Blue Exorcist

by Nadroir and Ace, then hijacked by Nigredo



Welcome Jumper to the world of Blue exorcist, a world composed of Assiah: the dimension where Earth is located, populated by humans and other supernatural creatures; and Gehenna, its demonic counterpart, home to vast amounts of demons, including the eight Demon Kings and Satan, indiscuted God of their world. Sixteen years ago a mysterious event called “Blue Night” saw Satan searching a proper vessel, causing the deaths of numerous holy men around the world. While this is a known fact among exorcists, what has been kept a secret was the birth of Satan’s children, Yukio and Rin Okumura, the latter inheritor of Satan’s blue flames. Right after their birth Rin’s flames were sealed and the siblings were taken and raised by the former paladin Shiro Fujimoto.

You appear a week before Rin has his first encounter with the supernatural.

+1000 CP

Locations:

Roll a 1d8 to find out where you start, or pay 100cp to choose your location.

1- Father Fujimoto's church
A small church located in Japan, where the Okumura twins were raised by Shiro Fujimoto. Soon Satan will reappear trying to take over his son's body to open a portal to Gehenna.

2- True Cross Academy
The True Cross Academy is where students are trained to become exorcists, it acts as a school for normal students and a secret section for apprentice exorcists that can be accessed via a magic key.

3- Kyoto
You start in the middle of Kyoto with what you buy here and/or have taken with you from other jumps.

4- Canada/USA
You start on the Canadian side of the border in the middle of a forest with all your stuff, with a moose looking at you like you are a moron.

5- France
You are standing on the beach of Normandy with all your stuff, a frog looks at you, grooaks once and jumps away in disgust , you don't know how a frog can be disgusted by you, but at the core of your being you know it is truly disgusted by you.

6- Russia
You wake up in an ally with one hell of a hangover, an empty bottle of vodka and your stuff laying everywhere.

7- Madagascar
You wake up on a sunny beach in a chair with a drink of your choice at hand and your stuff neatly packed….. couldn't hurt to stay a while longer, enjoy your drink and take in the sun.

8- GEHENNA (also know as Hell , better get the fuck out if you aren't supposed to be here)
Your stuff is on fire, better pick it up fast.

Races:

Age for Human and Demon/Human hybrid is 8+2d6 (10-20) if you are a Demon you are 100 * 1d6 (100 - 600) or you can pay 50cp to choose your age.
Gender remains the same from last jump, or the gender you are now if this is your first jump, you can pay 50cp to choose your gender. (Male,Female,Hermaphrodite..etc go wild you perv.) PS your attractiveness doesn't change unless by Perks or Drawbacks (See further down)

Human. Free
You're a human Jumper. Pretty sure you know what a human is. Humans don't possess any peculiar ability save for some with the potential to host supernatural beings and/or summon them to use their powers.

Demon/human hybrid. 200
The offspring of a human and a demon, like your human parent you possess a physical body and like your demonic one you possess supernatural powers of various nature, including superior physical abilities and some level of regeneration. Thanks to your hybrid nature you also possess some level of resistance to normal demonic weaknesses.

Demon. 400
Demons are spiritual beings native to Gehenna, normally Demons would be unable to make any sort of contact with the people of Assiah, however, by possessing whatever they can in Assiah, Demons can pass over into that world. This can range from humans, to plants, to the very dust particles in the air. While possessing a physical form, a demon has two major weaknesses: their tail and their heart; in the case the latter is destroyed the demon will die. Unfortunately to release their full power a demon has to expose their heart.

Origin:

1- Drop-in

Guess what? You appear out of thin air in the place you rolled with only what you bought here and had before. No memories, identification or connections.

