't part of an existing pantheon, and if you are aligned with a specific pantheon, you can choose to be an established member of their mythos retroactively.

There is another thing to look out for, and that's how the faithful view you. If the common view of a deity shifts enough, that god will begin to change as well, even becoming an entirely new god, such as the goddess of love, war and justice Ishtar becoming Astarte, goddess of love and war, who becomes Aphrodite, a goddess of love alone. Luckily, as a Jumper your identity is a bit more concrete, so you won't be losing your domains, but enough of a change in their view of you will cause you to experience a change in mannerisms and looks, so maybe don't go razing cities unless you want to be known as a rampaging war god and begin to act the part.

Onto the stuff that makes you awesome now! First of all, you are physically only matched or surpassed by the Dragons and the truly ancient and high ranking members of the previous races, beings like the Archangels and the now extinct Demons. You could tear apart mountains if you were so inclined and had a bit of time, circle the earth in an hour on foot, fight for months on end and stay standing even after being run through and severely wounded.

Finally is what makes the divinity so unique, your domains, of which you have three. Domains are the areas of reality over which a specific god holds dominion, and that dominion grants a god quite a bit

of power in that area. First and most basically, gods are generally allowed and often expected to poke their nose into anything major involving their domains, even minor things sometimes. So if someone is planning to blot out the sun, it's pretty much expected by the supernatural community that the nearest sun deity is liable to come down and slap the shit out of that someone if necessary, or at least their agents will, you get the idea.

More impressively however is the control you wield over your domains. You are able to exert literal, direct control over anything that falls under the purview of your domain, with the level of control weakening the more tangential the connection to your domain is. When controlling the actual focus of the domain, such as the sea for a domain of the sea, you could easily threaten or control entire large cities, even small countries if you put your metaphorical back into it. Extremely broad or vague domains will be incredibly weak, so I wouldn't recommend trying to be the god of 'everything'. I assume I don't need to tell you that you definitely can't get a domain of omnipotence, nor can your domains affect the Jumpchain itself.

Finally, I mentioned earlier that gods that aren't worshiped would grow weak, well the opposite is of course also true. By performing legendary deeds, and otherwise spreading your name and reputation, you can garner more faith for yourself, which you will find causes you to grow in strength.

+Sky Father: Feel awe within you, for you gaze upon Jumper, King of the Gods. Or Queen, you're the big boss either way. You are no 'mere' deity, if such a thing truly exists. You are now a shoe-in for the head god of whatever pantheon you're a part of, and just by your sheer might and presence you'll likely form a pantheon around you if you decide to fly solo.

Now enough of the posturing, let's get down to what gives you the right to sit on the throne. You're strong enough to easily lob a mountain over the horizon with one hand, and all but the mightiest dragons would likely hesitate with you as an opponent. Racing the return stroke of a lightning bolt is entirely within your capabilities, and you could survive having all your muscles torn out of your body, have them put back in your body, and then immediately get up and go back to fight the monster that hamstrung you. To even hurt you would be an impressive feat for even the strongest of the lesser races, and even the dragons would find you a tough nut to crack, assuming they could get a hold on you.

Your domains are likewise stronger. Where before you could affect the entirety of a small country if you worked for it, now you could spread your control over that same country with little to no strain, and if you pushed it even continents would feel your might.

Dragon (300): Oh jeez, now this is the metaphorical nuclear option (please keep it metaphorical, please). You are a member of dragonkind, the undisputed kings and top dogs of the supernatural world. I'll be blunt, excluding extenuating circumstances or a truly powerful individual of a race, the only rivals you can be said to have are the Gods.

The difference between you and the divine is that as strong as a god is, his strength truly lies in the versatility he has through his domains. On other hand, Dragons have far more of a limited powerset, but make up for it by being far and away the strongest in terms of sheer firepower and destructive potential. In terms of physical strength, the mountain that the God above could tear apart, you could annihilate in a hearty swipe or two. Your speed is about equal to the divine, though usually hindered by your larger form, and your durability is enough to brush off all the might of numerous high-class devils concentrated in a single attack as if it was the clumsy swing of an angry child.

Even more impressive is your elemental breath, powered by your frankly absurd amounts of magical energy. Your breath weapon is of a single element, though what that element is and what qualifies as an 'element' depends on you. The most common are fire, ice, and lightning, but feel free to have shadow breath or nature breath and the like. A quick blast, costing barely enough to noticeably drain your energy, could easily blow chunks out of a mountain, or destroy it outright if you put a bit more effort into it, and if you were to truly put every drop of your energy into a single blast, you could likely ruin a country like Japan outright, probable outside intervention notwithstanding.

For those that worry about getting around as a massive lizard, don't worry. You possess the innate ability to take a specific human form of your choice, though no matter what it'll carry traits reminiscent of your dragon form, like a red dragon having ruby red hair, and abnormally sharp teeth, just little things.

+**Third Heavenly One:** Man, it seems like Albion and Draig have a new rival now, at least if that's what you want. Where before you stood on par with the 5 Dragon Kings, you now stand within spitting distance of the absolute pinnacle of this world, with less than a dozen beings who could compare and in a few cases surpass you, the likes of the Dragon of Dragons, The Infinite Dragon God, the Trimurti, YHWH, and Trihexa.

With just your sheer physical might alone, you are a threat to the entire world, as continents are reduced to craters with every swing, and a blow that you really put your back into could very well reduce the planet to rubble and dust. You're tough enough that you could take your own blows without

much trouble, which is necessary given how often the Heavenly Dragons fight each other. Thanks to your terrifying physical might, all but the fastest of Gods would at least find their match in you, if not see themselves quickly lagging behind, though you're still comparatively lacking in agility due to your large size. Your breath weapon is of similar might to your physical strength, able to scour a planet clean of life with a hearty blast or two, and with a breath backed by all your vast magical energy you could reduce planets to ash (replace ash with the end result of your element).

Of particular note is that, just like Ddraig and Albion, you now possess a powerful ability, separate from any magic you could perform. This is a natural ability of far greater power and breadth than the likes of the clan traits of the devil clans or the natural magical talents of youkai, one on par with the Boosted Gear and Divine Dividing, or rather the original innate abilities that were later granted to the wielders of those Sacred Gears.

To make it clear how absurd of a power this is, Boosted Gear at its most basic doubles the power, both physical and magical, of its user every ten seconds without any hard limit, only limited by how much one can handle. Further than that, one can use it to boost….things. What these 'things' are is frankly up to the user, from the distance between them and an incoming attack, to the strength of a punch, to the length of their sword mid-swing, to their physical size. These extra uses do cost magical energy, but the versatility one is granted is mind-boggling.

You possess an ability of equal potency and versatility, maybe even one of the aforementioned two if you don't mind the one you're copying being a bit ornery about it….which given their temperament might result in a fair number of fights, but that's kind of a given with them. As this ability is innate to you as opposed to being granted to you, you will never have to worry about overloading from an effect like the Boosted Gear, always able to handle the new strength. You're only stopped from scaling into infinity by the pain and fatigue doing so would cause you, despite never actually risking your life.

Other: There are countless other magical races in this world that don't have as big an influence as those shown above. You can choose any race not shown above, so long as it can be found in some religion or mythology on 21st century earth. However, no matter what you choose, it won't be as strong as the God or Dragon races, they hold the great honor of being the undisputable 2 strongest races, no other race truly being their equal. You don't technically have to be a race that can speak and has an organized civilization, so feel free to be a griffin or cockatrice, just watch out for those that would slay or capture you.

+**Ancient One:** You are the type of being that legends are told about, the kind whose death turns a nobody adventurer into a hero recorded in myth and legend themselves. Maybe you're a truly colossal basilisk who's gaze turns all things to stone, even averting one's eyes no full protection anymore. Maybe you are a phoenix who's pyrokinesis could scorch small towns and who's regenerative properties could restore you from anything less than the complete annihilation of your body, mind, and soul. Whatever you are, you command respect from beings the world over.

Hybrid - 200+ CP

Huh, quite the oddity you are. You are the product of separate species achieving the seemingly impossible and having a child together. You are a perfectly equal fusion, having both the strengths and flaws of all your component races. Luckily, you don't have to worry about being harmed by your own attacks and abilities, so an angel/devil hybrid wouldn't be hurt by using it's holy light, though the light of another angel would work just fine. Your racial abilities come fairly naturally to you, but you aren't any better with each races' abilities than you would be normally. Each time you purchase this, choose another race to be. You pay the original cost for the race plus the cost of Hybrid. **(Can be taken 3 times) (Mutually Exclusive with Experiment)**

Experiment - 200+ CP

Oh you poor soul, you've gone through quite a bit haven't you. You're an experiment, in particular you're an experiment in fusing various races together to create the ultimate being. You're the product of this, and have the benefits to show for it. First of all, you're a fusion of 2 or more distinct races, one extra race for each purchase; unlike the above option, you possess all the strengths of your component races, but little if any of the weaknesses. An angel/devil fusion would be no more vulnerable to holy light than a normal human, and would never have to fear Falling. More than that, you'll find that your racial abilities are noticeably stronger, though not enough that victory is necessarily guaranteed against another member of your race. Sadly this option comes with it's own share of problems. Enjoy seriously traumatic memories of invasive surgery, experimentation, and more, as well as an annoying lack of control over your abilities if and when your emotions flare, which you also have trouble controlling. I guess they never ironed out all the kinks.* Each time you purchase this, choose another race to be. You pay the original cost for the race plus the cost of Experiment. **(Can be taken 3 times) (Mutually Exclusive with Hybrid)**

Reincarnated Devil - 100+ CP

Oh, and what led to this turn of events? Whether you made the literal devil's deal or you were given a second chance at life, you are now what is known as a reincarnated devil. You were changed using an Evil Piece, which allows a Pureblood devil to reincarnate others into devils in their peerage. The Evil Piece system is modeled after chess, with each piece giving different advantages. You may choose any piece to have been reincarnated by, though the queen piece will cost you an extra 50 cp. Pawns give small boosts across the board, and let the pawn 'promote' to any other piece either in enemy territory or at their king's discretion, Rooks give a massive boost to strength and durability, Knights greatly improve speed, and Bishops are granted increased magical power. Queens are given the benefits of the previous three pieces, making them the most powerful by far. Other than the special boosts from your Evil Piece, you have all the strengths and weaknesses of any other devil, aside from the fact that you don't have access to the special magic of a devil clan. In case you were wondering, you're free to pick any devil to be your king, including the Satans.

Of A Bygone Age - 300 CP

By Merlin's flowing beard, it's a rare occurrence to see one such as you in this world, and who knows what your existence might do to the carefully laid schemes and delicate politics of this world . You are a truly ancient and primordial example of your race(s), with all the power and skill one would expect of such. Your power is described above, and you can assume that right out the gate you have skill in any racial abilities and magic equal to some of the greatest of your race, at least in a general sense. Some might surpass you in their specialties if you don't likewise specialize in them, but in general you stand as the pinnacle of your race(s) in power and ability. **(One purchase affects all races picked.)**

Faction

Heaven: The Heaven faction consists of the literal Heavens, where the angels reside, and the earth-bound Church, who work with Heaven to protect Mankind and Christianity from all threats. Angels will be working on the heavenly side, while humans will be primarily working with the Church.

Devils and Grigori that take this are likely working with a team of rogue exorcists and priests for whatever reason, while any other race is likely an ally of convenience for the Heaven faction.

Grigori: The Grigori are the faction formed by the fallen angels of Heaven, led by Azazel, First of The Fallen. Despite what one might think when you consider that the faction is made of angels that fell to sin, they are arguably the faction most determined to stay at peace with their angel and devil counterparts. Unlike their heavenly kin, the Grigori is open to just about anyone joining, no matter the race.

Devil: The Devil faction is composed of the various devils, both the 72 Pillars, the non-pillar purebloods, and the reincarnated devils. The Devil faction has few goals beyond ensuring the survival of their race. All members of this faction are devils, whether pureblood or reincarnated, and any non-devil in this faction is likely an ally kept at arm's length. Reincarnated devils also deal with problems, as their growing population is causing the pureblood Devil clans to worry about their ability to maintain their power and control. This means that reincarnated devils oft face discrimination or otherwise are snubbed by purebloods, though this depends largely on what pureblood you're dealing with.

Yokai: The Yokai faction consists predictably of Yokai, though unlike most factions the Yokai do not have members of other races, being rather isolationist. I say the Yokai faction like it's a single cohesive whole, but in actuality the Yokai are divided amongst two factions: First is the West Yokai Faction, also known as the Kyoto Yokai Faction, led by the Kitsune Yasaka. Second is the East Yokai Faction, or Kanto Yokai Faction, led by Nurarihyon. If you are a Yokai you can be fully a part of the faction, any other race is going to be lucky to be considered an ally by the faction at large.

Pagan: I can't really call this *the* Pagan Faction, as this option actually encompasses many different pantheons, most of which don't really like one another. These pantheons are composed of the gods of that Pantheon, as well as their mortal champions and worshipers. A human will most readily be accepted, after a few quests you'll likely be touted as a hero to be proud of, though any other race will be an odd sight, and often not one readily accepted.

Magician: Ah, my ol' alma mater so to speak. The Magician faction is made rather predictably of Magicians, they also go by Grey Wizards. They are led by the Magician's Council, the current director of which is Mephisto Pheles. While only humans can normally become Magicians, the faction is known for making pacts and deals with other races, for protection, research, and status. If you're a human then you've probably been trained as a true Magician, while any other race is likely in some form of deal with an individual Magician.

Khaos Brigade: Oh boy, now this is quite the group. The Khaos Brigade is a terrorist organization, first formed by the Fallen Angel Satanael and the Wizards of Oz as a means of combating the growing alliances of various mythologies. The group has since been handed over to the Infinite Dragon God Ophis, whose sole goal is to remove the True Dragon Great Red from her home, the Dimensional Gap. The Khaos Brigade has members from pretty much every faction, excepting the Gods and Dragons, who would (as a rule of thumb) rather die than work with the Brigade. Be aware however, that the Khaos Brigade is not a cohesive whole by any measure, with numerous factions vying for dominance and the completion of their own distinct agenda, held together only by the incredible might of Ophis.

Independent: You're a strong independent Jumper that don't need no faction. Your faction consists of you and whoever else you damn well feel like, and don't let anyone forget it. Your goals are your own, and you have no restrictions on your actions save those you place upon yourself.

Gender & Age

As far as gender is concerned, I really don't care, feel free to pick any gender you want. For age, pure humans have a natural human lifespan, so you can be anything from like 6 to 80 or so. Any other race can be anywhere from 6 to a few centuries old. For those that take 'Of A Bygone Age' (except for humans), you're at least a thousand years old, and likely far far older.

