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ENTERTAINMENT SYSTEM

ACTRAISER

VERSION **2.0** : THE NEW TESTAMENT

Long ago, a benevolent god known as THE MASTER clashed against a selfish and vain angel known as TANZRA. Tanzra and his lieutenants managed to OVERPOWER the god, sending the Master into a great sleep. Chaos ruled, and humanity was pushed to the brink of extinction, their souls corrupted into becoming vicious and bloodthirsty monsters. Now, Evil reigns. HOWEVER. The Master has begun to awaken, realizing their Flock needs a symbol to believe in, and this point is where YOU come in.

You now arrive, on the cusp of the Master's awakening. Will you help restore the light of HUMANITY to this world as a warrior or worker of miracles? Will you create order from chaos? Will you revel in the wild wickedness of this world without god? or are you content to travel the land and make your own way in this world of gods and monsters?

No matter what the case, you now have

+1000 CP!

Roll 1d8 to see where you begin! You may pay 100 CP to choose your location, if you so wish.

1. Fillmore: A Green and peaceful realm of forests and plains.

2. Bloodpool: An area with a bright blue lake...until recently, an evil has tainted the lake into a livid mire.

3. Kasandora: Desert, yo. Ancient Pyramids, sand, and more sand.

4. Aitos: Fantasy!Greece, with many little islands and islets on a shore. Also a minotaur boss.

5. Marahna: Not!Africa in the form of a tropical island. What mysterious markings are here...

6. Northwall: The frigid north. About what you expect.

7. Death Helm: A giant mountain range, the center of which is the portal to hell. High demon activity. Be wary!

8. Free Choice

Made By: eagerDigger

With Help from: Worm_Anon and The IRC, imaged by TopHatAlthalus

Backgrounds



Drop-In: An outsider from an alien land, you'll be seen with fear and confusion by the Flock, and given a strange caution by the Master's forces. However, you have no obligation to Master nor Monsters, and while you may be an unexplainable thing...You may provide the explanations for that which has no known cause in this world. The Master moves in mysterious ways...



Savior (0): For you, faith lies at the edge of a blade. This world is filled with those trapped by corruption and fear, and the only thing that will free them is a warrior's will. You are the Right Hand of the Master, tasked by the Master to cleanse the world of Tanzra and his minions so that The Master may tend to the Flock with their holy mercies. A Warrior without compare in this world. "And I will strike down upon thee with great vengeance and furious anger those who attempt to poison and destroy My brothers. And you will know I am the Lord when I lay My vengeance upon you."



Angelic Advisor (0): Destroying evil is not the same as creating good. The Master has created a crusade against Tanzra, but while they are busy slaying devils and demons and beasts, there is a Flock that is in need. They thirst, they hunger, they are unable to muster together the power to overcome deserts and marshlands. That is where you come in. With the divine blessing of the Master, you are the Left Hand of the Master, the angel of civilization and peace, providing for the humans. "Blessed is he who, in the name of charity and good will, shepherds the weak through the valley of the darkness, for he is truly his brother's keeper and the finder of lost children."



Adversary (0): The Master this, the Master that...Why so servile? Farms, fortresses, temples...They're all prisons, to you. You will not be contained by this world of Order the Master and their sycophants wish to create. You will fight back. You may or may not be aligned with Tenzra, but what you ARE is something at odds with peace. Your monstrous form is powerful, your soul is fearsome, and you yourself have the untamed wilds as your ally. Show them the true meaning of this world.



Saint (0): Angels are not the only instruments of the Master's will. While the humans are often merely striving to survive and serve their lord well, you have risen above and proven yourself worthy to act as the messenger of the Sky Palace on earth. You are the highest religious (and technically just the highest) authority in the land, period. You are a fundamentally good person, and your faith is rewarded by divine succor, allowing you to commune with the Master and purify evil in this world. "The LORD is with me; I will not be afraid. What can mere mortals do to me?"

PERKS

You get BOTH freebies from your background, all perks for that background are otherwise discounted (as seen in description.)



Fruitful Bounty (100, free Drop-in): Your touch with plants is remarkable, as well as your eye for what is safe to eat or not. You can now tell right away the edibility and taste of any fruits, flowers, roots, or plants you come across. As a side effect, you can also tease plants into being more fertile, producing more fruits and seeds than they normally would.

Treasures of Earth (100, free Drop-in): Worldly pleasures are still pleasures. Just because you cannot take along material goods to the afterlife doesn't make them any less...well, desirable. You're skilled in the manners of jewelry and precious metals, being able to ascertain their validity at a moment's glance and be able to craft beautiful things from gems or gold. You could take a small pile of gold and turn it into a worthy crown with minimal tools, if you wished.



Cast in the Name of God (100, free Savior): You put the "warrior" in Holy Warrior. You gain a remarkable skill with a blade as well as acrobatics, able to traverse the dangerous terrain of the lands ravaged by monsters. Your eye for openings in an enemy's defense give you an edge against the physically superior bosses. Let them know your fury.

Evil does not Rest (100, free Savior): The impurities of the Monster-infested land mean that while at least one monster stands, peace cannot reign. Thankfully, you will not let a single monster stand. You are able to detect corruption and evil, and if there are places of demonic or diabolic taint, you can sense their general presence from a good distance.



Promised Land (100, free Angelic Advisor): The world is not built for humans. There are terrible deserts, disgusting blood-red swampland, bitter snow. But that can be changed. All you need are tools, and the knowledge to use them. This is the latter. You now can tell what changes to an inhospitable landscape need to be made in order to make it habitable. They may not be simple or easy, but you now have the road map to your own Promised Land.

Be Not Afraid (100, free Angelic Advisor): There's no helping it. Sometimes, no matter how hard you try, prejudice based on appearance wins out over good intentions. Do not blame the humans, sometimes their fear is derived from bad experience, or they simply cannot understand your visage without trembling. That's no longer a problem. As long as you act with benevolence towards people who would otherwise fear or loathe your image(and ONLY your image, if you have a reputation, this won't be that big of a help), these people will no longer be on edge or anxious in your presence. You are a messenger of peace, let the message be what they see.



By Tooth and Claw (100, free Adversary): You're not going to undermine order and law with mean comments. If you don't already have natural weapons, you gain them, and a good idea of how to use them best against the weak humans. Your physical capabilities are strengthened a bit as well, enough to do major damage with your slashes and bites. Descend upon the sheep, and feast, vicious one.

Work to be Done (100, free Adversary): It's not enough to succeed. For a demon or monster to win, you must see the destruction of other's success. You have a sense that allows you to tell where the nearest part of 'civilization' is if you're in the wild, as well as the general idea of what would sow the most havoc in those 'civilized' areas. Let man's works be crushed under your heel.



Through the Valley of Darkness (100, free Saint): The path of the righteous man is beset on all sides by the inequities of the selfish and the tyranny of evil men. It is hard to hold onto faith through the trying times, when darkness and death seem harsh realities. But you will not accept despair. Now, you have a strong will towards day-to-day harshness , one that is willing to suffer through hard work and fear in order to bring about a brighter tomorrow. You can encourage and give this attitude towards others as well, acting as their guidance. No one wishes to step into the darkness alone...Won't you reach out a hand?