2- Exorcist

Already passed the first few stages , uh . You're currently a ''middle 1st class'' a respectable rank , as far as i know , you could even know the CURRENT ''paladin'' Shiro Fujimoto (or MUCH lessly know as the guardian of Satan's sons) whether you do something about this or not is your choice though. (Yes you can be 10 years old and an exorcist… don't think to hard about it)

3- Exorcist in training

As the title says , you are also part of Rin's class , take that as you will.
(A 20 year old going to school with 16 year olds, this must suck…. or if you are more pervy, an excellent opportunity, but do keep in mind these 16 year olds have supernatural powers, and one of them is the son of Satan…so yeah… Good luck!)

4- Random civilian

You are a tax paying member of society, working hard for a boss who treats you like dirt, unless you are under 16, in which case you belong to a nearby orphanage. (This does not change you starting location)

Perks

100cp perks free for race and origin, 50% discount on the rest of your race and origin perks.

General undiscounted perks

Free - Exorcist Kyousoukyoku Chapter1 Me & Creed
Let's get this party started

Free - Strong stomach
People ripped in half , waves of blood down the streets and many other things just as , if not even more , disgusting. So I thought that I would give you this little freebie 'cause you ARE going to need it.

100 - Intimidating presence
you're able to easily scare people away , even if you were a completely normal human without any powers or special talent you could make people like Mephisto scared by giving him a mean look and releasing your killing intent , after all "The one with the sharpest teeth wins".

100 - Herbalist.
You have a good understanding of different kinds of plants, fungus etc and know what they can be used for, you are by no means a master of all that grows, but you are far above the average outdoorsman. You also have a green thumb.

150 - flying
You can fly twice as fast as your maximum running speed while only half as tiring.

200 - Jamming immunity
No one can steal and/or seal your powers, for better or worse.
(Lets hope you don't have any powers that can run completely out of control ay?)

500 - Blue Flames.
Well , well , well , would you look at that ! It seems like Satan is no longer the only one with blue flames. These flames are exceedingly fierce , not only do they burn EVERYTHING in their way (may take a lot of time depending on your power and the durability of your target(s) but they also target the soul or equivalent of your target(s)) .*Do be careful to not be seen using them or else you might just have the entirety of the Church on your back.*
(PS, your flames can go berzerk if you get too emotional… just so you know, but will get stronger and more controllable the more you practice, just don't expect to take on Satan for a loooong ass time.)

650 - Blazing Embers. (Must take Blue Flames)
Okay, you now have full control over your flames, and they get a massive power boost, you can now engulf a small town in fire (About 1 mile or 1.6 km) and it's omni-directional, if you can fly you can make a near perfect sphere around you stretching out 1.6 km in every direction, the heat has also increased to the point where you can, with some effort turn rock/concrete into molten slag. Keep practicing to increase the range and heat. Let it burn!

Race perks

Human
100 - Mind of Steel
Some demons are able to possess humans to interact with the human world by various means, such as preying on their emotional instability. You however are more resistant to any kind of unwanted possession, corruption or mind control, at least enough to give you a shot against High-ranked demons and the like.

200 -Unlimited Willpower Work !
Reference aside , if there is ONE thing and thing alone humans are well known for (except killing each other that is) it's DETERMINATION , no not Undertale style but more UBW shirou style , NEVER give up , never give in. Through the HEAVIEST of burden or throught the worst torture you SHALL remain unbroken (bended , bruised and hurt but not broken)
(TL:DR. You are a stubborn cunt.)

400 - Demon Eater
With this perk you can eat demons that you have killed (Yes, you must be the one to deal the finishing blow) and get about 3% of their power, however you don't get any of their special abilities or immunities. Half-demons and up, you don't get anything from someone who isn't at least 50% demonic. (Well except a full stomach… you glutton!)