Location

Choose freely from the options below, or roll 1d8 and gain 100 CP for your troubles.

1. Kuoh Academy: If you're looking at this doc, I assume you know what this place is, but just in case I'll give you the rundown. Kuoh Academy is a co-ed, formerly all girls, private school. What at first seems like just a normal private school, is actually the gathering ground for 2 very notable groups of people. Those people are the peerages of Sona Sitri and Rias Gremory, heiresses to their respective clans within the 72 Devil Pillars, who are in joint control of the school and the surrounding town of Kuoh. If you intend to enroll here, then be prepared for an exciting decade, since this is the center for plenty of the plot. You awake on a bus, which has just stopped within sight of the school entrance.

2. Lilith: Behold Lilith, capital of the Devil controlled territory of the Underworld, in all its glory. You appear downtown, seated at a surprisingly peaceful sandwich shop and cafe, with a sandwich and a drink in front of you. You'll have a ticket for a train out of the underworld in your pocket. Be careful if you're not a devil, and if you're an angel it might be prudent to start running, as I rather doubt that Sirzechs Lucifer would appreciate your presence very much...nor would any of the residents for that matter.

3. Third Heaven: Gaze upon the Third Heaven, where the virtuous souls of humans that have passed go to rest, as well as being what humans think of when they imagine Heaven. While the Angels won't appreciate you being here if you aren't an angel or dead, the Third Heaven is immeasurably vast, so you're probably safe as long as you don't make too much of a ruckus. You wake up under a gorgeous tree on a serene hill, which overlooks a sleepy looking hamlet with golden fields stretching into the distance.

4. Azazel's Residence: You know, you'd think that the Governor General of the Grigori would live in some sort of palace in the Underworld, indulging in sin on the daily. Well that part about sin may not be all that far off, but despite expectations, the man actually prefers to live in a number of mansions and properties strewn throughout the Human World, one of which you appear outside, having been passed out in a bush moments ago. Conveniently, this mansion is relatively close to Kuoh Academy, while still being surprisingly secluded. Honestly, despite his lofty position, there isn't much need to worry, as Azazel has a habit of picking up strays that draw his interest, and I truly doubt you'll have much trouble drawing his interest when you consider who you are.

5. Assorted Afterlifes: Despite the focus the setting puts on the Three Biblical Factions, there is a much wider mythological world out there. You start in the main gathering point of a pantheon of your choice, such as Olympus for the Greco-Romans and Valhalla for the Norse. While they tend to have better relations with their peers than the Biblical Factions have with each other, I still wouldn't recommend going to a different pantheon's home if you're an affiliated God.

6. Dimensional Gap: Welcome to…..basically nothing. That isn't just some insult, as this place is about as close to nothing as you can naturally get, being the space between dimensions. There is pretty much no life endemic to this world, aside from 2 particularly noteworthy lizards, Ophis and Great Red. Ophis is currently absent, and I wouldn't recommend saying hi to Red, he's not the nicest guy. You appear in this world, though luckily there is solid ground beneath you, weirdly fluorescent as it is. Even luckier, you seem to be protected from the generally quite fatal environment, your Benefactor protecting you for a bit to give you time to escape. You might be able to see a light in the distance, which could be what gets you out of here if you hurry.

7. Free Choice: Well lucky you, you get to choose where you appear, even if it isn't on this list. You can't use this to directly appear in a specific building, just a general area. If you ***roll*** this option, and then intentionally take the choice below, then take another 200 CP on top of your 100cp for rolling as my condolences and because frankly you'll need it. You do still have to flip the coin, sorry.

8. Well You're Fucked: Jeeeeez, you really are unlucky, or maybe you're a masochist that's doing this on purpose, I don't know. Regardless, you now appear in one of 2 frankly terrible options, decided by the flip of a coin.

    On heads is Cocytus, where the likes of Samael (The serpent that tempted Eve to eat the apple from the Tree of Knowledge) and later Kokabiel are imprisoned. These lands are incredibly dangerous, roamed by deadly creatures like the Pale Horse. It is also a possible entrance into the Realm of the Dead, where Hades resides. You appear in a barren, frigid field, and hear a keening wail in the distance. I strongly recommend you make haste.

    The place for tails is the Seventh Heaven, the highest realm of Heaven, and residence of the now rather dead Biblical God. I don't think I need to explain what the reaction of the Angels, the Great Seraphs especially, will be if you're found up here, but for a few cases I'll explain anyway. If you're an Angel you'll be in serious shit but they *probably* won't

kill you, just hope Michael's having a good day. If you're an Archangel you might be scolded but that's about it, can't blame you for missing your Dad right? If you're a devil, or heaven forbid a Demon? Well assuming that you don't immediately turn to ash just from being in perhaps the most holy place in existence, the entirety of the heavenly host will hunt you to the ends of the earth for daring to taint it with your unholy presence. At this point I'd say pray to God but I don't think that'll help much.

Perks

General

Something in the Water - Free

And that something was SEXY! You're a solid 7/10 by pretty much anyone's standards, and you lean towards a specific look where you're a full on 10/10, whether that's diabetes-inducing adorableness, ruggedly handsome, or supermodel gorgeous. Alongside this, you're just generally good at all the aspects of love and romance, from the actual romancing and wooing of those that catch your eye, to maintaining the relationship after the chase is over, to your time spent in the bedroom. You aren't the stuff of legends, but you're sure to make whoever you fancy quite the happy individual.

The Harem King* - 400 CP

Well I mean, this had to be here, I mean literally, I signed this contract and they'll steal my kidneys if I didn't offer this, though I pity the universe that has to deal with you, Mr. Casa-Super-Nova. This is the final stop where romance is concerned, as the technicians over at Jump-Inc(tm) promise to turn you into a man/woman/sapient thoughtform that has Gods weak at the knees.

Let's start there actually. Whereas before you were merely as beautiful as a human could be, now you utterly transcend human limits. When I mentioned the Gods earlier, I wasn't kidding, as your form looks like the end result of the combined effort of every deity of love, lust, and beauty, and even then that might not do you justice, though the specific look is entirely up to you, as whether you go for tall, dark, handsome, or heart-wrenchingly adorable, you can redesign your form once within the limit of your race(s).

This beauty transcends such puny boundaries as 'personal preference', and 'already happily married', forcing all in existence to at minimum admit that no one and nothing can match your mien. In fact, you're an assault on every sense, as you are equally stunning to all of one's senses. You perpetually smell like whatever a given person's favourite smell is, your voice could make an angel cry tears of joy at your idle humming, the taste of your lips (and more) is effectively a drug, and your skin is softer than a puppies fur and a silken sheet combined.

And you don't just rely on your physical beauty either, for you are transcendently skilled at romance and love, no matter what aspect or whether you've got even the tiniest smidgen of experience in it. Even without actively trying to woo someone, every single part of the way you act, from your microexpressions to your stance to the tone of your voice, everything about you seems to instinctively shift to make you as appealing as possible to whoever it is that's paying attention to you, even if you should have no idea what they're like and what would be attractive to them, and even if there are multiple people, somehow you manage.

Should you actually try and romance a given individual, you'll find that aforementioned skill rising to meet the challenge, for what little challenge it poses given how damn good you are. Literal Goddesses of love and beauty are the minimum you'd require for any kind of challenge, with basically anyone else you could be in their bed within the first few sentences, where they would discover that you're equally skilled, even a drunken one-night stand being an experience they'd remember for their entire life.

Now that we've covered all that, let's acknowledge something. Harems, and romance in general, are messy business. This perk aims to cover all your bases, and make your love life as pleasant as possible, and so what follows are a number of quality-of-life effects, some that are pretty much mandatory to make any dreams of being the Harem King possible, and some that will just generally smooth over a lot of unfortunate shit.

First, and most importantly, is that anyone with an interest in you will also be generally willing to share you, and will in time come to form a deep bond with any and all of your other partners, whether that be just an ironclad friendship or even romantic feelings between them.

Second, no matter how big your harem gets, or how generally busy you get, you'll always manage to find time to interact meaningfully with every single lover you have, even if that means that the ten minutes you can spare to have a chat somehow covers an hour of laughter over story-swapping, without actually taking more than those ten minutes, or your fifteen minute break at work gives you time for 5 rounds of fun with your girlfriend, so long as you try you'll always manage.

For when you take it to the next step, you, and anyone in a relationship with you, now have perfect control over fertility, menstrual cycles, refractory periods, etc.

Next, you and all your lovers are perpetually as clean as you want to be, wherever you want to be, and during any kind of intimate moment, whether innocent or explicit, you and your lovers are perfectly, magically, comfortable. You could have a nap with your girlfriend on the hardwood floor without even a twinge of discomfort, and you could be wrapped in a dozen blankets together without a drop of sweat. This doesn't actually protect you against really harsh conditions, so you'll both still freeze to death in Antarctica barring other perks, but this at least ensures that you'll be comfortable as you do.

Being loved and adored is great and all, but there are some people who you just don't want the affection of, the ones who'd do more harm with their love than their hate. For situations like that you can now prevent specific individuals from falling in love with you, though this doesn't do jack for those that already have.

Finally, if any parts of this perk seem too powerful or all together undesirable, you can freely weaken or disable any or even all parts of this perk, including your appearance and natural skill at romance. With all this to aid you, the idea of being the Harem King doesn't seem far-fetched at all, if that's what you desire. Just maybe don't let Issei know about this ok?

Once Upon A Time - 50 CP

This is quite the varied setting, I believe kitchen-sink would be the colloquial term? It seems you've added to that medley. At the beginning of each jump, you can give any and all of your abilities, forms, items, and the like a background in this and future worlds.

This mostly means that they'll be vaguely known from myths and legends, like your sword once being the sword of an ancient warrior king, or your gundam being the creation of some extinct kingdom of dwarves or some such, or your special abilities being possessed by a now extinct clan. A True Vampire from Hellsing might find that there are stories, whispered at night to terrify naughty children, of a truly hellish Vampire, one known to ruthlessly hunt even their own kind and devour them, while an Uchiha might find evidence of their clan having existed centuries ago in feudal Japan, though only ruins and stories remain now.

This doesn't provide more than circumstantial benefits, but now you'll never have to deal with having to explain yourself for the umpteenth time when you pull out another out of context ability, because now it isn't. Oh, and I'm sure there are a number of people out there that'll have a whale of a time basking in the awe and wonder directed their way at all the rare and unique powers they seem to have.

That Shonen Grind - 200 CP

It's really just not fair huh? Shonen characters, or at least any of importance, just seem to improve so much faster. Not merely in understanding concepts and honing skills quickly, but in the fact that they seem to simply get more for their effort than others, putting on muscle and quickening reflexes in less time than they should be capable of. You likewise have harnessed the shonen within your soul. You train considerably faster than any ordinary person, for each and every single avenue of self-improvement, even in things as mundane as battling old habits and changing unwanted behaviours. This is fast enough that you could match decades long veterans in a skill in a matter of months if you dedicated yourself. In addition, while even without this perk you would benefit from the general uncapped potential all shonen characters enjoy, this wouldn't necessarily transfer over to other worlds and other forms. With this, it does, such that no matter what you can always improve your raw statistical capabilities further, lifting heavier weights, throwing larger fireballs, clocking faster speeds.

Titanic Mind* - 400 CP

Does it get boring, being this smart? When you outstripped your teachers as a toddler and kept growing from there, life must have gotten dull. You possess a brilliance practically unmatched in this world, the likes that da Vinci and Einstein are mere pale imitations of.

While you are brilliant in general, where you truly shine is in the laboratory, as the secrets of the world unfold before your eyes. For reference, your only true peers are Ajuka Beelzebub, who created the Evil Piece system that allows other races to be reincarnated as devils, and Azazel the Scapegoat, who managed to create artificial Sacred Gears of shocking potency. Looking at them, I hope you understand what kind of mind you're in possession of now.

There is no creation in this world you can not in time replicate, no secret you could not unravel, no problem you could not in time invent a solution to. The only truly limiting factor on what you can accomplish is time. Despite the incredible achievements of your peers, they did not do so quickly, taking centuries or more to get to where they are now. But assuming you have the time, there is little that you cannot do, in this world or the next ones.

Lazy War - 300 CP

Sure you might be lazy, but when you can beat a chess grandmaster half-awake and in a drunken stupor after just learning the rules of the game, what need is there to be proactive. You are a terrifyingly capable general, tactician, logistician, and all the other jobs needed to maintain a smooth and efficient war machine.

Without getting out of bed, you could easily rout an enemy army with one half the size, or one tenth the size if you had the home field advantage, assuming roughly equal quality. Should you really get going, you could lead a civil war with an army of inexperienced greenhorns with no resources and little cohesion, and in a matter of years lay low the old guard of experienced warriors, generals, and leaders, who have both all the resources of their nation and strong ties and experience working together, though it'd help a lot if you had a few aces up your sleeve.

To put it simply, if it has anything to do with war you're likely already the best in the world at it, making the likes of Alexander the Swell, Sun Tzu, and Hannibal seem like rank amateurs, and if you aren't already the best, your prodigious, mind-boggling talent in all things warfare will ensure you soon are.

True Form* - 400 CP

Oh, oh god. I've heard of this in stories past, but I think this is the first time I've ever witnessed it first-hand. You possess what is best called a true form. While before, what you saw was what you got as far as your body went, now it's really just a mere shell, hiding your true form from the rest of the world, for otherwise a normal life would be wholly impossible.

Your true form is....well it's a lot. Your true form is better than your shell in every conceivable way aside from conforming to social norms, not so good there. You are as a whole stronger, faster,

and tougher than before, most boosted in aspects you were already good at as that was just a pale reflection of the might of your true self. Depending on what you are, just being in the presence of your true form is probably going to do odd (and usually dangerous) things to those around you if they aren't sufficiently powerful, and maybe even reality itself if you're strong enough. That's because your true form isn't a normal physical object, so much as you are a concept made manifest.

What you are and the effects this has on your form vary from race to race. A Devil could be a sin, or a horrible act like murder or rape, generally just horrible horrible things. Archangels might be a virtue or other virtuous act, or maybe an aspect of the Kabbalah. A Werewolf would be more limited, literally being their bloodline personified.

More importantly is the unique properties and abilities of your form. What you can do is largely based on what you are, as Demons and Archangels could represent a variety of disparate concepts and thus possess a myriad of abilities, such as a being of sloth being able to drain the energy and will to live from those around them, even more so if it can get a hold of them, while a Werewolf would have a more specific set of abilities fitting to their nature.