Among the Flock (100, free Saint): It can be difficult to gauge what is troubling your brothers and sisters when they see you as 'special', or 'chosen' amongst them. They could feel as if they were unworthy to act inappropriately or possibly be even seen as heretical. However, you now have a natural talent of easing into the common folk, acting humbly and without pretense. To be a good shepherd, one must know they depend on the sheep as much as the sheep depend on they.



Manna of Heaven (200, discounted Drop-in): They say one of the greatest miracles of the Master was to create food where there was none, and now you share a similar ability. You can now create delicious food from basic ingredients, and stretch these ingredients well enough that a single loaf of bread might as well be 5. They're also good enough to restore anyone's morale and give them the strength to keep going even when they feel like they're at rock bottom. Feed a village with a basket of bread and fish.



And On This Rock (200, discounted Drop-in): There is a reason that all the surviving relics of the old world are made of stone. Stone endures. You are remarkably talented with architecture and stone-working, able to find the best marble and rock for your purposes! Freeing your vision from the rock will be a simple matter, and your creations are noticeably sturdy. Your buildings, statues and bridges will all last for ages, surviving even the roughest of natural ravages. The Stone endures, and you can shape it to your will.

Master of the Elements (200, discounted Savior): The Planet's will is your own, as you serve an awesome Master indeed. When you purchase this perk, you may select one element(Might, Thunder, Fire), and you gain the following powerful spells, derived from divine energy.

MIGHT SPELLS



Aura Shoot: A powerful and dense bolt of force launched out from one of your melee attacks, easily used to keep enemies at a distance, able to punch through rock and weaken it.



Earth Force: A burst of pure kinetic power that emanates around you as a shield, forcing melee-range enemies back and damaging them in the process! It's quick enough to act as a way of repelling foes who close in on you.

THUNDER SPELLS



Lightning Bolt: It is what it sounds like. You can easily call down thunder to strike the area above you and below you, harmlessly passing through you...though you'll be charged with electricity for a short while afterwards, long enough to make an electrified swing of your weapon.



Spark Element: You strike a pose and send out four balls of lightning out, from you, roughly at the 4 diagonals of the direction you're facing. They fly quickly and can kill a weak enemy on contact!

FIRE SPELLS



Fire Breath: With a single strike, you may send out a burst of flame from your weapon! It's not very long range, but it has some reach to it.



Raging Bomb: You swing your weapon upwards, producing a trio of fireballs that travel in an arc above you! They explode with great power despite their unreliable aim, and can defeat many a monster if all 3 fireballs make their mark.



On Their Wings (200, discounted Savior): The heavens are where you hail, so moving amongst them must be simple as can be. You gain a pair of powerful wings, granting you great agility in the air and the ability to glide great distances without needing to spend any energy. You're also able to beat your wings in the air for an extra boost to your leaps, and the wings glow with a holy color. Let no darkness evade you, sea, sky or land.



The Latest Trends (200, discounted Angelic Advisor): The humbleness of the flock can be irritating, at times. They are happy to live in meager homes, even when the times necessitate larger and more advanced societies to have greater elbow room. Luckily, you are a clever angel, and know just what to say. It's slightly underhanded, but you may spur people on to desire the newest and best in anything you wish them to. It could be anything from weapons, to housing, to a new mode of thinking, but they will strive to reach the edge of that desire, as much as resources allow. It's a minor cruelty, but the alternative is to destroy their homes and force renewal. One can admit this is the more humane method.



On A Mission From God (200, discounted Angelic Advisor): While the flock may do their best to follow your word, they sometimes may need a guiding hand. You can provide, thankfully. You may choose a wide spectrum of people (usually limited to geographic, racial or ideological demographic, i.e those in villages that revere you or people who share your general philosophy) and designate them

as, what else, but the "Chosen People." You can now give general mandates (not anything specific, mind you, mostly "go here and do this") towards these people, either anonymously or not. They WILL know however that they can refuse the mandate, so it's best to use this on those who would have incentive or reason to follow mysterious commands from a voice in their head anyways. However, you must be in a trance to do so, where you cannot eat, sleep or otherwise take care of yourself.



Poison the Well (200, discounted Adversary): Why tear down the walls of man when you may simply remove a brick or two and watch it all collapse? You now have a devious intuition when it comes to the affairs of the mortal men, able to easily sniff out the weak links in a village or organization and discover what it takes to turn them to your side, or send them into a spiral of debauchery and sin. Not only that, but they will actively resent the people they spurned in their corruption, blaming their former allies and masters for not saving them or abandoning them in their time of need. After all, only the Master could have made devils so much stronger than a man.

The Strongest There Is (200, discounted Adversary): You are more than just a beast. You are the lord of your domain, the predator among predators. The land in which you prowl is an extension of yourself, which is easily seen in your form. Choose a biome(sky, sea, any kind of land you can think of).You gain a monstrous body suited to that territory, able to easily defeat any mortal heroes bearing armor and spears while in that biome. You may purchase this additional times to add new biomes and features to your Monstrous form.



I Can See It! (200, discounted Saint): Those connected to the Master often gain strange and useful powers, possibly due to their intimate contact with their Lord. You are no different, and are able to call upon visions of the future and of distant lands. However, you are only given the vaguest sense of what these are, at best you are able to see a single scene or a backdrop without context rather than the full picture. However, you will be able to describe and remember these images well enough to recognize them immediately, if they're encountered.

Offerings (200, discounted Saint): Humans in this world are not quite the strongest nor most powerful of the bunch. However, they are industrious and often have much to provide for anyone who wishes to ask tribute of them. As the holy leader of many humans, you are among the best at securing the succor of the Master or security from the raging demon who's taken over the castle(hey, you do what you need to survive), knowing what it takes to please spirits, demons and deities into either leaving your people be or giving minor aid. Not only that, but you have a greater chance of finding the kind of esoteric objects that these entities prefer as their tribute. Let them know your gratitude.



The Flock's Fleece (400, discounted Drop-in): Men and women have not wandered the wilds naked since the long-gone days of the Garden. Whether they knew it or not, the act of clothing oneself is one that at once protects and isolates. A shirt or a robe is a metaphorical armor against the elements, against shame and against the prying eyes of others. You are such a skilled craftsman that you can take the 'metaphorical' part out of the equation. You're a one-person clothing creator and tailor, able to take the raw materials of silk, cotton, wool and hide...and then with almost no tools produce wondrous clothing, fitted just right for anyone who dares try the garments on. They're protective vestments against the harsh elements, able to keep people in comfortable condition be they in the deserts of Kasandora or the icy plains of Northwall. Not only that, but people who wear them find that they'll be kept safer from the claws of beasts or the swords of their enemies, acting as a light chain-mail mesh despite being soft and maneuverable fabric.