600 - Jumper Okumura
Well apparently you are the sibling of Rin and Yukio, your age is altered to reflect this.
This gives you a 25% increase to any and all baseline stats. (If the average Human has a baseline of 100 in all stats, strength, speed, constitution, magic..etc you now have 125 assuming you were average from the start, but if you are a dumbass with an intellect of 10 then this only gives you an intellect of 12.5. (Your starting location isn't altered… good luck explaining this to your "father" Shiro Fujimoto)

Demon

100 - Demonic Power.
You have 4 times the strength,speed,reflexes etc of an average joe. This gets added to whatever your current stats are, or put another way, take 4 average men and add their power to yourself. (If you are also a member of the Okumura family the 25% boost is added after this one)
(You can bench press 220 kg, run at 55 km/h etc)
(For Okumura it's 220kg + 25%...etc)

200 - Elemental manipulation
Earth,air,fire,water,decay and growth.
The element(s) you choose you can generate a small orb of and launch it at your enemies, but learning to aim it will take time. The more you practice the stronger your control and total power is.
(Only the first pick is discounted for Demons)

400 -Superior demon
"No weak demons allowed here" said the demon who's now a red gush on the ground. While not a Demon king you're also far from being a slouch too. Rip and Tear steel as if it was a sheet of paper , have a building (4 story high) fall on and get back up with just a few bruises/scratches , go above 200 km/h like it was was a medium jog and if you REALLY push yourself be around 400 km/h (you also have the reflex to go at that speed) and FINALLY get splashed with HOLY water without dying (it IS however going to hurt like a bitch)

600 -ANGERY (not misspelled)
Jeez I know you're a demon and all that but can't you calm down … what do you mean "no" ? Anycase i think that you understand that through sheer ANGER you're power can be Multiplied , (1(one) being you're base power) it your toe on the corner of that wall over there ~1,3 x , someone is getting on your nerves in class (or the equivalent) ~2,1 , fighting against your Nemesis ~ 4,7 , have the love of your life KILLED in front you ~ 33,666
AND have the love of your life killed by your nemesis ~66,6.(yes i know it's OP as fuck)

1000 - ninth king (but also technically the tenth because of Rin being a son of Satan(he IS the weakest))
(demon race mandatory)
(Choose an (Esoteric) Element that hasn't been chosen buy any of the other kings)

Hybrid

100 - Hybrid Genetics.

You have the strength,speed,reflexes etc of 2 average men.

200 - Elemental manipulation

Earth,air,fire,water,decay and growth.

The element(s) you choose you can generate a small orb of and launch it at your enemies, but learning to aim it will take time. The more you practice the stronger your control and total power is.

(Only the first pick is discounted for Hybrids)

400 - Black flammes

These special flammes aren't just "cool" they are also INCREDIBLY deadly since they don't target the body of the enemy but their soul. Does zero damage to physical objects, it's not even warm, but may god have mercy on the poor soul who touches your flames, for your flames will show none. (This will kill your allies if you aren't careful.)

600 - High-Speed-Regeneration

Scrapes and bruises heal in 6 seconds, a bullet wound would take 6 minutes, regenerating an arm or leg would take about 6 hours, now don't go thinking this makes you immortal, you can still die of blood loss, decapitation or having your heart ripped out, but regular bacteria and the like you can freely ignore.

This also increases your lifespan by about 600 years, and keeps you looking younger.

Origin Perks:

Drop-in.

100 - The Gray Man.
Hiding in clear view is your speciality, you are just a face in the crowd, no one of any consequence, at least that is how you will be perceived, by both natural and supernatural forces, provided you don't make a big show and number of your self. This ability is toggleable.

200 - Sneeki sneeks.
You are an expert at espionage, finding dark corners, picking locks and picking pockets, flirting, acting and manipulating.
In other words you have the skills and knowhow of an expert thief, or a CIA undercover agent. This also comes with an agility and reflex boost. You are also oddly good at coin tricks.

400 - I have no weakness
Takes away every weakness that you have.
Now to be clear, if you are a demon and take this perk, then you are immune to holy chants,objects including holy water etc, but that by no means mean you won't die if you get your head cut off, or get drowned or something like that.