While your abilities are theoretically limited only by the bounds of your concept, your practical limits are based on your actual strength. A Sloth Devil who could previously drain people that grew to the strength of a Demon could drain the will to live and function properly from even inanimate or intangible objects, causing rocks to crumble to dust, light to dim, and wind to still. With strength to challenge the greatest of the gods, it could cause fundamental laws and functions to stop working, like gravity, or time. This is the kind of monster you could become.

Out of Context Potential - Variable (All but the 800 tier can be purchased multiple times)

You've gotten something special Jumper, something most likely never seen in this world or any of its neighbours. What that is is up to you however. Perhaps a loose spark of a slain Galactus' power has infused your being, making you the heir to the Devourer of Worlds, the first embers of the famed Power Cosmic flickering in your being. Or maybe one of the Solar Exaltations has escaped Creation, traveling unknowable time and undefinable distances to raise you as the Unconquered Sun's first herald in this new world. Perhaps, instead of the potentially universe-shaking might of the Power Cosmic, you might instead have been bitten by a special spider and become this world's Spiderman. Instead of the gleaming perfection of a Solar Exalted, you might find yourself casting accidental magic, as you discover the potential for Harry Potter style magic. This is an utterly new development,

occurring just around when you first enter this world, so you begin with little if any knowledge in your new boon nor have you spent any time cultivating its power.

The cost of his perk varies wildly based on what kind of power you're choosing, of which I'll give examples now. For the more minor powers mentioned above, things like Captain America's supersoldier serum, or being an average demigod from Percy Jackson, would cost only 200cp, as they are relatively minor powers on the scale of this world.

For 400cp we get the more blatantly superhuman powers, ones that let one deal damage on par with or surpassing artillery, able to destroy buildings or even entire city blocks. This covers powers like Spiderman (when you consider his better feats), what Harry Potter magic could do if you used your brain, the top-tier demigods like Percy Jackson or Nico Di Angelo, and the weaker Servants of the Nasuverse.

At 600cp you'll start to find the kinds of powersets that wouldn't be out of place as a member of the Justice League*. A Kryptonian strong enough to tear their way through a mountain, a speedster able to outrun lightning, and powers so versatile as to have a solution to just about every situation, such as a Green Lantern Ring or Reach Scarab. Truly top-tier servants could go into here as well. These are abilities that start to get into the realm of the Gods.

Finally, at 800cp we find literally anything else. The first two examples up top, the Power Cosmic and Solar Exaltations, would fit solidly in here, but this goes all the way up to becoming a nascent Outer God. There is literally no limit to what power you grab here besides literal fuck-you-logic omnipotence. Granted, you aren't starting at the full potential of this power, but even so you'll start out strong enough with this to fight evenly with most Gods, and even scuff up a Skyfather level deity if you fight smart. For this incredible power and even more absurd potential, you not only have to pay the rather impressive cost listed, but also are strapped with a specific mandatory drawback. You must take The Nail That Sticks Out for no CP, as the nature of your powers has drawn the attention of everyone of note in this world. Good luck.

Origin Perks

A Whole New World

Get Into Swing of Things - 100 CP

Dropped into what may as well be a brand new world, your world-view irrevocably shattered, what's a person to do? If you're any indication, going with the flow is the answer. You are oddly good at rolling with the punches, accepting new facts and information quickly, and are fully capable of rebuilding your world view from scratch, given a decent explanation of how things are and a night to process it.

Acceptably Unqualified - 200 CP

When you've only learned of the supernatural a week ago, it's kind of hard to have much of a resume of interest in this new world. Luckily you don't have to worry about that. You seem to be valued far far more on your potential than your current worth, and people care far less whether you're truly qualified for something.

Even if you were an untrained sloven pervert, if you had something like a Longinus, someone would happily push all their resources into training you, irregardless of your actual talent. If you wanted to get into a tournament of champion martial artists, but are so new that no one outside of your tiny town has heard your name? That's fine, you'll be let in like you were famed across the land, after all this'll be a good learning experience for you. You could find yourself taken under the wing of a legendary wizard, despite being a fledgling spellslinger, just because he sees something in you he'd like to mold into something great.

Outside Context Badass - 400 CP

What good is a rifle when up against a demon or phantom? Surprisingly quite a lot, at least so long as you're the one holding it. It seems that when you're combating the mystic or the mundane, using their opposite number grants it far greater effectiveness. An ordinary rifle shreds through devil flesh like paper-mache, and even a dragon's scales and hide shatter and shred under human artillery strikes and strafing runs.

On the other hand, if you were to bring magic to bear against ordinary technology and mundane men, you'd find that your spells easily scramble sensors and fry electronics, even as a side effect, while it seems that your disregard for the laws of nature puts supernatural terror into the

hearts of even the most disciplined military. This extends unto future worlds, with your tech trumping mystical enemies, and your magic obliterating mundane and technological foes.

Breaking New Ground - 600 CP

Man, I guess you really can't discount the value of a fresh perspective, can you? You are so obscenely talented at both learning new skills and pushing and bending the limits of what one can do with those skills that the only people that could compare are those legendary figures that created the current systems of magic in the first place.

Given only a fireball spell, you could in time extrapolate an entire school of magic based on the transference of energy, from fireballs to beams of ice and more. Something on that level would take quite a long time, but that fireball spell would still have become two dozen fire-related spells just by the end of the week, and that's without any instruction. And that first fireball would only take you a day or two to learn, and that's if it was in fact the first spell you learned.

The more comparable knowledge you have, the faster you learn things and can extrapolate from it, with less comparable knowledge providing less of a boost. While that first fireball would take a couple days to learn, your hundredth fire-based spell might only require a few minutes of idly tinkering with your mana. This talent does apply to everything, not just magic, so feel free to revolutionize fields left and right.

Foot in Both Worlds

Surprisingly Transferable - 100 CP

Your skills and experiences that is. It seems that, by living a life in both worlds, you've found that many of your skills, mundane or mystical, can be used quite well in the other world. Your art skills might lend itself well to magic channeled through said art, or maybe used in the form of calligraphy for magic talismans. On the other hand, your ability to infuse magic into an object to improve it gives you a frankly unfair advantage when cooking. You find yourself constantly finding ways to apply your skills and abilities in ways like this.

Two-Faced - 200 CP

How are you going to get up to teenage heroics and save the world when you've got curfew to worry about? And it gets real awkward explaining all those scrapes and bruises and how they seem to disappear the next day. Luckily you're a damn good liar.

Excuses flow from your mouth like an open faucet, and you always sell them perfectly, able to hide your emotions and true thoughts perfectly. No matter how long you do this, you never mix up your stories and trip yourself up with your lies. So long as they don't find you laying at the doorstep missing both legs or the like, there's practically nothing you can't fib your way past.

Mythic Mediator - 400 CP

A bridge between worlds, a way to perhaps one day usher in a new age, of man and myth united. Well that might be a ways off, but you've certainly got the skills to make it a reality. You find yourself with all the skills of a world-class mediator and negotiator. Whether wars between nations or long-time rivalries, you have a talent for laying them to rest with both sides happy if at all possible.

Your talents truly flourish most when mediating between the mundane and the mystical world. Whether that be settling the grudge between a lake spirit and a nearby village that accidentally angered it, all the way up to convincing the entire mystical world to open up to the mundane humans, while keeping mundane people from having a heart attack and slamming the nuclear button, though this wouldn't be an easy feat even for you, and it'd help if you had some sway on both sides first. Regardless, you may very well be the key to a new age of this world.

Merger of Disparate Realms - 600 CP

You see a world unlike any other, one where the might of the heavens and the underworld work hand in hand, and the sheer power of the mystic realm is paired with the industrial efficiency of the modern age. You possess an unmatched ability to combine disparate concepts, such as magic and mundane technology.

Making magical equivalents to modern inventions is simple given a sample to work with and basic knowledge of what you want to make and is just as easy in the opposite direction, making technology able to perform and manipulate the mystic. Even this is merely the beginning. With time

there is truly no limit to what you can combine, even if that means spitting directly in the face of logic and common sense, such as combining holy and demonic magic whilst maintaining the benefits of both. Even innate traits and abilities can be combined like this, the creation of hybrids of numerous races not out of your theoretical capabilities.

When combining things you find yourself able to remove or lessen the weakness inherent in both things, such as combining a hyper-durable supermetal with your skin to confer all its durability, without losing any of the fine motor control or sense of touch, or combining Angel and Devil D.N.A to create a being without a risk of Falling nor a weakness to holy light The more disparate and conflicting any given concepts and objects are, the harder it is to combine them, but combine them you can.

It should be noted that your ability to combine these things is directly linked and limited by your actual capabilities. While you could combine magic you know easily enough, you'd actually need to have some level of knowledge of biology and the makeup of two given races before ways of combining them will begin to flood into your mind. Deeper knowledge will allow for easier and more powerful fusions, such as the difference between the layman's understanding of a computer and that of a trained computer engineer multiplying your ideas a dozen fold.

Born For This

Experience - 100 CP

Plain and simple. You've lived in this magical world your whole life, and you can confidently say you know it, you know it well. Not in the "I read 1000 books cover-to-cover and spout trivia like a fountain" kind of know it. I mean you do kinda have that, but more than that you've got street smarts.

You know how to spot the devil's deal in disguise, and know what places are sacred ground that you shouldn't mess with. You know the weaknesses of common enemies, and have the ability to keep it cool even when a giant snake devil is shooting lasers out of her nipples. Oh, and of course you know to *never deal with the Fae, no exceptions.*

This perk provides the same knowledge of the magical world in any other worlds you go to, as well as any other non-mundane communities (superheroes and the like), and in the absence of any of that you get equivalent knowledge of the criminal underworld.

Acceptably Quirky - 200 CP

It seems to be an ongoing trend in the world, that the most powerful people are unavoidably odd. At least two of the four Satans are incorrigible siscons, another is lazier than a sloth, and those are just the biggest examples. Yet no one really seems to mind, or at least not enough to want to change the situation.

Now you also seem to benefit from this. The greater your contribution and use to a group or individual, the more they're willing to put up with as far as quirks and odd behaviours. You could be a lazy, perverse slob, but if you're also the strongest fighter in the faction, they'll just roll with it. This doesn't stop people from being angry in the moment, like getting slapped for peeping, but you'll never have to deal with long term consequences, like those people you peeped on actually holding a grudge. So long as what you're doing isn't in direct contrast to their goals and ideals, you could even get away with cold-blooded murder without repercussions from your group, if you were valuable enough that is.

Carpe Diem - 400 CP

Some people have it so easy, blessings and allies practically falling into their lap. For a prime example, see one Rias Gremory. She managed to basically stumble into possessing a peerage of individuals that some would have happily traded their first born child for. From one of the last of a near extinct race, to the daughter of the Vice-Governor General of the Grigori, to a wielder of one of the 13 Longinus. Just one of these would be the find of a lifetime for the average devil and she has all of them and more.

And now you've got luck just as good. This luck is mostly directed towards building up your power, specifically in terms of those you command. Just like Rias, should you have a group you're recruiting for (or if you're not but could be, or if the universe thinks you could do with another ally because life is just so tough for you.), you'll constantly stumble on powerful individuals with even more potential besides, who just so happen to be in a situation where they'd be far more likely to want to join you, whether that mean you're a devil finding them on death's door, or you find them after they've been left aimless and offer them a purpose to pursue.

In fact, I don't know if it's physically possible for you to find weak people, as even those that seem pathetic at first find they have hidden depths, such as long-buried oni blood, or an undiscovered yet prodigal talent with a blade. Frankly, so long as you're decisive and aren't completely socially inept, you're pretty much guaranteed to find yourself in a position of power and influence, if not on your own might then on the backs of your many many allies.

Surpassing All Limitations* - 600 CP

I know not what about you has caused this miracle, but nonetheless it has occurred. You are just....outright better than your peers. Your body is physically superior, your clan traits (if you are a devil) are stronger, and any other innate or inborn abilities and characteristics are just overall better. This is just where you start out however.

With time and consistent training you'll find that the limitations and restrictions on you and your abilities begin to loosen. Weaknesses inherent to your race would start to affect you less, while abilities like a devil's clan trait would broaden. Such that a trait that allows the control of vast amounts of liquid water might eventually also allow the control of ice or water vapour, and could go from moving a small lake to controlling an inland sea.

This applies to your body as well, such that you can always become stronger, faster, tougher, etc, even in direct contradiction to what logic would dictate, like an automaton or magical construct getting stronger by working out, despite not having muscles to improve.

Faction Perks

200cp perks are free and 600cp are discounted for that faction. Independents can take a discount for a different faction line in place of their own, to represent having recently broken away from a faction.

Heaven

Arias, Chants, and Rites - 200 CP

The very core of how the Church lays low the unholy and the unclean, as not everyone can lay claim to a Holy Sword. You are well trained in various holy chants and rituals, which can be used to perform the Church's specific magics, generally focused on blessing and healing their allies, but also capable of exorcising the immaterial, and directly slaying the rest. You could summon forth holy flames to incinerate a small group of undead, or heal the sick and wounded with a short chant. You also have some basic sword training, having learned to wield the Light Swords of the Exorcists. You aren't a master, or really even an expert, but you're good enough to keep from getting skewered immediately in most cases.

While useful on it's own, this magic only truly shows it's might when done in unison with many others. Where one caster might only be able to slay a dozen weak enemies with a chant, when performed in a grand choir that same chant could lay low an entire army in a sea of flames, and this scales ad infinitum. The greatest strength is that this requires no power of your own, as it draws from the might of the Heavens and the Lord.

The weaknesses are twofold. First is that you can't really increase the might of these chants through personal might, each one a set strength per person. The second is that you have to be able to actually speak the arias and chants to perform these which means they're almost universally slower than other forms of magic, and being interrupted will force you to start anew.

Oh, and this does make you officially recognized as a priest, meaning that you can do things like officiate marriages. If you're a drop-in, then people will just believe you when you say you're a priest, despite no one having any memory of you being ordained.

Holiest of Holies- 600 CP

The Lord's light shines bright through you. Your very body, from your hair to your blood to the air you exhale, everything about you is undeniably holy. How this happened could vary, whether you were blessed by an Archangel on the day of Christ's birth, or maybe you're a literal fragment of God's power enfleshed.

Regardless of the means by which it happened, what cannot be denied is the effects upon your body. Just being in your presence causes devils pain, and your attacks blow holes in them just as

easily as a Holy Sword shreds them to ribbons. If you were to allow yourself to bleed, just a drop of your blood diluted in a pitcher of water could kill a high-class devil who drank from it.