And They Danced On Into The Night (400, discounted Drop-in): Music carries an undefinable power with it. It touches the spirit and lifts people up from often deep and personal darknesses... Some say there are secret chords that were played by the old wise men, that even pleased the Master. However, sometimes the power of music is much more tangible than that. If you didn't have any talent with singing or song-writing before, you have it now. An excess of it, actually. You could whistle a ditty and it'd stick in the minds of anyone you crossed paths with, and the songs you make an effort at writing are memorable enough that people could sing the chorus from heart. The music you create and perform yourself, however, is almost transformative. People who hear you perform are not only lifted up into a great euphoria, but their minds and souls are almost cleansed by the melodies. You can personally rouse a demoralized force back into fighting spirit, lift the spirits of a rebuilding town, or even wipe away corruptive/hypnotic influences on your listeners with the sheer beauty of your sound. The fire in your soul makes it easy to see, how Tanzra himself could be pulled out of thee.



I Will Get There (400, discounted Savior): If you could defeat evil from the Sky Palace, this war would have ended long ago. Unfortunately you can't wait in heaven for the demons to kill themselves, you have to get out and moving! However, this is dangerous to do against the powerful monsters and dangerous lairs that the minions of Tanzra have found...So you cheat a bit, and remove the risk. You may now enter a meditative state and astrally project yourself into a statue bearing your likeness, animating it as if it were an (unwieldy) body of powerful flesh and blood. The Statue resembles your body and possesses your spiritual and magical energies, but it is not your body. It is again, animated stone. It doesn’t count as a body for any physical perks or purposes, but it will not degrade your skills, magic, or other supernatural edges. However, if you’re a dragon that breathes fire, your statue won’t do it by default.



I Send My Sword (400, discounted Savior): Your blade is empowered with the might to slay evil, even as a statue. You now are able to launch out your melee attacks (punches, sword swings, the like) as projectiles of holy flame, stronger than the attacks on their own when used against beings of demonic and monstrous origin, the projectiles themselves launching out to a good distance. This ability extends to any form you find yourself in, even if it is a body you are inhabiting rather than possessing. (In simple terms: This extends to anything you possess with I Will Get There.) The Lord has sent you...Now make them BOW.



Through Heaven's Eyes (400, discounted Angelic Advisor): It's often difficult to truly see the extent of your work amongst the flock, at least without having to gaze upon it from the Sky Palace itself. But you will not always have a Sky Palace ready, will you? But still, you may see the world from a different perspective now. You are able to enter a meditative stance and see the landscape you're in from a "god's eye view", as if you were watching it from a seat in some lofty paradise. Not only will you be able to see the area as a whole, but you're able to tell the general technological development and emotional atmosphere of any settlements you happen to gaze upon. Unfortunately, your gaze is stuck to the area right overhead of where you are meditating, unable to move from that fixed point in the sky. Seeing the world through heaven's eyes makes it so much easier to do heaven's work.



Moving Mountains (400, discounted Angelic Advisor): The most important tool in your arsenal. You must make the flock comfortable, and to do that you must make the land that unto Eden. To do this, you command the forces of nature! You may incite a rainstorm (and make it produce lightning that could destroy boulders), clear the clouds(and thus amplify the sun's power to the point of drying up fields and marshes), call on powerful gales or even cause a powerful and biblical earthquake. However, there are limitations. For one thing, you are beholden to your flock. Your miracles take a certain amount of power that is only restored by the happiness of those who see you as a benefactor(be it a leader, a god, or a guardian spirit), and the weather effects only kick in an hour after activation. You may chose any area you can see as the target, but the effects themselves have no precision in how they can be used, save for the thunderstorm which can be targeted to strike buildings.



Playing with the Big Boys (400, discounted Adversary): You've shown your worth and might as an enemy of the Master, and as such have been granted the power similar to that of Tanzra's greatest lieutenants. Each one was attuned to the power of a deadly sin, and was able to corrupt the lands they called their domain with that sin. You gain the power of one of the eighth sins, to complete the octet of demonic lieutenants. You can spread that sin and create natural phenomena to go along with it in the same manner as the perk "Moving Mountains", possibly even turning humans into

demons themed to that sin. Those who are not aligned with Tanzra will still gain these abilities, but will be looked upon with suspicion and fear by the Flock and the Master. If you purchase this ability more than once, you can only have one active "Sin" at a time, and it's accompanying Natural Phenomena. To fully change which sin you are representing, however, you will need to destroy and rebuild the Kingdom you have created with it. Out with the old, in with the new. And take care not to trip over the bodies. This doesn't apply if your stay in a world is over (i.e when you take the "Move on" option at the end of a jump), as you can select any of your sins to start a new Kingdom.

*Vainglory : You are the lord of the sin Vainglory, the sin of boasting and bragging. When you lie of your accomplishments, when you speak of your possessions you do not have, when you tell falsehood for glory, that is Vainglory. Where you go, people feel the need to seem better than they are and puff themselves up, and you are able to create the Fog of Grandeur where you go. The fog clouds the eyes of men, making your sinful kingdom and its inhabitants look vast and respectable despite their actual qualities. Demons of this realm will become much more fearsome-looking and gruesome, or look regal at first glance. This illusion is broken by those with honest hearts, and can see the kingdom for what it is, however, and the demons are too cowardly to fight back if resisted.

*Despair: You've claimed the domain of Despair. When you feel beyond anyone's help, when prayer gives no succor, when you are without an internal guiding light, and when you rely on outside forces to push you aside, you have succumbed to Despair. Your people are pliable, without a spine. They will follow your orders simply due to having no personal objections, or attachments to even their own lives. You may taint any water source to create the Source of Sorrows, a lake of water that saps the will and identity of those who drink it. Demons of this realm are able to inflict apathy and disregard on others, but are unable to put up an honest fight and will often simply die in direct combat rather than fight intelligently. The Source of Sorrows' effect can be broken if the victims are given a reason to truly live, one that awakens their will.

*Doubt: The kingdom of Doubt seats you on its throne. When you are wracked with indecision, when you are paralyzed when faced with the unknown, when you simply are afraid of tomorrow, Doubt is your constant companion. Your people are paranoid, untrusting, and afraid. They will run out any outsiders, backstab one another, and simply be unable to mount any meaningful resistance to your rule without falling to indecision or infighting. You may cause the clouds to gather over your kingdom and create the Dark Light to illuminate these lands. The Dark Light casts everything in a dim shadow, and hides the identities and faces of others. Nobody can tell who the other person is, their faces almost erased by the light. Demons of this realm can inflict blindness on others and are very strong, but must be forced into battle by right-thinking minions. Those who go on with courage

and put faith in others may find themselves illuminating the world around them, their identities restored.