600 - Lucky Bastard.
You have an absurd amount of luck, to the point where if someone was tossing a coin to see if they should cut off your finger or your toe, the coin would hit them in the eye then land on it's side 99% of the time.

2000 - "The Wolf" *see notes for details*
Just like a *wolf* you know how to wait and hunt in the shadows. What this perk does is actually well worth it's price. You can know IMMEDIATELY any weakness someone has , can hide in shadows , manipulates shadows , become a shadow (useful to dodge an otherwise mortal blow) but above all else , call an infinite army of shadow "wolves'' that are as strong as a 9-B character
(9-B: Wall level / Characters who can destroy or significantly damage extremely resistant materials such as stone, metal or steel, as well as similarly resistant parts of constructions such as structural boulders and walls)(they also have a maximum velocity of Mach 3)



Exorcist

100 - Aren't you kinda hot ?

Whether in a big leather coat in the middle of summer while in the middle of the "Lut Desert" or in underwear in the middle of the frozen water in Antarctica none of it seems to bother you , maybe it's because you're just that much of a Badass or maybe it's because of your immune system just being that good but the thing is that whatever the environment is , you just couldn't be bothered to truly care about it also as an added bonus you're at least a 10/10 and that's if you're not to their tastes.

200 - Specialist.

You are an expert in your field.
Knight, Dragoon, Tamer, Aria or Doctor.
Knights fight with melee weapons, Dragoons use guns, Tamers use demons, Aria uses sacred chants and doctors are…well if you don't know what a doctor is you have bigger problems.
(First purchase is discounted for Exorcist, can be purchased multiple times.)

400 - Sacred Curse Break

No matter how powerful the being/object should be , no curse(s) will EVER affect you (works with binding , contracts and etcetera of the kind)

600 - Guardian Angel

Once per day you can summon your guardian angel to fight for you for 1 hour, this Angel is powerful beyond measure, but will not harm any innocents, commit an act of evil or sin, there is no use arguing with your angel about this, also your angel will not reveal anything about heaven,hell, god or satan, at least nothing you don't already know.
The Angel can hold of Satan for 20 minutes in an all out fight.

2000 - True Saint Paladin

"I would of thought that you'd be the new Paladin , you know" or says just about everyone , after all you've got SSS classification in all 5 bases classes , got Martial skills that would put people like Beerus to shame and make people like Whis get serious (IF you both were of the same power level that is) while also having better weapons skills that people like Scathatch and Heracles combined BUT what is skills without powers , i ask of you ? the answer is not much. Thankfully YOU possess both , as i matter of fact your so dangerous that even the Demon Kings would reconsider their chances or would RUN AWAY all together after all EVEN IF you didn't have your skills you could still fight the Demon Kings from rank 9 (Rin) to 6 (ignis) and win although with number 5 and 4 you'd be testing your luck , so good thing that your skills are so high that only Satan and God kill you , while the 4 archangel *(of this world that is because you COULD just appear in the Great war in DxD and just DECIMATE everyone there and yes i DO think that the power gap is* ***THAT*** *big* (unless it's Great Red 'cause

APPARENTLY he can do LITERALLY anything that he wants but Ophis is *more or less* fair game in terms of power level)*)* would only be a danger to your life (unless they appear all at once then you're ABSOLUTELY dead (with this perk alone that is)) You also possess QUITE a few spells ranging from “Lesser healing'' to “country level shield warding”
Power tier wise you’re “**High 6-C: Large Island level” /** Characters who can destroy a large island, or those who can easily harm characters with large island level durability.(and that’s only physically ‘cause you have **more** than a few spells who could boost you
“ EVEN FURTHER BEYOND !”)