Beyond your holy nature, your blessings boost you physically, such that a normal man could outrun cars on the highway and slice through stone pillars with common blades, and those that already possess strength in excess of an average human will see themselves boosted to proportionally greater heights.

Finally, being that for all intents and purposes you are a living holy artifact, any holy magics and powers are naturally boosted exponentially when performed by you, alone or in concert with others. Also, if for whatever reason you feel the need to fraternize with the unholy, you can restrain your holy nature so as to spare them your wrath.

Grigori

Fly On The Wall - 200 CP

Have you noticed how it's always Azazel that seems to know things before anyone else, or how the bugger always seems to just show up to chat with the main character without anyone knowing he was there, or that he was who he was? There's a damn good reason for that.

You have a downright terrifying ability for information gathering. You are preternatural and supernatural on every level, whether that's your own five senses, or maintaining world-wide spy networks. You could walk into a town for the first time, and within 15 minutes know of every bit of drama in the past week, the individuals in this week's obituary column, what the mayor ate for dinner 3 days ago and how his stomach disagreed with his culinary choices something fierce, and the general who's who in the area, and you'll only get more with more time. Your senses just seem fine tuned and boosted, able to not only sense further, but also supernaturally ignoring minor obstacles, like background chatter preventing you from hearing a conversation, or dim light making it hard to make out a face in the distance.

Beyond your own body, you are immensely skilled at creating and maintaining spy networks, from ones that cover small towns to ones that span the globe, it all comes easy to you. Not only do you find people willing to gather intel for you frequently, but they generally don't ask for much to do so. And when it comes to getting that information to you, you never have to worry about a game of

telephone giving you faulty intel, as anything they tell you will be remembered perfectly, without any misinterpretations along the line.

To go with your legendary talent for information gathering, you are quite skilled in stealth. This is less of the merge into the shadows to avoid ever being seen king, though you aren't half bad at that either, and more hiding in plain sight kind. You are amazing at disguises, from your physical appearance to your mannerisms, you can completely change who you are with minutes of prep and a varied wardrobe. When combined with your ability to effortlessly hide any kind of energy emissions or leaking of your presence, you could, as a powerful and infamous Fallen Angel, sit down for tea and a game of chess with the Archangels Michael and Gabriel and walk away without either having a clue as to your true identity.

A Most Unlikely Leader - 600 CP

Azazel is a pretty swell chap, I don't think many will deny that, but he really doesn't seem the leader type. And yet he's indisputably managed to gather around him a faction of rejects and vagabonds, uniting them into a force strong enough to fight on par with Heaven and the Underworld, back when God and the original Four Satans were leading said factions.

You possess this same quality of his, one not of a true leader, but of a pillar of the community, one that manages to, with just his presence and a few words of wisdom, drive all around him to further heights and deeper bonds of comradery. This comes in two parts.

First is the fact that you really have a way with words. You can help someone get past major trauma with just a quiet heart-to-heart, or inspire someone with a few choice words to break past a plateau in their training they'd been stuck on for months. Beyond just your actual ability for speaking, your words and advice always seem to get through people's mental defenses, whether that be your scathing criticism of their actions punching right through a warrior's hardened heart, or a cocky teen prodigy taking your advice to heart when he would otherwise have dismissed it out of hand.

The other part of this is that just your presence alone seems to make whatever faction you're a part of run smoothly. Even if you spent your days reading eroge and lazing about, you'd find that your second-in-command is tearing through all your paperwork in half the time it'd take you, all the

trains run perfectly on time, and every single person in your faction seems to wake up and put there best foot forward every day. So long as you're around as the face of the group, all the inner workings will keep running smoothly, to the best of everyone's ability. With how much you've probably helped any given person in your faction out, it's likely everyone just wants to make you proud.

Devil

The Power of Your Imagination - 200 CP

When a human performs magic, they do it through extremely complex equations, and they have to memorize new equations for every new spell they want to learn. Devils don't have this problem. Devils possess the ability to perform magic by imagining the desired effect and pumping magic energy into it to manifest that phenomenon.

The strength of this method of spellcasting should be obvious, namely that it is disgustingly easy. So long as you have a basic grasp of the effect you want to achieve and sufficient magical energy to fuel the spell, you can achieve practically any effect, at least in theory. While any kind of effect can be achieved, the potency of it largely depends on your familiarity with the effect and ones like it. A pyromaniacal arsonist would fling a much better fireball then a lifeguard with severe pyrophobia, while the latter would be much better at anything from summoning waves to giving themselves the ability to breathe underwater. While this gap in understanding can be somewhat bridged with increasingly large amounts of mana, eventually you can't push it any further with brute force, which is why most devils tend to stick to specific kinds of magic.

Beyond that, there is one key weakness to this method. It's SOOOOO incredibly wasteful. The average devil probably tosses away 90% of the magic they pump into a spell, if not more, and even the best of the best still waste half of the energy they put into their spells. You can of course train to be more efficient, but this method of spellcasting will always be one of if not the most wasteful of methods, it's just that devils tend to have enough magic that this isn't much of a problem.

For devils, this perk just covers your innate ability to mold your demonic power as all devils do, nothing special, taking this just ensures you're fairly skilled in its use. For any other race, especially a human, what you've done is something that no other member of your race has done, ever. You've managed to learn how to use the devils' imagination based magic, using your own magical energy instead of demonic power.

Mark of the Devil - 400CP each (all purchases discounted for faction)

This is quite a big deal you know? What you've got here is the unique Clan Trait of a devil clan, and depending on how you got this it might have some interesting consequences, as possession of their Clan Trait marks you as a true member of that clan, whether they want you or not. If you're a devil or demon, this might just represent a previous inter-clan marriage shining through, they are becoming more common as time goes on. If you aren't a devil, this was likely given to you in some manner of magic ritual to formally adopt you into the clan. Either way, you are undeniably a part of that clan, and you benefit from the full might of their Trait. Like the Pureblood Devil race, you can either take a canon Clan Trait or create one no more powerful than the Power of Destruction. There's technically no limit to how many of these you can purchase, but it'll definitely be a messy situation if you're simultaneously a part of 7 clans.

The Devil's Deal - 600 cp

Perhaps the most recognizably devilish act, the art of deal making and contracts. While in the current day their deals are far safer than in ages past, devils still have the art of the deal down to a fine science, only rivaled by the Fae. You are preternaturally skilled at negotiating deals and contracts, able to get the unwary and unwise to give you their most prized possessions or even their eternal servitude for little more than the opportunity for revenge or some physical blessing like the healing of an injury, and even those with a vested interest in screwing you over can be finagled if you can catch them at a disadvantage. Suffice it to say, faeries find their match in you.

This skill greatly complements your ability to form magically binding contracts. You can, quite simply, make any deal you make truly irrevocably binding, whether the deal be with a mortal man or a world-shattering god. This also allows you to deal in things that normally couldn't be traded, such as souls, years off someone's life, or even titles, positions, and powers. To activate this part of the perk, you need nothing more binding than a handshake and an actual acknowledgement of a deal being made, even if they thought the deal was in jest, or they poorly worded it, or they were under clear duress, it still counts. Guess they should have been a bit more mindful huh?

This binding will fall apart if you break your end of the deal, but you only have to follow the letter of the deal, not the spirit.

Youkai

Magic Doodles - 200 CP

Ok maybe that's a bit diminutive, but you can see what I mean right? You are skilled in the creation of mystic talismans, which, similar to norse runes, cause magical phenomena through specifically written kanji. For example, by using the kanji for 'Seal' and the kanji for 'Youkai', a practitioner could capture nearby spirits, containing them within the talisman until released. Or by using the kanji for 'Wind' and 'Blessing', the user could grant someone enough speed to race the wind, or maybe a cloak of wind that deflects projectiles by swapping 'Blessing' for 'Armor'. The possibilities are effectively endless, only limited by your imagination and time. While lengthier strings of kanji won't inherently make the talismans stronger, they allow for more complex and nuanced effects, which with clever use could very well allow for far grander uses.

The strengths of this form of magic are that first, it doesn't need gargantuan reserves of magical energy to be effective, as energy can be drained into the talismans over time, such that even a magical cripple could seal gods with enough time. The other advantage is that the time needed to actually deploy a talisman is far far quicker than other classic spell casters, needing only be provided the tiniest drop of magical energy (basically the amount of energy that bleeds off of anything that's alive, so just don't be a corpse) and an act of will.

The major downside is of course that these talismans must be prepared in advance for maximum effectiveness, which means that once you run out you're usually shit out of luck. Makeshift talismans can be made in a pinch, but that will greatly weaken the effect and cost far more to charge. But yes, if you had to and had the magic energy to burn, you could tear a page out of a journal, scribble out a sloppy kanji for 'Flame' and 'Burst Forth' with a ballpoint pen, and light someone on fire with the magical equivalent of a molotov cocktail, just know that your ancestors are frowning deeply at you as you do it.

The Tale of Jumper the Gallant - 600 CP

Perhaps the most famous thing to come out of the Land of the Rising Sun were ninjas and the practice of ninjutsu. You are trained as one of these legendary shadows, and now possess a myriad of useful abilities and tricks for whatever purpose you please. The first and most fundamental aspect of

this training is that your ability in stealth and deception is unmatched, such that you could hide in a man's shadow in broad daylight on an empty street, or imitate someone so well that even their family and closest friends would have trouble telling you apart while you're standing beside each other.

You possess a number of useful tricks, both mystical techniques and the knowledge on how to create and utilize the myriad of tools and gadgets created by shinobi to do their jobs, from caltrops to the frankly ludicrous amount of explosives they knew how to make. You can walk on water, walls, and roofs, create sensory illusions both subtle and alarmingly overt, manipulate the world around you in things like gouts of fire and jets of water, replace yourself with nearby objects to avoid attacks, and plenty more. This isn't that powerful, more useful as a tool and a distraction in combat. You won't be incinerating forests, or even buildings, with this ability unless you were already incredibly powerful.

Despite your focus on stealth and deception, you're no pushover in a straight fight. You are trained in Senjutsu, and in turn the use of Touki. Senjutsu is the manipulation of life energy in both your body and in other living things. It can be used to sense the presence of living things, heal, encourage plant growth, or even using targeted strikes to cause internal damage. The most well known use is to reinforce one's body, known as Touki, immensely improving in all physical aspects. While not a master of the use of Senjutsu and Touki, you're still leagues ahead of most, more than enough for an otherwise ordinary human to throw down with High-Class Devils and the like.

Pagan

Herc's Sparring Buddy - 200 CP

Man, they must have run you ragged huh? Guess that's what happens when you train with legends. You've gotten significant training from a particular individual or group, such as Herakles or the Valkyries. This wasn't just knowledge in how to swing a fist or blade, but a comprehensive education in all the skills they possessed, up to an expert level.

Training under Herakles would see you an expert in not only pankration and the various weapons of his age, but also in the musical arts, both in singing and such instruments as the lyre. You'd also be trained in the various skills necessary to survive on an adventure, from living off the land to maintaining your own equipment.

The Valkyries would get you similar training, in the various arms of their land, as well as unarmed martial arts like Glima. You'd also gain a decent, if not legendary, education in runes, the

magic of the Norse and Celtic pantheons, though this is far from the level of expertise of the legends of Norse and Celtic mythology. You'd gain knowledge in flyting (basically competitive insulting) as well as plenty of experience in how to hold your liquor.

These aren't exhaustive lists of what you'd gain, as you'll be trained in basically everything they can physically teach you. No matter what, you're bound to be served well by what you gained under their tutelage.

Quetzalcoatl's Attack Dog* - 600 CP

Well damn, you've got one hell of a benefactor, and no I don't mean that one. You've got a deity or other spirit in your corner, one of no small amount of power. This isn't some minor river deity, but a major god of a well known pantheon, such as an Olympian, or a powerful and legendary spirit like Sun Wukong. This gives you one of the greatest boosts in power of the options in this section, as well as plenty of resources and the like at your disposal, but it's balanced out by having a number of responsibilities laid upon you.

You'll be expected to act as their hand on earth, hunting their enemies, and representing them when needed. Of course what you'll actually have to do will depend on the being, from healing the sick and injured as the champion of a god of light and mercy, to the wholesale slaughter of the innocent under a god of war and evil. While they are far more lenient than they'd be with anyone else, if you ignore your duties or otherwise push their buttons too much they're entirely capable of just taking their boons away.

In exchange for these responsibilities and the scrutiny you're placed under, you're granted an array of powerful boons. These depends on who your patron is, largely being tied to their nature and patrons. Thor might grant an all around physical boost, centered around strength most of all, as well as access to his domain over storms. Athena might grant a boon of incredible intelligence and wisdom, making you a match for nearly any mind of this world, and a true master of warfare besides.

You can likewise call on duplicates of any equipment possessed by your patron. From Ruyi Jingu Bang and the Nimbus Cloud from Sun Wukong, or the Aegis from Zeus.

Beyond the direct boons, you of course have both benefits and downsides to being the right hand of your patron. You can be assured the aid and hospitality of their allies and lesser

subordinates, but likewise any enemies will home in on your as a potential target, and given the kinds of being that Gods get as enemies, this is quite the notable danger.

Finally, whenever you move on to a new jump, you have the option of keeping your current patron, maintaining a connection to them to continue your relationship in future worlds. Alternatively, you can drop your current patron, and leave yourself open to making a deal with a different being in future worlds. If you make a new deal, you'll get all the above boons and banes just like your original patron, and get the same choice of keeping them or dropping them when you move on again.

Magician

Gr. 12 Applied Physics - 200 CP

And you thought that you wouldn't need to learn any of this stuff in school. Turns out that being a massive fuckin' nerd means you get to smite people and throw fireballs, who'da thought?

You are trained extensively in the magic system of the Grey Wizards, which uses incredibly complex math equations to precisely mold their magical energy to achieve a given effect. This method is often given a bad rap for one main reason, it's HARD. Unless you are supernaturally good at math, and a master of these methods besides, you have to memorize a new formula for each spell you want to cast. These formulas are complex too, needing to take literally every possible factor into account lest your fireball appear on the wrong xyz coordinates and roast your balls off, or worse.

Now for all the difficulty of this method, it has two major advantages for those willing to put in the effort. One is it is incredibly fast, as proper usage of this method means that the formulas are performed almost on instinct, having been practically burned into the caster's mind. The other major advantage is that it is almost literally as efficient as physically possible. As these spells are performed through mathematical formulas and magicians exercise rather exacting standards, you can be sure that the spells cast are 100% efficient to at most a 0.000000001% (one billionth) margin of error, also known as close enough.