*Haste: For better or worse, you are the master of the sin of Haste. When you jump to conclusions, when you take action without care for the consequences, when you throw away caution and sense to go with your instincts and whims, you are committing the sin of Haste. Your people are, for lack of a better word, completely reckless. They quarrel, they fall in love, then fall out of it, all with no consideration for the past or the future. They will put their all into any cause dangled in front of them, with no caution or fear. The town is busy, irritating, and often chaotic to move through. You are now able to create the Winds of Change, hot and damp gales that excite the passions and cause long pauses in activity to be physically painful. If you wish to avoid the heat and heaviness of the winds, you need to always act and move. Demons of this realm are phenomenally powerful but fragile, and often use suicidal tactics. Those who meditate and try to find inner peace even in the howling hot winds will be able to break from their effect, and those who move slowly and with deliberate effort will find themselves moving easier through the street.



Friends on the Other Side (400, discounted Adversary): The ability to create a Hallowed Ground is child's play. While it may be easy enough to infuse souls into the dirt to make monsters like the other Bosses, you've found a much simpler way. You may now create a magic circle in a "Wild place" untouched by human development to create a Demon's Lair, which will then absorb the souls of the dead within a 30 mile radius and produce wandering, ravaging demons. Their strength is around the same level as that of their faith, with the faithful souls corrupted into fearsome warriors, and the most pious being on par with the gate guardians, minibosses almost. These circles take holy rituals to break, simply slaughtering the demons and breaking the circle will cause the Demon's Lair to reform without the proper blessings and vestments. The souls of the fallen are your pawns. Play them well.



An Audience, My Lord (400, discounted Saint): Your connection with the heavens is something to be respected. Your will and faith have given you the courage to call upon even mighty gods and have them hear your humble pleas. You are now able to commune with any major Deity you are aware of that exists in the world, and granted free risk-free meetings with anyone who possesses more divine blood than a demigod. However, every time you begin a communion with said Deity, you are reduced to your Body Mod form, teleported to a featureless divine plane and stripped of all powers and perks. They are unable to harm or effect you with their own abilities during this meeting, and must hear you out, but are not compelled to listen to you and will remember your words...Choose them wisely. Speak with humbleness and honesty, and you will find yourself rewarded...depending on the God, of course. At the very least, the Master will hear you out and reward the faithful.



I Will Defend the Faith (400, discounted Saint): The most important duty as your God's messenger on Earth. You are to arm and armor the Flock against the creatures of Sin and Evil, and your skills are geared towards that. You now have the ability to bless weapons and armor with stronger power and endurance when faced against evil foes, making their effectiveness much greater. Evil is understandably relative, but this works best on those with diabolic or monstrous origins. Not only that, but you are able to bless other items to either fend off or protect against evil influences, and know the rituals necessary to purge the demonic taint from humans, animals, artifacts and even the land itself. You can lead a ritual to purge a Demon Lair if you ever come across it, and may render items with demonic power inert with similar rituals. You are the army of the Master. Take your blades, and ready your nerves.



Voice of a Generation (600, discounted Drop-in): You are more than simply a creator. You are a creator of creators. Your work not only is functional, it's intuitive enough that anyone can pick up your creations and be inspired with the methods of how they operate with some focused efforts. While they may never be able to mimic the exact details of your designs, they'll be easily able to grasp the basic concepts behind its creations. If you were to present a gun to a caveman, they wouldn't be able to produce M-16s for a LONG Time, but you can bet they would be able to tell the concept of a projectile weapon(launch a projectile using something else's force to kill people)...This is the compass that taught the Flock to sail the ocean blue. This is the bridge that crossed the rivers, teaching them to build their own homes of wood and stone. This is the symphony that produced minstrels across the lands. This is your legacy, the mark you leave on the world. Make it a good one.



Be My Mirror, My Sword and Shield (600, discounted Drop-in): Creation takes sacrifice. You know this much. You figuratively may put your very essence and soul into your creations, making each one a part of yourself...Now you may LITERALLY do so. You can infuse your very vitality, or any other kind of energy(magical, spiritual, physical, as long as it's a resource that is used up. You may not, for example, infuse a soul...but you may infuse the energy a soul creates) into an Orb of Light. You may control which percentage of this power is infused, but you will be temporarily weakened by the process, even if you possess instant regeneration. The Orb of Light is a vaguely basketball-sized ornament, which can be stored but is fragile when handled by anyone but yourself. When this orb of light is shattered, the person who shattered it will absorb that energy into themselves, and be emboldened by it. You may even permanently sacrifice one of your abilities to create an EX-Orb out of it, giving whoever breaks that orb that ability for a short amount of time, approximately 20 minutes. However, if you do this, you may produce EX-Orbs at will. Unfortunately, you can't cast a thing for yourself. You are unable to break ANY Orbs of Light you've created yourself, only gifting them to others.



Master of the Heavens (600, discounted Savior): You are beyond simply the hero of the planet Earth. You are the one who bears the blade of Heaven itself, and as such you have been granted the 4 Magics of the Sky Palace:

* Magical Fire: You strike a pose, and a flat 'disk' of powerful flame similar to that given by "I send my Sword" explodes out from you, causing a wide area of effect damage!

*Magical Stardust: Considered the most powerful of the Heavenly techniques, you raise your weapon or hand into the air and call down a shower of meteors, a constant rain of magical damage for at least a full minute. While each meteor does not do a large amount of damage on its own, the meteors are almost impossible to all dodge, and they come down on a constant rain. Most enemies will take heavy damage from this technique, if not being outright defeated.

*Magical Aura: You clap your hands together, and a quartet of magical orbs surround you in a close orbit, smashing into anyone who wishes to challenge you in melee. They are excellent at punishing direct combatants, but cannot attack at a distance.

*Magical Light: You may raise your hands into the air, exalting the heavens, and a beam of light will come down to act as your shield, defeating those who are nearby you and dispelling projectiles heading your way!



I Send My Scourge (600, discounted Savior): Normally, while you are a holy warrior, you fight alone against the enemies of man due to your station. Your hopeful flock, though appreciated, cannot do much else but cheer you on...but perhaps that is power in itself. You are now bolstered by the desires of your people to succeed. The more people who consider you a Hero, the more resistant you are to the attacks of those they consider hated enemies and the more your own strikes cause to these enemies. At the peak of this ability's power, with an entire nation's worth of hopeful spirits granting you might, you may be able to defeat even 6 deadly demon lords(each one able to defeat an army of men in metal armor without rest!) in a row, though you will be injured and struggling by the end.



When You Believe (600, discounted Angel Advisor): There are times of crisis. There are times of despair and when all is lost. Sometimes, all that's needed is nothing less than a miracle. That is when you can make your arrival. When

your chosen people are in despair due to a sudden crisis (like a natural disaster, or a betrayal from a respected member of the Flock), or when hope is all lost, you may change your form into an angelic one of glory and strength! This form has the physical attributes and endurance needed to resolve the crisis(such as one that can scoop up lava if a volcano has erupted, or being able to swim quickly in a flooded town to save drowning villagers)...However, this form is temporary, and loses power if you use it in combat or to save yourself. You are the guardian angel of your Flock, and your arrival gives them hope. Do not disappoint them.