Exorcist in training

Free - Yukio style (freebie ‘cause fuck School)
Ever wished School was a cake walk (i sure as fuck did back in High-school) WELL NOW IT IS ! You’re a full on ***ACE*** student now coming back with 95% without doing any effort and that’s on tests most of the class failed(which isn’t nothing seeing as “True Cross Academy” only accepts the best of the bests). (Anyone can take this for free, school sucks)

100 - Midas touch
Money , you know what gets mortals to move mountains and makes your summer trip for you and your friends amazing? Money. You know things you have trouble with? Money isn’t one of those things. While you may be rolling in dosh already from your family’s holdings or your own hard-earned cash, you are an amazingly competent businessman (or woman) who can quickly turn a dime into 100k with some time and investment, able to quickly secure a large amount of legal income for yourself with little effort. Of course, illegal activities or certain supernatural powers can make those dividends increase tenfold or more...just try not to be caught.

100 - Rin’s Style
‘’If you were a woman , i would definitively ask you to be my wife’’
is what Konekomaru said to RIn about his cooking. Well now he’s not the only one , you too are just that good jumper , in fact , IF you were to EVER meet Archer Emiya HE would approve of your cooking skills *(which may not be a good thing considering how many gluttons reside in the Nasuverse but oh well)*

100 - GrayStillSuffers
Gives you incredible driving skills (Tokyo Drift x Initial D, level of Bullsh1t) and exceptional patience to the point where you could complete even the most infuriating of tasks and still not give up.

400 - Divine Charisma
Say what you want about Rin but one thing is clear is that he IS quite charismatic, but compared to you he has zero charisma, with this level of charisma you could win US presidential election without having half to nation mocking you, even if you where to have some sort of dead animal on your head or kept falling asleep. (You wouldn't even need to ask for bribes…err I mean campaign donations)

600 - Hero Curve
Every time you heal you become stronger than before. A bone that was broken causes your skeleton to strengthen, a ligament pulled would increase durability and elasticity of tendons and ligaments around the body. If one day you were burned, the next you would be flame resistant. Without any outward change in appearance you find yourself evolving and growing to deal with the scenarios the world throws at you.

Random Civilian.

100 - The Taxman
When it comes to paying your taxes you are a genius, able to write off pretty much everything as a work expense or donation, and it's all legal.

200 - Organizer.
You are an expert at organizing everything from folders, to large scale military operations, no one can hold a candle to you, and any company you work for will see that whatever you are responsible for is handled damn near perfectly.

400 - The Man with the plan.
Your abilities to plan are absurd, to the point where people might think you are some sort of AI or maybe a demon, assuming you tell them your plan that is.
You can sit back and watch as entire nations unknowingly follow the script you have made for them. (Lets just hope nothing supernatural starts mucking up your plans.)

600 - Eidetic memory.
You have a perfect memory, and infinit storage space, you not only remember images, but sounds, smells, feelings etc. You can choose if this will have an emotional, physical or psychological effect on you, on a case by case basis.

Items

Items are discounted for background and origin, 100cp are free for background and origin.

Human

100 - Money

You get 250 usd per week either as cash or in your bank account in the local currency.
Can be purchased multiple times. (Discounted for humans after receiving the first one free)

200 - Clothes.

Once every week you get 3 sets of clothing deposited into your warehouse. (Nothing fancy or expensive, but hey even a cheap suit is better than no suit.)

400 - A small store.

You are now the owner of a small store that makes you a nice monthly profit of 1000 usd or equivalent in local currency even if you do nothing, Manager and staff changes every jump, and will always work 24/7, your store also auto restocks and auto repairs when damaged. (The store can be whatever you want it to be, the income does not increase based on the type of store)

600 - The Phone.

This phone has infinite power, always full bars, and adds in the contact information of anyone or anything you have ever met. (Yes you can call Cthulhu on this phone, but don't expect him to be happy or even pick up) The phone is damn near indestructible, but even if it were to blow up an identical one would appear 1 hour later in your warehouse or pocket. (Dealers choice)

Demon

100 - Unlimited Candy
You have a small bag that creates whatever candy you want.
Hang it upside down, and you will basically have machine that prints candy for free

200 - Fresh meat
Once per day you can summon 6 recently deceased corpses.