One point that might be a pro or a con is that *technically* you don't need to have any idea whatsoever as to what a spell formula actually does, so if you had the means to perfectly remember a

formula without all the study, you could cast the spell without a clue what it is, though that is predictably dangerous. Oh, and I guess this also gives you quite the talent for and knowledge of mathematics, kind of a necessity huh?

Living Calculator - 600 CP

Ah, I see you've evolved from a mere nerd to an Uber-Nerd. Frankly put, you've got a mind that puts supercomputers to shame, at least as far as math is concerned. You've got more than enough processing power in that noggin' of yours to tear through dozens, hundreds, even thousands of spell formulae in milliseconds or less if you really push yourself, and keep numerous simultaneous and disparate trains of thought at once.

More than your ability to perform the spells of this world at unprecedented speeds, you're able to apply this style to any future magic or similar system. No matter what the system is, whether it uses Ki, Chakra, or crystalized childrens' dreams, you can create grand formulae to perform any conceivable task one normally could do with it, all with the precision, speed, and efficiency of a quantum supercomputer. I dread to see what you might do on the warpath Jumper.

Khaos Brigade

Thrive In The Chaos - 200 CP

I'm gonna be honest, this is a necessity if you want to hang with that bunch of anarchists. You, as stated, utterly thrive in chaos, in all its myriad forms. From the chaos of an open battlefield that you find yourself able to not only weave through expertly, but exploit to turn vast groups of enemies into a tumbling pile of bumbling fools, or the chaos as your enemies scramble to fight back as you burst through the wall letting you take on enemies far superior to you, at least for a bit. Beyond just taking advantage of existing chaos, you are adept at causing this chaos, as if your very presence were the antithesis of order and reason, with opportunities to shake things up practically jumping to your attention.

Finally, you find that your skill in avoiding and using chaos lets you subconsciously avoid the chaos of life, what most would consider bad luck. The random interactions of innumerable entities and circumstances that leads to you getting screwed over, well now all that just happens to someone

else. If your normal route to catch your bus was blocked by construction the next day, you'd just happen to decide to take a different route that day, avoiding the problem entirely. Or maybe on a rainy day you step behind someone just as a car splashes the area, including that person that you've used as an impromptu meatshield. This isn't any kind of good luck, so don't go racing to Vegas, but this does mean you'll dodge anything that would be construed as "bad luck".

Snakebite - 600 CP

A powerful mark of loyalty, distributed amongst perhaps the least loyal faction in this world, ironic isn't it? You find yourself in possession of one of Ophis' Snakes, or at least an equivalent from your Benefactor. When activated, the snake grants not only a massive boost in power, roughly pushing you up a rank (High to Ultimate, Ultimate to Satan) while it's active, but also drags out all the potential of your abilities, forcing Sacred Gears to achieve Balance Breaker, and doing the same to any other abilities with multiple stages of evolution. Your abilities revert back after deactivating your Snake. Using this ability causes strain on your body, and though it'd take quite a long usage to cause any severe damage, your mark being far more lenient than the lesser versions others possess, you'll still find yourself quite tired after more than sparing use of the Snake.

Not only you benefit from this power however, as you possess the ability to grant these same Snakes to willing recipients with but a touch and a minor expenditure of energy. Because these marks are supported by your Benefactor, you're only expending energy to establish the initial connection. Your Snakes are interesting, in that they take the incidental damage these snakes can cause, from tearing a body apart with an excess of energy, to shattering Sacred Gears and killing their wielders, and turn it into an intentional Damocles blade above any who bear your mark. At any point, you can trigger any and all Snakes' to self-destruct, a process bound to kill all but the most resilient as their own power runs havok through their body. Hopefully you can avoid the same betrayals Ophis suffered, eh?

Independent

Don't Need No Faction - 200 CP

The independent life isn't necessarily easy, for all that utter freedom sounds nice, the world is a dangerous place, doubly so for those without people in their corner. You've developed all the skills one would need to survive and thrive on their own in the world, magical or otherwise.

You are skilled and experienced in a plethora of different professions, from bartending to truck-driving to any number of trade jobs, making sure that you're bound to find some source of work no matter where you are. Money doesn't do anything when you're stranded in the woods however, and so you're an outstanding survivalist, from the depths of the Amazon Rainforest, to the most frigid of tundras, you can carve out a living if for whatever reason you can't stay in civilization for a while.

Eventually though I imagine you'll want to get involved with the magical community, and for the little factionless folks that means freelancing. You're amazing at marketing your skills, ensuring that if you're fit for a job you want, you're all but guaranteed to get it over equal or even slightly superior competition. And it's not a one time thing, as once you've completed a job for someone, you'll stick in their mind, and they'll tend to pick you any time they can, even if you aren't the best for the job, going so far as to track you down to offer you jobs or even permanent positions if you want.

Even better, you always seem to get more of a reward from freelancing than others, whether because you trip over some lost treasure on your way to slay a violent monster that was terrorizing a town, or maybe because the grateful townspeople worked to scrounge up double the original reward. Do it for long enough and you could be a very very rich individual.

Of course, powerful, successful, and independent aren't words that tend to go together for long, as the various Factions are ever looking for advantages over their peers, and so independent individuals who do too well tend to get scooped up, willingly or not. You don't really have to worry about that however, as you find that people and groups almost universally respect your wish to remain independent if it is at all possible to do so. It would take an actual serious need for your powers, while being incapable of getting your aid otherwise, such as hiring you, to make them attempt to pressgang you, and even then they'd probably dislike doing it. Maybe they just really respect your conviction to carve out a path on your own?

Long Live The King! - 600 CP

All these mighty Factions, they all had to start somewhere, that somewhere generally being a someone, such as Lucifer Morningstar, who gathered those that would become the original Demons

and Devils in rebellion against the heaven, or mortal kings like King Arthur and Iskandar, who formed kingdoms famed even to this day.

You possess that same charisma, that same overwhelming aura, one that drags those around in your wake. While it's obvious that the meek sheeps of this world find themselves as loyal devoted servants after a single meeting, even those who think themselves the lions and wolves of the world, the kings and conquerors, will find that even they're hopeless before a true dragon.

A few years spent questing and doing odd jobs throughout a country would see an impressive young faction form out of seemingly nothing, those you've helped and even those you've beaten coming together to raise you up to the position they're certain you deserve. And this is if you were just living your life and helping those you come across. If you were to go out actively trying to form a kingdom, those few years could very well see you as the head of an empire spanning sea-to-sea, and mighty enough to draw respect from even the current established factions of the world, though not one able to truly butt heads with them for long.

And of course once you are at the head of an empire, you prove that you are every bit as capable as your subordinates would believe you are. Every single skill necessary for the smooth and efficient running of a nation of any size, from administration to lawmaking to PR and political guile, you possess in spades, a match for any of the legendary rulers of old.

You're such a perfect candidate for rulership that even those legendary artifacts, those destined to only be drawn by the rightful king, or wielded by the chosen hero, chomp at the bit to rest in your palms. Caliburn slides from the stone with no resistance, and the technology of ancient races long past whir to life at your arrival. Now go, there is a world out there, ready to be made to bend the knee and kiss the foot.

Items

General

Blade Raised High- 400 CP

I hope you realize what you're holding Jumper, because that's no common Light Sword. You are now in possession of what is known as a 'True' Holy Sword, to differentiate from the Holy Light Swords used by common Exorcists. There are a number of these blades, and while most have traits and

abilities unique to them, they all share a few common attributes. They are all supernaturally sharp and durable, as is expected from any manner of magical blade. They all have a strong holy nature, though some are much more so than others. Finally, they all can only be wielded by certain people. Beyond those commonalities, the specific traits of a given Holy Sword vary. There's Durandal, which is perhaps the most powerful as a normal sword, as beyond a holy nature on par with Excalibur, it is so sharp that in the hands of a master there is effectively no physical material it cannot cut, and so durable as to be all but unbreakable. There's also Ame-no-Murakumo-no-Tsurugi, or better known as Kusanagi, which is capable of summoning the heads of Yamata-no-Orochi in combat, along with being one of the sharpest swords in existence, with Durandal as it's only clear superior. Your Holy Sword can be designed as you wish, and since you're paying a premium yours is in the same tier as Durandal or Caliburn, either with a limited scope but utterly excelling in the basic properties of a holy sword or possessing less raw power but possessing any number of abilities, minor or mighty.

A Whole New World

Getting By - 100 CP

I mean, I imagine you had to do something before discovering the supernatural. This is just some basic stuff to let you live decently. A small apartment with all it's bills always prepaid, a nine-to-five job that you never seem to get fired from no matter how often you're late or have to go home in the middle of your shift, and an old car that never needs repairs and always seems to have a full tank of gas. Not much, but it's something.

Icon of Inspiration - 200 CP

When mortals lacked personal strength, they often looked for strength in symbols and icons. Whether it's a cross on a necklace or a mint condition Goku action figure, you've got some small object that represents something you find deeply meaningful and inspiring. Just thinking about this object, whether in your hand or in your mind, helps you focus, steadies even your most wild emotions, and greatly boosts your willpower and determination. By keeping your icon in your mind you could push past even crippling fears and trauma, so long as you maintain that focus. You also find that by connecting symbolically with this object, you find it easier to unlock innate abilities, draw out

potential, and worm past walls in your development, though not to a ludicrous degree. Maybe you try to go Super Saiyan and begin to unlock your sacred gear, or maybe you stumble onto a way around a problem in developing a complex spell after a day or two of fervent prayer. This isn't amazing, but it's a useful edge.

The Wild Hunt* - 400 CP

For all that the supernatural races tend to reign supreme, never let it be said that humans can't punch back. What you have here is a company of pure humans, of a range of ages, who've spent their entire lives hunting those that go bump in the night. While they're pure humans, they've pushed themselves to the very pinnacle of human ability, and paired with their absolute massive arsenal of equipment, from blessed flamethrowers to frag grenades made from silver, they're more than a match for just about anyone short of the heavyweights. They're all absolutely loyal and willing to lay down their lives for you, though they'll be notably unhappy if you make them harm innocents instead of monsters, mystical or otherwise. If you want they'll work to recruit new members and train them to their standards of physique, skill, and loyalty, though only the original members of the company are fiat-backed to return from death. Notably, this company is incredibly adaptive, intelligent, and open-minded, and will happily take just about any advantage and edge short of becoming truly inhuman, something which they'd absolutely despise. Teaching them magic, rebuilding them with sci-fi genetic enhancements and advanced cybernetics, they'll take it all happily. Hell, barring those with truly miniscule survival rates, they're all almost guaranteed to survive any kind of enhancement you can think of. This company, both the original and those they recruit later, count as followers unless and until you recruit them as Companions, though the original company can be imported as 1 Companion if you want. With these men and women at your side, the magical world might yet come to fear your name.

Monopoly Man* - 600 CP

Huh, you know it's usually the average folk that tend to stumble into the supernatural, but I guess you're a fan of bucking trends. By purchasing this, you are placed into absolute control of a vast megacorporation, one that could turn their nose up at even those giants like the East India Company. You possess an effective monopoly on at least one or two vast markets, like agriculture or computer technology (both the devices themselves and all the pieces they're made of), and plenty of influence in

a myriad of other markets. While you undoubtedly span the entire world, your core is in a country of your choice, where you hold influence in excess of even major political parties, a dictatorship in all but name, probably due to the fact that you've got most of the politicians in the country on your payroll, at least indirectly. Lucky you, since all of the wealth and influence of this behemoth of a company dances to your whims, with a board of directors unshakably loyal to you, and a general workforce that adores you. If you felt like it, you could draw billions from the company at a whim, like purchasing entire companies or private armies, or grab a hold of the political influence to make enemies disappear in the night under suspicion of terrorism. Humans might not be much of a match for the supernatural on their own, but even Gods and Dragons would be impressed at the sheer political and economic might you have at your feet, and it's shocking what can be accomplished with money put in the right hands.

A Foot In Both Worlds

Convenient Alibi - 100 CP

It can be rather hard to explain to the nice police that the reason you're slinking around in abandoned warehouses is because it happens to be the residence of a rather nasty demon, and no sir you really shouldn't go to investigate. Well here's your solution. Whenever you're trying to get in/are inside a place you normally shouldn't be, you can reach into your pocket, backpack or what have you, and pull out some manner of identification, documentation, and/or outfit that 'proves' that you're authorized to be where you are. This won't work on those who know without a doubt you shouldn't be there, like the people in charge that know exactly who's supposed to be where, but security guards and the like without all the info can be duped. This also obviously doesn't help against those that are specifically looking for you. In a school you might pull out a lanyard saying you're the newly hired janitor, with the outfit to match. When approaching a church filled with fallen angels in hiding, you might pull out a priest's garbs.

A Link Between - 200 CP

It's much easier to mediate between two peoples when you actually have a presence in both, especially when that presence is positive. This is a business/club/what-have-you that gives you equal links to both the mundane and mystic sides of the world, links that have left a good impression on the locals. For example, you might be a trusted and valued private investigator that gets called in for not only normal crimes, but for the unexplainable incidents that are in actuality supernatural events, the

poltergeists and loose monsters, that kinda stuff. On the other hand, maybe you're an extremely popular local sweet shop, not only with the local humans, but with the supernatural entities of the area. You might see ghosts drift into your establishment attracted by the scent, or even the odd visit from a certain feline devil, if you're in that area. Beyond just giving you good standing with the local area, you'll find that a lot of rather important, or soon to be important, people run into you. Maybe as a private investigator you end up finding a young Yuuto Kiba bleeding out after being called in due to a number of disappearing orphans over the last while. Maybe, as a sweet shop or cafe owner, you end up becoming the favourite hangout for a Satan or the Scapegoat.

Safe Space - 400 CP

Ok, well you've got the respect of both sides with the above item, and hopefully got the skill to mediate from that perk way up there, but now you actually have to do the mediation. This room is there to meet your needs. This room is made to be the ideal environment for peaceful negotiation and mediation, no matter who it's between, the room changing form and design to match the situation. A meeting between three factions to hammer out a peace treaty might cause the room to take the form of a large conference room filled with ruinously expensive furniture and exquisite wines to satisfy the tastes of the ancient leaders of the factions. A friendly meeting with a young devil and her peerage to negotiate operating within her territory might give you a far more casual room, filled with comfy couches and recliners. This room can even accommodate meetings that shouldn't be safe or even physically possible, like allowing one to sit down for a chat with The Key and Gate in all it's might and horror as a normal human without so much as a hallucination, let alone insanity. The only constant between the various designs of this room is the feel of it. The room always has an atmosphere of relaxation and calmness, encouraging all those within to be far more willing to compromise and work towards peaceful resolution. This is helped by the fact that, though harsh words can be exchanged, it is absolutely, truly impossible to take hostile action against another in this room, whether direct or subtle, even for you. This room can be accessed from any door, just by focusing on the room as you open it. The actual room can be anywhere you want, whether that's inserted somewhere in the setting, in your warehouse, or in some not-space between realities, up to you.