Go Forth and Multiply (600, discounted Angel Advisor): You are the provider, and provide you shall. The rains of plenty are yours to call upon, with many of the same caveats as "Moving Mountains" except that you do not need the happiness of your flock to produce it. That's fine, though, since this is almost all-upsides. The Rain of Plenty is a natural phenomena that will heal the wounds and diseases of those that are showered upon, restore the vigor of both flora and fauna, and make those who drink of its sweet droplets more fertile. The day after one of these Rains, many a town looks like a veritable Eden. Make this a land of Milk and Honey.



Pure Evil, No Pulp (600, discounted Adversary): You know the secrets to being a TRUE evil lord. You cannot get ahead without worthy minions, and you know just what to give them...A proper diet! That is, a diet of pure sin. You are now able to condense the sin within a mile radius into a dense, dark, vaguely black velvet-looking liquid. This will usually leave the area a bit more 'pure' for it, but usually you'll be MORE than making up for it. It's usually considered a good idea to have a receptacle, but it's not necessary. This sin corrupts the earth it touches, taints the liquid it finds, and otherwise is condensed wickedness concentrate. If you feed the direct, unfiltered sin to a living creature, they will become more demonic and powerful, gaining effects and mutations similar to the "By Tooth and Claw" perk. It will take at least a bucket of the vile liquid to fully transform a human into a full-fledged demon. After they've fully transformed into a Demon, you can then feed them another 4 buckets to give them the effects of "Strongest there is", though you have no control over which biome they adjust to. They can alternatively passively absorb Sin in the area to 'evolve' without needing to be force-fed, but the additional buckets speed up the process. You have your army. Here are your Lieutenants.

Master of the Devil's Yard (600, discounted Adversary): So they think that they have friends in a high place? With the power to put YOU on the run? They'll have to forgive the smile on your face, you'll show them what power is when you're done...You gain a full suite of diabolic enhancements, making you a true monarch of the Underworld. First, you've grown a good 40, 50 feet, towering over even the statues of the Master, with a similar increase in your strength and endurance. Even evil-slaying weapons will take a while to punch through your powerful hide. Not only do you have the size, you have the magic to back it up. You

have the Fireball, Seeking Spark, and Core Volt spells, and your other offensive spells are given a hearty boost in magical potency. You are second only (if that) to Tanzra, in both might and majesty and with effort, you have a powerful demonic magnetism that grants you admiration and respect from all the forces of hell and the underworld.



*Fireball: You can unleash duos of fireballs, each one strong enough to kill an unarmored mundane human being...If one of your target is in the line 'between' two fireballs, they will both change direction and attempt to join together in a mighty conflagration , hopefully with said target caught in the blast.



*Seeking Spark: You create a pair of sparks, each one moving in quick and unpredictable patterns, they're not as strong as the fireballs but will cause damage regardless.



*Core Volt: A dangerous technique. You are able to tear open your chest and unleash a thick and heavy burst of evil energy, capable of erasing even a force of iron chariots as if they were nothing...Unfortunately, this will expose your innards to your enemy, and besides takes some of your vital energy to perform. The carnage is worth it, however.



The Devil in Disguise (600, discounted Saint): The enemies of the Master take many shapes and sizes, and not all of them are pure monsters and demons. Some may even take the form of humans, or beasts brought into the services of hell. They're evil all the same, but the weapons against Evil don't work effectively against them normally...until now. You're now able to declare a species or organization "evil", an enemy of your God, and the benefits provided by "Evil does not rest", "I will defend the Faith", "I send my Scourge" and "I send my Sword" will be applied to them as well. You are also able to grant "Evil does not Rest" and "Cast in the name of God" to your followers, by performing a ritual to transform a drop of your blood into a pendant and offering it to these followers as a protective charm.



You are Forgiven, My Son (600, discounted Saint): Is man and demon not more than the sum of their mistakes? If one sins, are they truly beyond redemption? You know that it does not need to be so. You may infuse a loaf of bread or similar "humble" food or a fine spirit/wine with a redeeming quality, and if offered to someone TRULY penitent, you may absolve them of their past misgivings and guilt, allowing them to become new people. Demons and monsters become purified, the evil that is so core to their being gone and leaving behind a fresh new person,

though with strange anatomy. Those who eat of the food with simply a heavy heart and great self-derision will be given emotional comfort and the knowledge of their inner goodness. Those who are evil but have inner good will find that inner goodness more pronounced, making possible redemption even easier. The food you have blessed is extremely delicious to spirits and divine entities, making it a prime offering food that will make them more and more compliant to your requests. Food that is compliant with this ability shows up when you use the “An Audience, My Lord” perk’s ability, allowing you to bribe deities more easily...This is the bread and the wine. Partake, for it is your right.



Deliver Us (600): The Master knows in the depths of their heart what their goal is. They are aiming to create a world where they are no longer needed, where the flock are not sheep to be driven by a benevolent lord, but able to protect their own happiness and peace. When the temples are empty and the prayers go quiet, the Master will gently rejoice and return to their slumber. You too can leave a legacy, and spur on those who carry your beliefs with the strength to follow through. You now have a Gospel, dependent on which background you chose. This philosophy can be spread throughout the worlds you visit, and subtly empower the people who work in service towards it, even if they've never met or seen you. Your Word carries weight, and which word that is defines how this philosophy will go. Drop-ins receive the Gospel of Creation. Your followers will become much more cultured and diverse, gaining a greater aptitude with music, fashion, and fine art, not unlike those given by “And They Danced On Into The Night”, “And On This Rock”, and “The Flock’s Fleece.” They’ll be more prone to fits of inspiration and will strive to be on the edge of every field of study and art they can be, enthralled with the expression of the self.

Saviors receive the Gospel of Valor. Your followers will seek to defeat the wicked and cruel in this world, acting as the swords and shields for the weak, and the fangs for the fangless. Their devotion to the protection of the weak will, if they truly hone their skills, allow them to access abilities similar to “Evil does not rest”, ““Master of the Elements”, and at their peak, will learn an ability nigh-indistinguishable from “I send my Sword”...Their culture will be of those who defend anyone, ANYONE who is menaced by the exploitative and cruel, seen as honorable and chivalrous by all they meet.

Angelic Advisors will receive the Gospel of Plenty. Followers of the Gospel of Plenty are charitable, giving to those in need and caring for those who go without...They are also the nurturers of the land and natural providers of food and nourishment, able to work with the land on par with the perks “Fruitful bounty”, “The Promised Land”, and “Manna from Heaven”...However, they even know the secrets to perform ritual dances that can replicate the effects of “Moving Mountains”, though it takes days if not weeks for the final result to come in. They are known for their generosity, frivolity, and kindness by those they meet.

Adversaries are blessed with the opportunity to practice and preach the Gospel of Sin. Followers of the Gospel of Sin are...To put it bluntly, approaching demons in their actions. True believers are proficient in the finding and destruction of order, able to mimic perks such as “Work to be Done”, “Poison the well”, and “Cast in the name of God” in their hopes to decimate the “old order”...With the proper training and time, they are even able to create a Demon Lair not unlike those created by “Friends on the Other Side”...They are revolutionaries, hedonists, and sinners. Your kind of people.