400 - The Vessel.
You have a perfect human vessel for you to possess whenever you want, if destroyed will respawn in 66 hours.

600 - My Hell
You have a small pocket dimension that runs on the pain and suffering of the sinful.
The more people you can dragged into sin and damnation the bigger and more powerful your hell dimension becomes. (Ofc they need to die before you can get them into your domain, but I'm sure you can figure it out.)
You can take 1% of the pain generated in your dimension and add it to your own power.

Hybrid
100 - Money
You get 250 usd per week either as cash or in your bank account in the local currency.
Can be purchased multiple times. (Discounted after first free for hybrid)

200 - Universal Passport
A magical passport that will always get you "legally" into a country and let you stay there indefinitely. In effect the passport tricks people into thinking you are part of a friendly embassy. (Does not grant you diplomatic immunity)

400 - Safe house.
You have a house which is safe, no supernatural shenanigans can get you here, unless you allow it through, even God and Satan combined could get in thanks to jumpchain chan.
Kitchen is always stocked, power is always available and high speed internet, your house will always have what you would expect from a house in 2020.
No property tax or anything like that.
The house keeps any upgrades you make to it.

600 - Well of Souls.
You have access to a well where all the souls of the dead exist in your current setting and you can drag one soul out every year. The soul you drag out can become a ghost, undead or truly alive once again. Warring they will have free will unless you magic something up.

Drop-in

100 - Fat stack of cash.

10 000 usd in local currency. Can be purchased multiple times.

200 - Fake transcript.

You get a fake passport,birth certificate..etc etc, it will stand up to most scrutiny, just don't do something that will trigger a military background search or something like that.

400 - Pawn Shop.

You own a pawn shop that deals in legal and less than legal products.
You are a-okay with all local gangs and whatnot, try not to do something to screw that up.. mmmm-kay?

600 - Thieves Guild

You run your own Thieves Guild, with 100 people with various skills (Stealing, Smuggling, Loan Sharks, even a few hitmen)
All your people are good at covering their tracks, and as of right now, no one outside the guild even knows the guild exists.

2000 - Rubber Chicken (gets a 50% off , IF you get the reference)

Exorcist

100 - Hazard pay.

You get 500 usd per week either as cash or in your bank account in the local currency.
Can be purchased multiple times. (Discounted after first free for Exorcist)

200 - Holy Weapon.

A holy weapon of your choice. has to be hand held and made in 2020 or earlier.
Infinite durability, sharpness and infinite rounds if you choose a gun.
Can't kill Satan with it, but it will hurt him.

400 - Exorcist shop.

You are now the proud owner of an exorcist shop, that can supply exorcists with almost all of their exorcisting needs, comes with competent staff and auto refills and auto repairs if damaged, also has holy protection around it.

600 - Vatican Library.

Or at least a copy of the Vatican's library with all the books included, and all staff needed to operate it and defend it. They are loyal to you before anyone or anything else.

Exorcist in training
free for all - hentai (because Shima got some)

100 - Stipen.
You get 250 usd per month either as cash or in your bank account in the local currency.
Can be purchased multiple times. (Discounted after first free for exorcist in training)

200 - Books.
You have all the books needed to pass an exorcist exam, and for some reason you seem to remember everything written in these books a lot better than you normally would.

400 - Dorm
You own a dorm with all necessities, including a functional kitchen which makes your meals everyday… huh strange, where do those meals come from I wonder.. oh well.

600 - Kurikara
Or at least a copy of The Kurikara sword, this sword has fire powers on it's own and is extremely durable, if you possess fire powers yourself the sword will greatly amplify them.

Random Civilian.

100 - Minimum Wage.
You get the minimum wage each month in local currency, if there is no minimum wage, you instead get whatever the average free peasant/menial earns per month.