The Road to Unity - 600 CP

For someone with the potential to be a bridge between races and worlds, this is truly a goldmine. What you have is a facility, one meant to guide you in anything that could help you act as that bridge. Countless books on the cultures, histories, and nuances of every race and kingdom, under the sun or long buried in the earth, which help to give an incredibly in-depth understanding of those people, because how can you unite people you don't even understand.

It's real use is for those that seek to unite in a much more literal sense, combining magic with technology, or biology with machinery. This facility will have everything you could ever need to learn how to do this, from countless texts to workshops for every kind of endeavour, at least in time.

This facility expands and grows as your own knowledge and experiences grow. If you were to discover a new kind of magic for the first time, you'd find texts on the basics of that magic, and then if you mastered the basics you'd find more advanced texts. If you did a seminar on biology you'd find increasingly advanced texts that comprehensively teach you all about biology. Likewise, if you were already a foremost expert in biology, the bookshelves might be lined with wild ideas and theories that could be used to push the field even further in time. The workshops within also grow more numerous, such as learning basic alchemy causing a simple alchemical lab to appear, or gaining knowledge on sci-fi gene-editing and biochemistry making a lab appear that would let you engineer brand new lifeforms.

No matter your level, from a fresh highschool graduate to a transcendent genius, this place will always provide facilities for your work, and ways to push your fields as far as possible.

Born For This

Stake Your Claim - 100 CP

Anybody of importance in the supernatural world is bound to have some territory they claim as theirs, so let's give you something to start with. This is quite the nice chunk of land, about the size of the Kuoh Academy campus, which is, both legally and metaphysically, yours. Beyond the obvious legal advantages, the advantage of owning this land on a metaphysical, magical level depends on what you can do. A skilled user of magic could use this trait, that of having true authority over this territory, for a number of tricks. They could be aware of literally everything that occurs within their land in excruciating detail, from every blade of grass and bacterium, to the position of all but the most hidden intruders. They could set and enforce rules within their territory, anything short of the

actively suicidal, and inflict powerful curses on those who fail to follow. If they were powerful enough, they might even be able to take direct physical control of the land to turn the ground to spears and the air to blades. For those without magical talent, this provides lesser benefits, but it still remains useful. The owner has an air of authority within their territory that encourages others to at the very least show basic respect and decency to them, and more likely lets the owner get away with a lot more bossing around than they normally could. Finally, even for those with absolutely no magical talent, their uncontestable authority over this space completely prevents any kind of power that works off of having some manner of authority or command over something, such as the Domains of a god, or maybe an admin console in a digital world.

Mystic Inheritance - 200 CP

Honestly, this is often the biggest advantage purebloods and noble clans have over the common folk. What you have here is a book, one with a seemingly arbitrary number of pages, within which are instructions on training any and all the innate traits and abilities you possess. This book doesn't just possess basic instructions, but detailed notes from various members of your race and family on how to draw out the most from your abilities, and plenty of interesting tricks one could pull off. This doesn't just cover things like Clan Traits, but also things like how to properly knock someone out without utterly murdering them with a devil's enhanced strength, or even things like how to use a vampire's hypnosis for maximum effect and minimum suspicion. Furthermore, you'll find that this book is ever-evolving, not only gathering the discoveries of others as they happen, but also recording your own tricks and training methods as you advance, making this book the ideal training tool for any potential future generations, sired by you or otherwise.

One Of Us, One Of Us! - 400 CP

Ah yes these, one of, if not the greatest inventions in the series, the Evil Piece. The creation of Ajuka Beelzebub as a means to replenish the severely drained devil population after the Great War bled them nearly dry. Given to young pureblood devils at a certain age to let them develop their peerage, their primary function is to resurrect an individual as a devil, while still keeping their original race and abilities. Beyond that it grants certain boosts depending on which piece was used. You have come into possession of either a set of Evil Pieces, or an equivalent for your race. If you're a devil you obviously have the Evil Pieces with their existing boosts. For other races you have pretty

much free reign to design the items to your specifications, including having more or less pieces in a set. They can boost physical stats or the innate racial abilities of the race it's geared towards, such as light magic for angels. The only thing to consider is that while you can have more than the 15 Evil Pieces, each individual piece will be weaker, which means the boost they give will be weaker. The reverse is also true, so having less pieces to start with will cause each one left to give a far greater boost on the one it's used on. Another thing is that they can only resurrect people of a certain strength relative to you, which is also affected by how many pieces are in a set. For example, when Rias Gremory attempted to resurrect Issei, who has the Longinus Boosted Gear, it cost her all 8 of her pawns, whereas all her other peerage members cost only one piece. If you use all of your pieces, you'll get a new set in the next jump.

A Name To Be Proud Of - 200/600 CP

For all that personal might is extolled in these parts, there's something to be said for having people you can trust to have your back. When you come into this world, you'll find it isn't as a part of some unknown family, but as a member of a family of impressive might and renown. This is a family every bit the equal of the mightiest devil clans, the likes of the Gremory, Bael, or Belial, maybe even one of those very families if that's what you wanted. Assuming you don't choose an existing family, you can choose the specifics of how the power is distributed amongst your family. You could be an absolutely massive family with most members being around Mid to High-Class, or you could be a small family with a couple members of truly legendary might, the equivalent of Diehauser Belial or Sirzechs Lucifer (formerly Gremory). Of course you have the steadfast loyalty and love of your family, such that even if you were a magical cripple with no outstanding talents, not a single member of your family would think less of you. Your family doesn't just have direct power, as they also possess the kind of resources and influence one would expect of a family of old money, meaning even without a spot of effort you're ensured quite the charmed life. You have two forms you can purchase this item in, depending on how you want this whole gaining a family thing to work. For the full price you get what you see above, and can bring your new family along as followers, unless you decide to import them as companions. For a greatly reduced price of only 200 CP (pre-discount), you can only insert into an existing family. Not only do you not really get a say in the specifics of this family since they already exist, you won't be able to bring them along the chain, instead having the option of inserting into a new existing family each jump.

Sacred Gears

Well, I imagine you saw this coming, kind of a necessity in this world. Here is where you can purchase Sacred Gears, divine powers gifted to Mankind by the Biblical God to help defend them from the various supernatural races of the world. Sacred Gears come in a myriad of forms, and a massive range of power. They range from the extremely common to the fabled Longinus, which are said to be strong enough to slay Gods. It should be noted that even the most common of Sacred Gears is at minimum a potent tool, none are useless. You can choose to get a canon Sacred Gear, or design one of comparable power to those in that tier. You can freely purchase as many Sacred Gears as you want, as it's entirely possible for someone to have multiple, though generally they're only born with one. Also, as stated earlier, only humans and half-humans can be born with Sacred Gears, meaning if you aren't you probably stole it from someone who was born with it, which probably also killed them, so that's something to consider. Of course there's also the possibility that it's an artificial Sacred Gear, though that raises its own bunch of questions as to how you got it, but I'll let you work that out..

Common - 100 CP

Yeah, the common Sacred Gears are frankly just that, common. While still useful and potent abilities in their own right, these aren't the kind of powers you could base a combat style around, and won't be letting you fight the heavyweights of this world. This tier includes things like Twice Critical and Mirror Alice. The abilities here are often characterized by a lack of flexibility, giving very specific abilities, like doubling the users power or deflecting an attack, and little else.

Uncommon - 200 CP

Ok, now we're getting somewhere. This is where you get abilities like Sword Birth and Blade Blacksmith, which have fantastic versatility and decent power, or Variant Detonation, which has very little versatility, but rather potent strength.

Rare - 400 CP

Very nice, this is when we get to some really potent Sacred Gears, enough that sufficiently narrow powers can even surpass the more broadly applicable Longinus, such as Twilight Healing, which while only capable of healing is faster at it than even Sephiroth Graal. More broad abilities are obviously possible, but that will of course lower the power quite a bit.

Longinus - 500 CP

And here we are, the big boys, the abilities so mighty as to allow an ordinary man to kill a God, at least in theory anyway. This tier only contains, predictably, the Longinus', such as Boosted Gear and Divine Dividing, Canis Lykaon, and quite a few more. Even at their most broad, they surpass all but the strongest Sacred Gears, and the more narrow ones have no equal. I'll give you a handful of examples to give you a sense of their power. Zenith Tempest grants control over weather and natural elements like ice, earth, water, and fire, and is strong enough for an admittedly powerful angel to control the weather of entire countries and casually slay entire armies. Dimension Lost creates a mist that can manipulate dimensions, allowing attacks to be casually blocked by sending them into the space between realities, or for people to be dragged into artificial realities. Canis Lykaon is an Independent Avatar-type Sacred Gear that summons a black dog with the ability to freely manipulate shadows, as well as producing blades from those shadows strong enough to slice apart Gods and possessing the ability to 'cut all things', letting them do things like cutting apart spells or cutting the soul. These abilities are absurdly powerful, versatile, and have seemingly no real limit to their potential growth given time and effort.

Companions

New Friends - 100/400 CP

It's never a bad time to make a friend! This is the option for those that want to recruit people from this world as companions. You can pay 100 apiece, or pay 400 CP to get free reign to recruit as many people as you can convince to come with you. The individual exports ensure you'll run into the chosen individual fairly frequently, in situations where you can make a good impression. The unlimited export option gets none of that obviously.

Old Pals - 100/400 CP

On the other hand, there's something to be said for the people who've had your back for a while now. This is the option for importing companions. You can pay 100 each to import individuals, or 400CP to import as many as you want. Individually imported companions get a nice 800CP to go through the doc with, and get any of the freebies you would expect. The unlimited version only gives 400 CP each, but again you can import literally as many people as you want for only 400 CP.

Frederick Ambrosia - Free at the end of the jump

Oh my, you want to take me along? Well I'll be a bit busy during the jump, but I'll happily tag along when you finish up around here. I can only imagine what there is to study and learn out in the wider multiverse. I'd like to think that after the life I've lived, I've got a number of skills that you'd find useful. I'm quite the acclaimed wizard, with the equivalent of both Gr. 12 Applied Physics and Living Calculator. I've also studied far more than just the standard magic of the Grey Wizards, as I've learned a bit of just about every magic system short of that of devilkind. I'm a reasonably capable onmyouji, fairly fluent in runic magic, and I even know most of the common arias and chants used by the Church in their magic. Not quite equal to any of the relevant perks for those magics, but quite useful nonetheless. While I'm no Merlin, I've quite the sharp mind, and given a problem and time to work on it, I'm quite good at learning, altering or outright inventing new magic for whatever purpose. Nowhere near the level of Breaking New Ground, but better than most by far. Finally, as I've always strived to push boundaries and explore new frontiers, I've had to go places where I lacked the support of my fellow wizards, and thus I've developed the plethora of skills found in Don't Need No Faction.

Drawbacks

Changeling - Toggle

Well maybe not literally, but it's a close enough comparison. You can enter this world in the place of a canon character of your choice, so long as you've purchased the necessary race and background, such as a Born For This Devil for Rias or A Whole New World Human for Issei. While you don't have to buy the powers associated with that character to replace them, you won't get them in-jump. So if you replace Rias but don't get the Power of Destruction, your family is going to be mighty confused. In case you need the confirmation, you can have companions take this with the same restrictions.

Roll Back The Clock - Toggle

There are quite a few interesting events in this setting far before we reach the start of the story, the Devil Civil War and the Great War being chief among them. You can freely choose to start at basically any point prior to the day Issei meets Raynare, from the two aforementioned wars, all the way back to the the moment the universe was created, though I'd ensure you were capable of surviving in a time like that first. You can choose to stay all the way up to 10 years after the normal starting point at the start of the story.

I Got This New Anime Plot - 100 CP

You've got serious honkers, a real set of badonkers, packing some dobonhonkeros. In short you have huge boobs. While some people might view this as a positive, you unfortunately suffer from the stereotypical issues of women with these kinds of cup sizes, namely constant back pain and a truly startling difficulty finding clothes that fit your rather impressive assets. Even worse, these issues are fiat-backed, so it doesn't matter if you've got strength sufficient to lift the world on your shoulders, your spine will cry in agony. Hell, this happens even if you're a guy or a race that normally wouldn't have boobs, like a dragon.

Levi-tan - 100 CP

You...ok if I'm being honest you're just kinda weird. Nothing dangerous or reprehensible, just odd. I'm referring to quirks like Sirzechs Lucifer being a colossal Sis-con who'd do just about anything if it'd help his sister. Or like Serafall Leviathan, who despite being both a Satan and the individual in charge of Foreign Affairs for the Devil Faction, goes around publicly dressed in magical girl cosplay, and insists that people refer to her as Levi-tan. Whatever quirk you've got, it's not really dangerous, and you're perfectly capable of putting it aside when it's time to be serious. It's bound to annoy quite a few people and get you all sorts of looks though.

Things Best Left Unsaid - 200 CP

Guess not everyone's childhood was filled with frolics through golden meadows and rides on alicorns that farted rainbows huh? To put it simply, something happened in your past that was bad enough for it to have scarred you to this day. Whether that means it left you extremely shy and prone to panic attacks, or it's left you so paranoid that you'd commit murder just to hide the event, or maybe something else, it's honestly up to you, but you've undeniably got issues. Perks won't overcome this, but you might be able to get better with time and plenty of therapy. Luckily whatever happened is over and done with, you just gotta deal with the aftermath.

+Things Have Been Said - 300 CP

Well shit, remember how that thing in your past was over and done with? Yeah that's not the case anymore. Whatever happened before has reared its head again, though what that means depends on the nature of the event. Maybe you've got a cabal of mages hunting you down for the theft of some ancient tome, or maybe the man who killed your family has returned to finish the job.

Whatever it is, it's not gonna be a fun experience for you as you have to battle not only the actual physical threat that has returned, but also the rather serious PTSD that's going to be hitting you like a runaway train. Whatever this threat is, they might not necessarily be quite as powerful as you, especially if you're of particularly noteworthy might, but in combination with your issues leaving you at a disadvantage against them, they are definitely enough to cause all sorts of problems for you. Best of luck.