Saints are able to preach the Gospel of Sanctity, known as respectful and orderly with a touch of the divine favor where they go. They’re known for their humbleness and devotion to their Gods and benefactors, having skills and knowledge collectively on par with “Through the Valley of Darkness”, “Among the Flock”, and “Offerings”...When pushed against by the forces of evil, however, they are able to arm themselves, having secrets and traditions that allow them to perform feats that the perk “I Will Defend the Faith” allows.

Gear:

Root of Good Health (100, free Drop-in): Creativity and invention aren't done on sweat and tears alone. Sometimes you need a pick-me-up, like coffee or tea. This is one up on that. This gentle herb is healthy, refreshing, and has a sweet smell! If you chew on it, it'll be a good jolt of energy that can make you feel like you took a nice catnap and fire up the neurons. If made into a tea or burnt, it'll be an even greater restorative effect, giving you a nice boost of inspiration as if you'd just waken up from a night's sleep!



Tools Unerring (200, discounted Drop-in): A craftsman cannot work with hands alone, as hard as they try. You now have a set of basic carpenting tools, pre-medieval kitchenware, instruments, gem-cutting tools and metalworking tools of a very high quality. They don't degrade with use, and they're remarkably light in the hand when used for their proper purpose, be it to make music or make a loaf of bread. The skills are yours, but the work cannot be completed without the proper catalyst...



The Magic Skull (400, discounted Drop-in): A strange skull, coated in crimson crystalline material. Vaguely like a caramel apple, actually...In any case, it is infused with a strange power. If you place it in the presence of holy or diabolic magic, it'll absorb a good amount of magic(enough for a few castings of the spells given by the perk "Master of the Elements") energy into itself and then cause the magic to lose its potency and become harmless heat energy, slowly released into the places around it. This works on mostly ambient objects, either un-sanctifying or purifying places claimed by the Master or Tanzra. Freedom from the heavens and hell, in a strange gem.



Forges of Gaia (800, discounted Drop-in): The place where the new age is born. Attached to your warehouse, is a brick and stone warehouse that would bring any mortal laboratory to shame. Bookshelves that could store the entirety of every blueprint, prototype, and final design you scheme, all in one corner. A forging fire that roars with the earth's heart and tools of enchantments to work in even the greatest heat with magical metals! You also have a few workshops that are of a good quality, they can be very helpful and are excellent at facilitating whatever research you fancy. All these and JUST enough space needed to single-handedly push a world into a technological revolution! The Forges of the world's heart, the place where the world turns...as if the very axis. The tools here will return if taken out, but this is such a fine workplace...Why would you want to take them out?



The Praising Sounds (100, free Angel Advisor): A small gilded cage, inside is a small angel...One without much intelligence, but a strong loyalty and adoration. That is, adoration for you. It knows your name, has a sweet and melodic voice...and will literally sing your praises! It'll quiet down if you ask it to, but the angel lives to make your day a bit brighter by singing songs and praising you. It's quite the flatterer and can pick up songs quickly(though it always has trouble with rap). Enjoy the company! The angel doesn't have a name, by default, and will pick up whatever name you start calling it by. It doesn't count as a companion but is not useful for much more than singing and complimenting.



Book of Life (200, discounted Angel Advisor): A small tome. It has a peculiar effect...An encyclopedia of all creatures great and small! It can continuously update and re-write itself, and it keeps track of even sub-species and notable variants of every animal walking, swimming, and flying. It has exceedingly detailed information on the species, including how to recreate the animals from the ground up or how to best cause them to prosper. The naming and accounting of all beasts is the domain of the provider, and that provider is you.

Trumpet of the Warrior Host (400, discounted Angel Advisor): A gleaming brass trumpet. You aren't a warrior, at least that isn't your job. But sometimes the war of heaven and hell becomes truly a war, and you will have to call upon the horde. This trumpet, when sounded, will call down a host of 33 warrior angels from heaven, clad in strong magical weaponry and benefitting from the effects of the perks "Cast in the name of god" and "I send my Sword." They'll fight furiously and to the death against evil forces or forces that threaten humanity as a whole, but will refuse to battle the unarmed and the good-hearted...They'll also take offense to being called often, and if called more than once a decade, they'll get weaker and weaker every battle. They're easily coerced into guard duty, however, and can act as lone guardian angels for different buildings. They'll be unable to come to your aid while on duty, however. If killed, their forms and their weapons disintegrate into the ether, bound to their 'souls.' They are ready to fight.



The Sky Palace (800, discounted Angel Advisor): This is the seat of Heaven. While this is not the Master's true Sky palace, it is one that you may claim and have, and either rule from or live. The Palace will always remain hidden from the prying eyes of man and flying bird wherever you go, and anything you do to it will sustain between the ages and worlds. The Palace has a few particular features that are worth stressing. It's quite large, of course, a palace with gardens and halls and grand rooms, almost a cross between a castle and a cathedral in the vast size. The palace is attended to by many peaceful and pacifistic angels, who keep it clean and tend to the various gardens as well as acting as general servants. Not only may that, but the palace itself serves as a way

to ferry the righteous dead. You see, the Sky Palace is capable of trapping wayward or lost souls through some thaumaturgic means inherent to its construction.

In the center of the palace is the Seat of Heaven, where the Purgatario and Paradiso devices await.The Purgatorio is able to hold many souls in a featureless, dull plane while they are being contained, of course this plane is condensed to the size of a large bookshelf for easy storage and access! You can move people from there to the Paradiso or if you have purchased the "Devil's Manor", the Inferno in that area. Paradiso and Purgatorio may hold 999 * 999 *999 * 999 souls inside, who will provide harmonious and holy energy from their bliss and contentment that can be used and enjoyed. The Paradiso itself is a paradisiacal garden mixed with the usual "fluffy cloud and blue skies" heaven. The Paradiso is also condensed in a manner similar to the Purgatorio, but you may view from the Seat of Heaven their progress and happiness.

This is what Heaven has to offer as a home. Defend it.

Sandals of Tranquility(100, free Savior): Sandals both swift and light, they are not only as good as metal boots with less than a quarter of the weight...They do much to muffle the footfalls and quicken the step! While a simple boon, its not one that should be overlooked when one has to simply run for hours on end.



Helmet of Salvation (200, discounted Savior): Evil is addicting, everpresent, and oh so seductive. It can cloud your mind and twist the fabric between fantasy and reality. The powers of Tanzra are such that you may think vile things and believe them to be your own. No more. The Helmet allows you to know when an idea, or a thought, or even an image is the result of demonic or evil powers rather than of your own mind, and is a rather sturdy helmet besides. You will reinforce the bastion of your mind against all that seek to twist it.