200 - RV.
Congratulations you own your own RV, it comes with AC,infinite gas and infinite power, it also self repairs, it also has boxes with some strange looking glasses, like the ones you would find in a lab, and note book. (I wonder where this came from)

400 - Slumlord.
You own a 3 story apartment building in the slums/ghetto with 18 rooms you can rent out. Well 17 rooms, the manager needs a place to sleep to, you make a little cash from it.

600 - The Key.
When this key is put into the lock on a door it can open a door to anywhere you want. (Yes even heaven or hell)

The wolf
000 - Infinite (small to medium sized) white cardboard that you can write messages on. Useful if you need to give a message quickly to someone , as the wolves can appear anywhere since there are made of shadows

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Companions
400 - 2who ? (Discount for Exorcist in training and The end is upon YOU)
Seems like a White Wolf Tengu has taken a liking to you , after you helped her defeat some demons that were trying to eat her , Momiji Inubarashi says that she was in a place called "Granzookyon?" when an incident happened and that it was destroyed because of some *all powerful entity* … what ? Why are you looking at me like that? *(i didn't kill them just dispersed them throughout differents worlds*cough,Pandora hearts, cough*)*

500 - Counter guarding ? (discount for Drop in and The end is upon YOU)
Archer Emiya because "plot convenience" until further notice

Drawbacks (no drawback limit go *wild***)**
+000 Which one ?
Lets you choose whether you're in the anime or the manga

+000 Genderbend
(Rin is best girl , enough said)

+200 unlucky
(Touma Kamijou level of bad luck)

+400 weakness to holy affinity
(bypass all defenses , EVEN if you are a GOD)

+600 NOTICED
EVERYONE noticed your arrival. Hell , Heaven and Earth . They all know that *something* appeared they don't know *WHAT* but know nonetheless , you should be carefull

+1000 Jumper Must Die
You know what is said about them not knowing who you are ? yeah me neither because now EVERYONE (that knows of the supernatural) knows who you are and what you are.
Good Luck !

+2000 Abandon your humanity (PERMANENT DRAWBACK)
No more guilt , no more pity , no more shame . Right ? Wrong ? WHO CARES ! Certainly not you , don't get me wrong though you CAN still be kind and helpful it's just that wouldn't feel guilty even if you were to rape a child's mother in front of him *as the REAL monster you are for choosing this option* **(doesn't change who you are as a person , just makes it so you won't regret the bad things you do)**

+2000 The end is upon YOU
it seems that your arrival had unforeseen consequences *(who are we trying to deceive you knew perfectly well what you were doing didn't you , you dirty killer =)*) and because of the fact that you ARE pretty darn close to an eldritch being (even if you are human) you broke the world in a way that made Hell , Heavens and earth fuse so LITERALLY EVERYONE is aware of who you are , what you are , what you're powers are AND what you're (possible) weakness are , you can also bet you're ass that everyone is gonna be gunning for your death to *save their world* but spoiler alert it's already too late to unfuse the dimensions (Ps : the world ISN'T ACTUALLY DYING)

Notes
Co-written with *(mostly written by)* Ace Storm 666

inspiration for "The Wolf " take from SIAMÉS "The Wolf" [Official Animated Music Video]
(the "wolves" aren't truly sentient , you need to personally manage each and every one of theme or at least give them a general command such as "attack *that* person" , "protect this place" ect … in all 'n' all they aren't really smart , they just follow their instinct (as a kind of hivemind) and the order(s) they've been given)

V1 - Started the jumpchain
V2 - Ace Storm 666(on Wattpad)/john cena on reddit took over the jumpchain because i didn't knew what to do
V3 - Nigredo Ooal Gown hijacked the jump. (Yes I'm talking about myself in the third person)

If you can found 13 off 20 reference you get +400 CP (some are **REALLY** easy to find while some are **quite** hard, that's why the reward is high