For The Sake of The Clan - 200 CP

Man, why can't people just let others love freely? It seems you've been saddled with an arranged marriage, one that unlike Rias you don't have a way out of, the marriage being truly unbreakable. Even worse, you aren't exactly being married to a knight in shining armour, in fact they're frankly an asshole. They're arrogant, rude, selfish, and yet don't even have the kind of strength to make that kind of behaviour understandable if not acceptable. They aren't truly deplorable, they just really suck to deal with, even more so because you can't even have a relationship on the side, as any would be lovers soon learn of your marriage, and without fail break off any relationship. Killing them is absolutely possible, but aside from the obvious social consequences of murdering your fiance, and people *will* find out, you'll still never get any, as the universe conspires to prevent even one night stands from happening, let alone a committed relationship.

Valued Pawn - 200 CP

Well I bet you just feel so special huh? For one reason or another, some person or group views you as a very valuable recruit, in the useful weapon or pawn sense, not the treasured ally they'd love to work with sense. Maybe Sirzechs is getting desperate to get his beloved sister out of her marriage and is trying to press gang you into her peerage, and won't take no, or a barrage of fireballs, for an answer. Or instead, maybe Cao Cao and his Hero Faction can't abide by your decision to stay

independent and are determined to force your hand and collect your strength for their goals. Whoever's interest you've pulled, nothing you do will dissuade them, and even killing them will just lead to someone else developing this same interest in you. If you join the people pestering you, a new person will gain this interest as well, and won't care that you're already spoken for.

+Pawnpocalypse - 400CP

So y'know how before someone had an interest in you? Well now they've actually got you. You find yourself in the 'employ' of some individual, whether Rias, Cao Cao, or another. They have some means to make sure you don't just walk away, whether that's some direct means of control or a more indirect means of influence is up to you, but it seems to have worked so far regardless. And if you were somehow able to circumvent their means of control, you seem to just have the absolute worst luck with these things, and will inevitably end up in the same situation with someone else within at most a year. And in case you thought you could just choose someone who you were already planning to join, this guarantees you'll be consistently undervalued, perpetually stuck as the metaphorical (and maybe literal) pawn in their eyes. You won't get credit for your work, your suggestions and aid will be ignored, and generally you'll be completely unappreciated.

The Harem King - 300 CP

No, not the perk from before, this is Issei's kind of Harem King, or in layman's terms, you're a massive fucking perv. You'll happily turn the Perverted Trio into a quartet, and keep peeping no matter how many beatings you receive because of it. This also makes you pretty easy to lead around by the nose, given how even just the chance of seeing some ass is enough to make you dance to someone's tune in most cases. This doesn't necessarily change your core values or personality, only making you extremely perverse. So if you're a kind and honest person, you'll still be a kind and honest person, and are technically capable of pushing aside your tendencies when it really counts, like your friends' lives being on the line, or if you're in clear and immediate danger, but not a second longer than that.

Less Magic Than A Fly - 400 CP

Ok maybe not quite that bad, but it ain't good. Like Issei, you've got almost no magical energy, so little in fact that you can't even use the teleportation circles that basically every devil uses. There

are a number of ways around this in theory, but regardless it's really not good. You'll get the magical power you'd expect for your purchases after the jump, it's just this jump that you're stifled.

Slumbering Beast - 400 CP

Well, it seems like something happened upon arriving in this world, and you'll find that your out-of-jump powers are no longer available. You obviously get your powers back at the end of the jump, but until then nothing can return your powers to you, or otherwise give you access to other OCP. This includes things like out-of-jump items that grant abilities, or companions that can share or grant powers. You'll have to make due with the stuff found in this jump, poor you.

The Nail That Sticks Out - 400cp

Oh my, I guess your entrance into this world wasn't as seamless as it normally would have been. Upon starting your jump, a powerful pulse of extradimensional energy flashed out from you, nigh-instantly stretching to every corner of this world. First and foremost, this immediately draws the attention of the true top dogs of this world, beings like Ophis, Great Red, and even YHWH should he still be around at the time you enter. Due to these beings' power, they will quickly home into your exact location, and will undoubtedly be keeping a close eye on you. They're practically guaranteed to be rather wary of you, as that energy pulse marks you as someone outside of this universe, who tend not to be altogether that friendly. Luckily, the odds of them actually coming to find you personally are miniscule, but they're guaranteed to be watching you and perhaps even testing you via proxy, to gauge your intentions in this world. The lesser, yet still mighty, beings around here, like the Satans, Archangels, and Gods, will feel the pulse and likely be able to track it to it's general location if they want to, though they won't immediately know where you are. They'll also sense the energy coming off of you if they actually meet you. How they react from there depends on the individual. Finally, any being of respectable mystical might, such as high-class devils, will be able to feel something is off about you, though they likely won't know what it means. This will mark you as an outsider to everyone that matters in this world, explicitly or implicitly. The attention you pull might not be immediately hostile, but having the eyes of these kinds of beings on you is unlikely to lead to anything but trouble. Are you sure you want to take this?

Sturgeon's Declaration - 600 CP

W-why? No seriously, why would you want to do this? By taking this, you'll find the world you appear in is like that out of a particularly bad fanfic, with all the trappings of such. The characters are twisted into terrible caricatures of themselves, or act like the versions in those bash fics that paint them as so bad Lucifer wouldn't want to go near them. Continuity seems to be a myth, as events consistently fail to quite link up to each other, like a villain you killed just showing up again one day with no explanation for how they came back, if anyone even remembers them dying at all. And don't get me started on the edgy OCs. I really hope you had a good use for those points, and probably a good willpower perk, you'll need it.

Obsession - 600 CP

God, I loathe to even offer this to you Jumper, but if you really want to you can take it. This makes you oh so very infatuated with Issei, despite his specific personality. This happens whether you're a guy or a girl, and frankly I don't know which would have it worse. This doesn't change your personality at all, so you won't suddenly become a different person in his presence, but you are very much in love, however you personally show it. Also, very big note, this is specifically romantic love, not necessarily sexual, so this drawback isn't ensuring you'll jump his bones at the earliest opportunity. Even disregarding the fact that you're in love with what is likely among the biggest pervs in fiction, Issei also happens to be the Main Character of the series, which means that you're all but guaranteed to be dragged into the story constantly. Luckily for you, this obsession drops immediately when it's time to make your Choice, can't have you make decisions if you aren't in your right mind now can we? Honestly though, I still wouldn't recommend this.

Ragnarok Blues - 800

Well shit, I guess the peace conference didn't turn out very well, huh? Within a year of entering this jump, all-out war will break out between every supernatural faction, with no neutral parties. If you didn't already realize, that means that there is nowhere on Earth you can hide, as even if you don't face direct attack, the very planet itself is under threat of destruction, as Gods and Dragons duke it out in the skies, and the heavens and underworld rip open and release their mighty armies against each other. If not stopped, the planet will end up being reduced to a scorched wasteland or outright

rubble within the length of your time here, which is now a chain-fail condition. You don't technically have to actually end the war, though that would be ideal, you just have to prevent the earth from being reduced to rubble or wiped clean of life and stay alive. A ball of molten rock and metal isn't much better than a bunch of space dust after all.

The Stars are Right - 1000 CP

Pretty confident in yourself huh? Well alright, if you're really sure. You've somehow managed to draw the ire of the Evil Gods of ExE, another universe that would later on begin an invasion of DxD, the world you know from the story. These gods are obscenely powerful, with one of the Evil Gods being able to casually slaughter Great Red, the single strongest being in DxD. And you have the ire of all three, all of them at least as powerful as above. They'll happily tear through the entire world to get to you, and due to how early this happens, there's no one in the world strong enough to stop them, Issei still being all but useless. I hope you came here with plenty of power already, cause you'll definitely need it. The Evie will begin their hunt for you within a year, and won't stop until you or they are dead.

Scenarios

The Father, The Son, and the Holy Ghost

Whether due to another bug in the Heaven System or a backup plan put into motion by the Biblical God before His passing, you've been entrusted with the newborn inheritor of the spirit of Jesus of Nazareth. The baby can project a halo, turn water into grape juice, refuse to get into the bathtub, and perform other minor, age-appropriate manifestations of the Savior's various miracles and righteous deeds, but their personal power will never exceed that of an ordinary human child until they turn thirteen - or twelve, if Jesus came back as a girl. Your task is to make sure the Christ-child lives that long, and then to help them reach the equivalent of Ultimate Class power, all the while ensuring they remain both human and a genuinely Good person.

Until such time as you've completed that task, Jesus must not enter Heaven, for the Holy Spirit came back as well - or perhaps more accurately, was woken up by the return of another portion of the Trinity - and is slowly fixing the mess God's System has become in His absence. While this is not a bad thing, exactly, if the Son and Holy Ghost are ever in the same realm, they will automatically and inexorably attempt to reunite, and their reunion will end badly if Jesus is not physically capable of

containing that power and wielding it in a mature and righteous manner. The angels aren't currently aware of any of this, and while they will eventually realize that the Son has returned, their first impulse will be to find the little one and take them straight to Heaven for safety's sake. You're going to have to convince them to let the child stay on Earth. I don't recommend resorting to force, because the angels will have been reinvigorated by the return of their (sort-of) Father, Michael still has his sword (and possibly an axe), Gabriel her spear and trumpet, Metatron has been learning ninjutsu, and they and their brethren will pull out all the stops and go Old Testament to protect and rescue Baby Jesus if the situation calls for it, and possibly even if it doesn't. About the only consolation is that they won't go so far that they'd Fall, but that still leaves a worrying broad range of options - at least, "random property damage" wasn't on the list of mortal sins, last I heard.

The second major issue is all the other Factions, approximately none of whom will be thrilled by the idea that God could return, or are entirely too eager to lend a hand. You don't want to see Jesus as raised by Kokabiel or Rizevim, someone like Cao Cao wouldn't really be any better, and you probably don't want to see what Serafall's influence would...well, no, Magical Girl Jesus-chan would probably be the cutest thing ever, but Serafall would want the world to know. Avoiding this sort of attention is going to be hard enough as-is, given ALL of the angels are going to be stopping by periodically to make sure you're raising the kid right, that nothing's gone wrong, and just to bask in their sheer cuteness.

There are other issues, of course. For one, because the Holy Spirit is fixing the Heaven System, certain safeguards on Sacred Gears are going to start coming back online. Balance Breakers and mutations will become progressively harder to unlock and use, Gear-stealing devices such as Raynare employed will gradually stop working, many a Devil who thought they could obtain a powerful Piece for their Peerage is going to find themselves disappointed, and bearers who don't use their Sacred Gears righteously may start experiencing performance issues. While again not precisely a bad thing, this does have the potential to radically alter the balance of power seen in canon, particularly in regards to shounen-style escalation. For similar reasons, the Church is going to find that various prayers, relics, and rites are either gaining supernatural potency or becoming more so than they already were - but only in the hands of true believers, and when wielded in righteous cause. While this will slowly empower the genuinely Good parts of the Church, the less-than-Good parts will try to exploit it, and the downright bad parts will become desperate to hold on to their position and power. Once again, the balance of power may shift as a result.

For your great service done for not just the Heavens but mankind, The Holy Spirit is more than happy to lend you a portion of its power, which by the time of your next jump will have gone from a mere spark to a blazing inferno of holy might, granting all the power the Biblical God had at his strongest.

The most basic is a boost of power strong enough for a formerly mortal man with little real power to go head to head with beings like Trihexa or Great Red, if not necessarily win. Your full might unleashed could easily make entire planets tremble in awe and fear. Next is a truly unparalleled holy nature. Forget being in your presence, just staying in a single spot for a day could consecrate the location so strongly that even high-class devils would immolate if they entered. Finally, you have the ability to manifest Miracles. It can not be overstated how truly terrifying this ability is. The closest comparison to these Miracles is perhaps the imagination magic of devilkind, or maybe the authorities of the divine. Just by burning a bit of your magical energy and willing something to happen, perhaps with a few spoken words, the universe twists and bends to accomplish your desire. The infamous phrase "let there be light" could birth a miniature sun at your fingertips in an instant, and a single whisper could shatter all but the most truly mighty and complex magical wards and enchantments. Likewise a few words from you could wipe out modern civilization as the planet is rocked by every natural disaster imaginable. Unlike the authorities of the divine, your miracles are in no way limited in scope, being able to accomplish anything you have the raw energy to accomplish. And unlike the imagination magic of the devils, since your miracles aren't any form of magic, no form of anti-magic or magic negation can prevent its effects, though truly mighty beings with enough raw power might prevent you from erasing them from existence outright, they wouldn't be able to stop you from turning the earth, sea, and sky against them. Also, it lacks the key weakness of being extremely expensive to use, as your Miracles are efficient enough for you to immolate armies with a few drops of magical energy.

Picking Up The Pieces

Excalibur, greatest and most holy of swords, was tragically shattered some time ago, later being reforged into the current 7 Excalibur blades. But these blades, mighty as they are, still utterly pale in comparison to the original. This travesty can stand no longer, and so your quest now is to reforge the original Excalibur but whatever means possible. This of course first requires you to acquire all 7 Holy Swords, something that is bound to draw the ire of both the Church and the Heavens. And then there is the actual act of remaking the original blade, a feat that the Heavens and the Church have utterly failed at, despite their best efforts. Accomplishing this legendary feat will grant a predictable reword. You will be given Excalibur itself, fiat-backed as if you purchased it in this document. Beyond being a Holy Sword nearly as sharp as Durandal and with a holy element nearly as strong as Caliburn, and having an plethora of useful and powerful abilities, this special scenario-only version of the sword can also summon the 7 lesser Excaliburs to aid you in combat, flying through the air at your will, or granting their might to people you lend them to.

Notes

As much as I try to clear up all the vagueries that I think of, I'm sure there are plenty I'll miss. If you have other questions not answered here, feel free to get a hold of me either on Reddit or SpaceBattles, under the same name as I use here, 'DonChief'.

Living in a Shonen World - Given that this is the setting of a Shonen anime, you will benefit from the typical uncapped potential prevalent in these worlds. You can keep achieving statistical improvements, growing stronger and faster, endlessly. Without That Shonen Grind however, this potential only applies to your form from this world.

***Devil (Race) -** If you take devil as (one of) your race(s), or take the reincarnated devil option, you'll get access to devil magic even if you don't take the associated perk in the Devil faction perk line, you'll just be far less skilled and talented in it then if you did take it.

***Experiment -** It's important to note that the downsides of picking the experiment option instead of hybrid are NOT Drawbacks. This means you can circumvent them with perks or even just time and effort. It also means that if you lack those perks and don't put in that time and effort, they will stay with you post-jump. I described some of the problems you've got, but to clarify, you've basically got extremely bad PTSD from the shit you went through, with all that that entails. And your powers are linked closely to your emotions, so have fun with that. Try to keep a level head alright?