Shield of Faith (400, discounted Savior): A powerful kite shield on its own, it was enchanted with the power of the Master with a very special ability. The Shield is able to reflect elemental or diabolic magic tossed at it and absorb a portion of the energy within itself, transferring it to the wielder as Mana or a similar magical energy. The shield's inherent majesty also bolsters the morale of those who see it, either an awesome Master's might intimidating the foes of Heaven or the soldiers of the Master seeing a powerful ally.



Armory of the Master (800, discounted Savior): The Lord's work is never done. This is the home base of the warriors of the Master, a miniature fortress of a building. It's a tall, mobile fortress tower. It has no weapons built on it, but it has many useful features for a crusade on wheels. The biggest two features are, of course, stables filled with winged steeds and a large training facility. The Divine training facility has a number of holy Dummies that are able to mimic warrior angels with different weapon loadouts and magical abilities, certainly able to help you practice specific tactics and moves. The Stables have a small group of 5-10 winged steeds that you can grow in number, as well as the proper equipment to mount them...even Iron chariots! (They're quite fearsome.)To the side, there's a "war room" where you're able to touch a map to the large corkboard on the wall, allowing you to create a strategic map copy of that map. Enchanted game pieces allow you to both play fun wargames (a good many are stacked in said war room's bookshelf, along with tactical and strategic writings from across time and space) as well as plan out potential moves and tactics in the broad senses. Of course, it functions as an armory, able to carry almost any kind of melee weapon and type of personal armor within a blessed weapon rack, allowing an extremely vast storage(in the thousands range) and hundreds of different weapon variations. The weapons themselves are not special save for a durable and rustproof metal, but they're varied and true.



The Letters (100, free Adversary): Who knows what evil lurks in the hearts of man? You do, now. This is a series of letters from a very well-known ArchDevil within the underworld, a treatise on the nature of man's sin and the best ways to exaggerate these flaws into outright ruination. They're interesting and darkly humorous reads, though the archdevil himself comes off as a stick in the mud despite their sarcasm and wit. You'll be able to easily identify and exploit personality traits, causing a slow decline in your chosen "Patient's" morality until they turn irrevocably. It's a slow process, however, the arch-devil was quite an old-fashioned type.

Wormwood (200, discounted Adversary): A small garden is planted in your warehouse, where you find the necessary soil and equipment to grow Wormwood, a supernatural plant that has a very insidious purpose. The plant is extremely bitter to the taste, it can't be made to taste good no matter what is done to it...It actively saps goodness and pleasure from those who partake of it, and the concentration of this supernatural plant is as such that a single ounce could poison an entire river and the delta it arrives at. When put into water or food, it drains the pleasant properties of all it poisons. Food becomes dry, or overly hard...It will be the worst possible combination of gritty, chewy, and mushy, an utterly bland and actively bitter taste. Water will be flat and actively cause thirst in those who drink it. The soil that it is placed into will be as sand. This plant is a toxin to all things pleasant and good in life, making that which it poisons into a wasteland. Be careful with it. What is poisoned by it cannot be purified except by the long decades...However, the oddest thing of all? It is not lethal. But it does make one wish they were dead, or at least lived somewhere else.

Sinful Sommelier (400, discounted Adversary): There's a reason demons enjoy seeing the souls of men sent to hell. You see, the souls of sinning mortals...are sustenance. Sin, misery and defeat in a soul are all the foods of the devils and demons. You are able to harness these souls into a form that you can actually imbibe now... A large barrel with a tap on it. You also have the proper equipment to transfer souls into it, either free-roaming or from another source (such as the Sky Palace or the Devil's Manor)...If you funnel souls into it, the barrel will convert the individual souls into a special type of wine and keep them from mixing (unless you it want to). You also have a copious supplies of bottles, allowing you to bottle said Soul-wine to drink at your leisure. The Wine itself is delicious, restores the drinker's youth, and even empowers the drinker with the spiritual energy of said soul. Take a sip, and know that your dark work goes to a good cause. That cause being your impeccable palate. It does have an odd reaction when being blessed, however. If purified through the use of "You Are Forgiven, My Son" or by a similarly powerful blessing force(High level cleric of a Lawful Good god), the soul itself is freed from the bottle and sent to the nearest Heaven (or Paradiso, if you've purchased the "Sky Palace"), leaving behind only the spiritual energy and flavor.



The Devil's Manor (800, discounted Adversary): The Seat of Heaven is quite pleasant. But the Throne of Hell? It's downright DECADENT. Deep underground, accessible from either a tunnel you only know of or from the Warehouse, there has been a cavern cleared out for you. This cavern is vast enough to support a large, luxurious mansion that fits your design aesthetics to a T...Made just for you. The Mansion is built sturdily and solidly, with all the pleasant amenities you could expect from such a mansion. Pleasant temperatures, Mood lighting in the rooms, and appropriate music for any events are among them...It's an amazing place to throw a party, and the Manor seems alive with how readily it will automatically adjust things to excite the wants and passions. There's the proper ingredients for absolute delicacies in the pantry and demonic servants to prepare them, as well as clean up any post-party messes. You even have the only proper hot tub in the entirety of creation. The place is responsive to your wants to a reasonable extent, if you need a massive gaudy throne room...well, ask, and ye shall receive. There IS one caveat to all this luxury, however. There is a basement, near the wine cellar. In that Basement, is the Inferno and the Lower Purgatorio. The Inferno is a condensed afterlife similar to that in the Sky Palace, however it is a place of torment. 999 * 999 * 999 * 999 souls fit inside, and a similar amount of souls fit into the Lower Purgatorio. At least 636 souls must be within the Inferno for the Manor to function at all, otherwise it is completely immobile, only a cold and still mansion underground. The more souls that are placed into the Inferno, the more it is able to fulfill its duties. In fact, it will expand and grow around the 999,999,999 Soul mark to almost twice its already prodigious size. But, that is the price of a pleasant kingdom, is it not? As a side effect, you may transfer souls between Paradiso, either of the Purgatorios, or the Inferno if you possess both the Manor and the Sky Palace.



Wheat (100, free Saint): The Bread of the people. These are both the seeds and the tools to harvest and grow what the Flock have called Wheat. It's not exactly wheat, however. It grows too differently for it to be called that. It's more a strange kind of hybrid of Rice, Wheat, and Corn. It's a hardy plant that grows in many different climates, as long as there's fresh soil in which to grow in, and it can be eaten in so many ways that it's not exaggeration to call it a wonder food. 'Wheat Of the Land' may be eaten off of the stalk, cooked, ground into flour for a nutritious bread, or converted into a refreshing alcoholic beverage if so wished. It's hearty and fills the appetites, though the taste itself is not necessarily bold. Merely filling. The humble food for a humble people.



The White Robes (200 saint): Pure robes of a soft silk, the number that you are given could outfit an entire town with them. They are indicators of innocence and purity, meaning that holy-aspected attacks or retribution will slough off of them like a splash of water. This doesn't protect from a holy vengeance, if you've earned it, but it is more a way of preventing collateral damage. Those who wear the shirts cannot be unintentionally harmed by good entities, they will always somehow survive. Even if you're the one good man in Sodom, wearing it means you can somehow come out of it alive and well. Wear with caution.