* **Kin Of Lycaon -** What counts as blood relative and kin is of course hard to perfectly pin down, so I don't really want to give any hard limits cause someone's bound to poke holes in them immediately. So I'll leave it up to you, just be reasonable. For my own rule of thumb if you do actually want a ruling, you wouldn't be getting all the way back to Adam and Eve, but back to the medieval era or so is probably a good cutoff point, especially since a lot of modern last names, and in turn the families and clans that had those names, would have had their beginnings thereabouts. Feel free to choose something that makes sense to you though

***Kin of Lycaon** - Any members of your family that die and join you will carry on with you into future jumps. Put this here just because I couldn't find a nice place to slot it into the race description.

*__God -__ Post-Jump, you can choose at the start of each new jump to free yourself of the need for worship and faith, but in exchange you no longer benefit from the faith in a positive sense, not growing stronger from the worship of others.

*__God -__ If you take the experiment option and have God as one of your races, you won't have to worry about growing weaker or dying from lack of faith and worship, though you can still grow stronger from garnering more worship. Losing that extra worship will cause you to drop you back to the level described in the God race description.

*__The Harem King -__ Just for clarity's sake, all the effects of The Harem King work for any and all genders and sexual orientations as you desire, being fundamentally gender-neutral in function.

*__The Harem King -__ The first effect of The Harem King, the one that ensures that all your lovers get along, can function however you feel is best. By default it just works, with no explainable reason beyond fiat.

*__Titanic Mind -__ As much as I hope people will realize this already, I'll clarify and say that Titanic Mind doesn't let you make anything that can affect the JumpChain, the Benefactor, or anything connected to them. That's about the only real limitation however, as if you had a working example and enough time you could very well reverse-engineer a Solar Exaltation, or decipher the principles of Precursor Neural Physics.

__True Form -__ I realize it might be prudent to explain how True Form interacts with being a hybrid or having multiple Clan Traits as a devil. You can choose two possible routes. First, you can hybridize all the parts of you into a single true form, combining both appearance and abilities into a whole greater than the sum of its parts, however you think that would look. Second, you can instead choose to keep all the different aspects of yourself separate, and have a form for each race or each Clan Trait. It's honestly up to you.

__True Form -__ For the other races, I'll give a rough guideline/description of what you could expect from their true forms. These are just what I've thought of, not the only things that you can pick. If you have

some idea that you think might make for a more interesting story and it makes sense for the race, feel free to do it. Just don't try and cheese it for more power, keep it around the level of the listed option.

- The true form of a human wouldn't embody any vast or mythical concept, instead being the conceptual might of Mankind in its entirety, crystallized in a tangible form. Humans would be some statuesque human with golden (really anything that isn't a fleshy tone, but generally metallic) skin. Connected to a vast repository of all human knowledge, letting one quickly become a master and prodigy in every field ever studied by mankind . They would be possessed of a luminous mind, capable of revolutionizing centuries-old fields of study within months of being introduced to it, and advancing a field more in a coffee break than most scientists do in a lifetime, or creating a martial arts style so outstanding that it's passed down for ten thousand years from just an afternoon observing autumn leaves falling from a tree. Keeping a hundred independent thoughts going is simple, and that's merely the surface level of what you can achieve. Remember, the true form amplifies your greatest aspects. With their mind, humanity went from banging rocks together and living in caves to tearing down mountains and molding the world to their whims. What can you accomplish if you set your mind to it?

- Angels could embody a virtuous act or concept, such as the concept of Justice or Mercy, or one of the Sefirot of the Kabbalah. Their true forms vary, but generally trend more towards the 'Be Not Afraid' interpretation of angels, though it isn't mandatory, so something like a giant glowing angel of pure white light with flaming wings is a perfectly valid look. To give an idea of what an Angel in their true form could do, let's look at an Angel embodying Justice. Their power would revolve around enforcing justice, maybe by enforcing a set of laws on the area around them, and enforcing penalties on those that break them and buffs for those that follow them. At extremely high levels those that follow their rules may be utterly unkillable, or buffed to the level of the Gods or beyond, while those that break the rules get wiped from existence outright, unless they completely eclipse the Angel, and even they wouldn't be unscathed. Or perhaps they just have powers directed at those that break the general rules of society, basically anyone that can be labeled as a criminal. They might gain a massive innate advantage against such people, hitting harder, taking harder blows, and more besides, when up against them. This could be paired with the ability to track those criminals unfailingly and discern someone's crimes with just a glance. You are a portion of God's infinite light made manifest, so show the sinners what that means.

- Devils don't really need as much explanation since I gave an example in the text description, but I'll give another. A devil can have their True Form be based on their Clan Trait(s) instead of a concept. A devil of the Bael family might take the form of a six winged devil, with a stereotypical arrow tipped tail and horns on their head. But instead of flesh, they would be made of deeply condensed Power of Destruction, a scarlet avatar of all-consuming energy. This would of course make many attacks pointless, and melee combat suicidal at best. This would boost their use of their clan trait to new heights, enough that they could very well contest the original Bael, the Demon who first used the Power of Destruction. A Belial may instead become a living mass of their clan trait Worthless, akin to a living tar pit. Their viscous nature would make physical attacks rather inconsequential, and their composition would render most magic, forgive my pun, worthless. They could likewise contest their Demon predecessor in this form, at least in their use of their clan trait. Instead of an ordinary devil, if a Demon were to take this route they would make the entirety of the Heavens tremble in fear of their signature magic whenever they take to the field and truly let loose.

- As fitting for beings so deeply intertwined in Japanese folklore, Youkai become a sort of living story, the embodiment of the tales of their race. This gives them a potential array of abilities related to their stories. They might draw strength from stories told of them and their kin, in a similar fashion to Gods drawing strength from worship. They might pull on powers displayed by their kind in stories, whether that means their species or youkai as a whole. A Kitsune could curse a hated foe despite lacking any talent for curses and hexes, as kitsune are known to do so in stories. They might instead reach for tales of possession to take over the body of the unaware. Perhaps one could take the idea of a living story more literally, taking the form of a Sumi-e ink wash painting come to life, or a form composed entirely of words that describe them. An interpretation like this might grant powers more in line with the act of painting or writing. One could paint objects and entities into existence out of living ink, drag parts of paintings out with that same ink, or travel and drag others into paintings to travel. Or instead one might gain the power to change the world through speech, breathing fire from the utterance of the word, or calling forth a sword by saying so. Something like that would of course rely on the complexity of what is spoken for its power, as simply stating that a sword appears might create a rusted copper blade, whilst extolling the legendary feats and capabilities of the blade might summon forth a blade truly worthy of legend, if only for a short time.

- Werewolves could embody their kin in their entirety. They would cease to be an individual being, and become the living embodiment of all who can be said to be related to you. Unlike the

powers of an ancient werewolf up top, this extends to both living and dead family members, family by blood or law or oath, and goes beyond merely drawing on their power. One could speak to and be aware of the position and condition of any and all members of their family, appear at their location with a flexing of their will, and freely move power between kin. This even goes farther into letting one share personal abilities and skills. Adopt a devil into your home and call on their innate demonic power to use Imagination Magic, or use the fox-fire of your Kitsune step-mother. Unlike the powers of an ancient werewolf, this doesn't bring along family members, living or dead, unless you do so independently by some means. You'll instead come to encompass any new family.

- Vampires would embody one of their various abilities, taking on a truly inhuman form related to it. A vampire focused on their ability to drain the life and strength from others via their blood might become in their true form a blood-borne virus, slowly subsuming your victims until they take on your form, becoming you in every way. This would generally be slower than directly draining them via bite, but in exchange you'd get every speck of their strength. Their unique abilities, and even knowledge and memories. Being that you are a disease that lives in blood, you can only die should every drop of blood infected by you be obliterated. Should even one drop survive and enter a person, you can start anew. A vampire skilled in mind manipulation might become a living madness, a memetic idea that transfers via just sufficient knowledge of you, slowly corrupting the minds of your victims to suit your needs, until they're merely a flesh puppet to your dominating mind. This form is incredibly easily transferable, and hard to distinguish from any other kind of madness. In exchange, it can theoretically be held off indefinitely by those with great enough willpower, and also doesn't directly grant you your victim's abilities, just indirectly by commanding them. Like the other example, you could only die should every bit of knowledge about you disappear, an understandably daunting task for even the supremely powerful. To clarify on an earlier statement, sufficient knowledge would be something like, an image of you, a detailed description of your appearance, a fairly long clip of your voice. What wouldn't be sufficient are things like knowledge that there is a vampire in the area, or that there's someone who can control minds living in the neighbourhood, or an offhanded mention from someone about how they fought this vampire who could drive whole towns insane.

- Gods typically embody the things they have domains over. A god of water, upon unleashing their true form, becomes all water within their range. They would have innate, reflexive, effortless control over all water in the area, even if they normally couldn't call upon their

divine authority for whatever mystical reason. They would also continue to live so long as they had something under their domains within their range, like a god of nature only dying if one were to utterly obliterate every speck of natural life within their grasp. They in effect become akin to a monstrously powerful elemental or genius loci. More broad concepts like Change or Stagnation would require a greater presence to keep you alive, as opposed to more specific concepts that can keep you alive in just the barest speck of it. The other option is to embody raw divine might in and of itself. This would grant but one truly mighty ability. This would grant a truly colossal boost to the strength granted to you by faithful worship and belief. Whereas before you'd require at absolute bare minimum a few hundred or even thousand devoted worshippers to stay anchored and avoid fading into obscurity, now just a family or two of truly devout worshippers could sustain you. With the worship granted to gods of the more well known pantheons, you could be rocketed up to a level to make Skyfathers take notice, and one of those gods would reach heights seen only by the likes of Shiva the destroyer and his ilk. Get a wide enough following and perhaps you might butt-heads with the Biblical God.

- Fitting for beings that wield such raw unbridled might, the True Forms of Dragons generally represent vast cosmic concepts, things like Time, Space, Dreams, Life, Death, Destruction, etc. They could draw power from their concept, find abilities related to their concept massively boosted, and find themselves able to interact with their concept to cause any number of effects. The Gods control their domains because they have a divine authority to do so, whereas a dragon controls their concept because they grabbed it by the throat and forced it to do what they wanted. A dragon of time might draw power from the passing of time, whether that means rapidly growing stronger as they age, or drawing power from the aging of things around them, like plants and animals. They'd obviously find any magic related to time massively boosted. And they'd be able to interact with time like a physical object, literally grabbing and stretching moments in time, or potentially even outright swimming through space-time like a river. If it isn't obvious, every benefit here is largely dependent on the dragon's raw physical and magical might, from the range at which the dragon can draw power from their concept, to their ability to manipulate their concept.

Out of Context Potential - When I say Justice League, I'm not exactly talking about any single source, but for reference this is more in line with the DCAU showings. A kryptonian can tear through mountains and annihilate cities in short order, but they aren't going to be shattering continental plates or busting planets anytime soon.

Breaking New Ground - For the sake of clarity, Breaking New Ground does not help with stat growth, growing stronger, faster, more magically powerful. It helps with everything else, from designing a martial art or magical system, to learning to cook, to any other imaginable application of knowledge and skill.

Surpassing All Limitations - You do not need to specifically train to lose weaknesses and broaden abilities, it happens naturally as you grow stronger with no additional effort.

Surpassing All Limitations - Surpassing All Limitations lets you theoretically train anything. Amongst many other things, you could train yourself to resist and eventually grow entirely immune to even the most esoteric of effects, from timestops to power draining to body swapping. The more esoteric and complex the effect, the more difficult it will be to train to resist it, but it is always theoretically possible.

Magic Systems - For any magic systems you get the perk for, you are able to spread that system to people in future worlds with all the necessary fiat-backing. I will be clear that if you are a Devil but didn't take the devil magic perk, you won't be able to teach it to others post-jump, even though you can still perform it.

***Quetzalcoatl's Attack Dog -** To clarify for Quetzalcoatl's Attack Dog's boost in power. You're meant to be their right hand, and should be able to help them in any of their endeavours. That means that Athena would make you nearly as smart and wise as her, enough to act as an able assistant and sounding board for her plans, and a combat focused God would boost you enough to be comfortable having you watch their back.

The Wild Hunt - Note that when I call them the pinnacle of human ability, I'm talking about the pinnacle in an anime world, so think something more like a hundred Captain Americas armed with holy water and silver slug loaded shotguns. Also, while they're not really smart in the inventor sense, they're all absolute terrors in a fight, and scarily clever in general, able to think up and pull off the

kind of split-second plans that's let them individually rack up double and triple digits body counts when they're up against creatures that can move faster than a bullet and wield magic.

Monopoly Man - For reference of just how much fucking money you have, the Dutch East India Company had a net worth of about 78 million dutch guilders, which adjusted for inflation is about 7.9 trillion USD today. And you've got more. Your company has so much money that they could see entire small countries as potential investments, funneling enough money to buy out the majority of all businesses in said countries and buying out every major politician. Unless you have one of those perks or items that let you buy literally anything for enough money, you have effectively unlimited funds.

Changelog

V0.1 - It Exists, Location section finished, Race section half done, Faction section done.

V0.2 - True Form General perk, origin freebies and capstones done, around halfway done faction perks

V0.3 - Finished perks section, organized the notes a bit better and added bolded text to clearly note what things are being talked about.

V1.0 - Finished the Items section, the Sacred Gear section, and the Drawbacks section. Doc is now jumpable at this point.

V1.1 - Gave dragons the innate ability to take on a humanoid form. Added a Holy Sword general item and changed the Wild Hunt item from giving a small platoon of hunters (about 20-30), to a small company (about 100). Added the Companion section I somehow forgot about, giving an import, export, and unique OC companion option. Added the drawbacks listed below. Added scenarios.

(Roll Back The Clock, I Got This New Anime Plot, For The Sake of the Clan, The Harem King, Less Magic Than a Fly, Obsession, Ragnarok Blues, The Stars are Right)

V1.1.1 - Literally just reworked Out of Context Potential, the trainwreck that it is. That is all. This is now false, I have also finished the notes for true form, along with I'm sure the odd spelling fix that I've forgotten about. Now that's actually all.

V1.1.2 - Added 'That Shonen Grind'. Updated 'Long Live The King!' to have it give skill in all the things necessary to run a kingdom. Added a note clarifying that Breaking New Ground applies specifically to knowledge and skill, not stats. Added a note clarifying that Surpassing All Limitations passively

removes weaknesses and broadens abilities as you grow in strength. Added a note explaining that Surpassing All Limitations can be used to train theoretically anything, even training up resistances or outright immunities to even the most esoteric effects.