Crown of All Nations (400, discounted Saint): You are a leader of men, the messenger of the Master on this world. This is merely a symbol of that, and people know just from the sight of it. This is a humble crown of olive branches, when worn will confer an unmistakable and undeniable gravitas. You will have no official station, but you will be recognized as a Great and Wise leader by those who behold you. People will readily listen to what you have to say, though that does not give you any OFFICIAL titles or privileges, getting said privileges will be almost a non-issue. You'll have a natural leadership ability and can stir people to action with but a sentence while wearing the crown.



Temple of the Holy Spirit (800, discounted Saint): As it is in Heaven, so it shall be on Earth. In the center of the location you start in (save for Death Helm in which case it will be at the foot of the mountain), a marble temple of great size has been constructed. You are its owner and know of its secrets. The most basic fact is that it is a place that is conducive to worship. Holy rituals are more effective and potent here, Prayers are just a little bit louder, and it feels as if this is definitely the place where the Eye of the Master rests upon. It is also a true Holy ground, as demons and monsters cannot even approach it without feeling pained, becoming as weak and dumb beasts as they approach the temple. The people who come here are willing and able to serve the Temple's god, here it may be the Master, but in other places it can be dedicated to one (or even more, if you wish to dilute the effects...) deities of the worlds. Its most awe-inspiring power, however, is that of the Reincarnation. Bodiless souls, from the deceased or from defeated

monsters, may come here and be given an adult human body. The Souls do not retain memories or abilities from their past life, but the soul itself is given a new form. If you possess a soul in either the Paradiso, Purgatorio or Inferno of the “Devil’s Manor” or “Sky Palace”, you may transfer a soul from there into the temple, stripping said Soul of all memories and personality into a freshly incarnated human being. Turning the defeated creatures into more members of the Flock is truly the most important duty of the Temple. Let the good word be spread.

Drawbacks (+1000 CP maximum)

Matters of the Earth (+100): The Flock are called that for a reason. They need to be driven. Now, Mortal humans are now simply uninterested in the battles of heaven and hell. They'll be preyed upon all the same, but they cannot care a damn about spiritual matters. This is bad for you, as anything soul-powered sort of falters with these mortals...Not only that, but they're just that much harder to stir faith in or actively corrupt.

Enemy of the Earth (+100): Your foreign nature in this world has not gone unnoticed. While the people themselves may not take offense to you, the animals and plants simply do not want anything to do with you. Animals will rebel, go rogue, or otherwise be extremely hostile to you in any way they can. Plants will rot or overgrow to spite you. The weather itself will begin to throw minor wrenches into your plans. You will be considered cursed by the more superstitious of the Flock, which...tends to be most of the flock.

The Plagues (+200): Betrayal. One of your active companions (randomly selected on a 1d8) has turned against you, backed by a vengeful spirit that seems to rival the Master in power, but only directing it towards your ruin. You and everyone around you will begin to experience natural disasters on a monthly or even weekly basis, from the conventional floods, diseases and earthquakes to esoteric things like raining insects, frogs, and snakes. You, your allied villages, and anyone else you value will essentially be forced to become the centerpiece in a Disaster movie every so often, with the expected results. The worst of it is, that the traitor companion will constantly be working to assist the devastation...Is this what they truly wanted?

The Mortals Must Be Crazy (+200): It's not bad enough for the flock to be passively annoying. Now they're actively dicking with you, or so it seems. How else could they be so...FLIGHTY?! Now they're every flavor of hypocrite and coward. Those aligned with heaven will see the Flock actively become traitorous and then come crawling back when things go bad. Those aligned with hell will see that they're useless as troublemakers or will actively out you to heavenly authorities the moment things go bad and be forgiven. Everyone else just notes that they're...really unreliable jerks. Not only that, but everyone and everything in creation seems to just not want to cooperate, circumstances usually coming around so that things or patterns you rely on(including your own companions and some of your gear) tend to derp out at the worst possibly moment. A real downswing on your luck, it seems.

Jumper Needs Prayer (+400): Badly. You are an unfortunate 3rd party to the contest between the Master and Tanzra for the souls of Mankind. You start with a small village of 60 who

praise your name as guardian and savior. If that number ever dips below 30, then your chain has ended and your only option by the end of this jump is to go home. Both The Master and Tanzra are aware of this. You may convert other humans to your side or attempt to create more who worship you, but they must either be natural born humans or those created by the Church of the New Flesh. After all, clones don't have souls, silly.

Favored of the Heavens (+400): Despite the fancy name, what this really means is that you're heavily desirable by both heaven and hell. Your soul (your CORE soul, or even just your entire being), if sacrificed in either the name of The Master or of Tanzra, they will be guaranteed victory in their battle. This makes you, in essence, creation's #1 Most Wanted Jumper. Demons, Angels, and monsters all alike will be attacking you in an attempt to bring you to their leader and sacrifice you. Suffice to say, if they succeed, the chain ends. Don't let them. The worst part is that they won't try to worry about who gets your soul until you're dead, they will actively combine their strength against you. If combined with the following Drawback, it's worse. The 'defeated' side will have survived in some form and will blame YOU for the defeat and fight harder to try and save their cause.

Assuming the Throne (+600): The War is almost over. What matters next depends on your faction, which you are now forced to choose. The Earth, Heaven, or Hell. In any case, That faction is now decimated...The Master is asleep, Tanzra is sealed forever, or humans are the slaves of both factions. You now have a mission and a deadline. See the victory of your side within 10 years or perish without any exceptions. Unfortunately, you will have to start from the ground-up. Those aligned with heaven will see that the Master and his angels are dead, with the Sky Palace(Unless you purchase one anew) in ruins. Those aligned with hell will find that Tanzra is defeated, the land is purified of demonic taint, and the lieutenants are all dead. Those aligned with humans will find them subservient and dog-like, with only the most daring even dreaming of a world where men are free. The enemy is strong, and they have the run of the world. You'll have to toss the war completely on its side, alone, with the only resources that your side has being your own. On the Throne of Heaven, defeat Tanzra and his lieutenants as well as bringing the Flock into the light. On the Throne of Hell, Kill the Master and bring his followers into ruin, fully. On the Throne of Earth, create a nation of humans, without the taint of either divine or diabolic forces.

Now that your time is over....What do you choose?

GO HOME: You've made this place different from your stay here. More adventurous, more pure, or more wicked. Now, you return home to spread the word. You'll keep everything you've acquired up till now, with the addition of gaining either the Sky Palace or the Devil's Manor if you haven't acquired it already.

STAY HERE: You've become enamored with this world, no matter the end, and now wish to stay. You may gain one free 800 CP Gear option of your choice, as a home base. It does not need to be the two afterlives.

MOVE ON: An excellent choice, if you make it. Everything you've learned and gained stays with you, as you move beyond. This world needs you not, as much as it needs either the Master or Tanzra. In the end, you will leave them to whatever has happened....

But maybe you shall see them again?