The World God Only Knows Jumpchain

Welcome to Earth jumper, one similar to the one you come from, at least on the surface. You see, here Heaven and Hell exist to maintain the reincarnation circle, in which the souls of humans are cleansed in Hell and send to Heaven to ensure reincarnation in Earth, the process giving energy to both sides to continue functioning.
Ages ago, in an attempt to gain more energy, the devils of Hell started tempting mortals to fall in sin, this ended in a civil war, and a New Hell created after Heaven forced its hand in the matter.
Now the New Hell faces a problem since 60,000 of the old devils souls were let free in Earth. These targeting women to feed on their negative emotions and grow in power until they can reincarnate as their offspring.
You arrive a month before Katsuragi Keima gets tricked into a pact with the devil Elsie De Lut Irma to capture these furtive souls using the power of love and knowledge of Dating Sims.

Here, have + 1000 cp as a welcoming gift.

Gender : Maintain your previous gender or change it for 50 CP.

Origin

Drop in: Appearing from nothing one day, a traveler from far beyond without memories of this place, but with a bright future in the horizon. Your age is 20+d8

Ordinary Human: Maybe too wacky to be really ordinary. Still, when there's rain, a rainbow will appear afterwards. Your age is 15+d6

Devil: Just after graduation you were scouted into working immediately, and while the job is hard, the remuneration is worth it. Your age is 300+d20

Host (+200): Maybe it's one of those loose souls or maybe something more, the truth however is that there is a foreign soul inside of you. Your age is 15+d4.

Faction

Runaway Spirit Squad: The New Hell government branch in charge of capturing the loose souls, it's directed by Dokuro Skull and uses pairs between a devil and a human to accomplish their task.

Vintage: The New Hell is facing an energy crisis, yet they do nothing to change the situation, while clinging to naive ideals of peace. You're not like that, you're here to cause revolution and restore the glorious power Hell used to have in the ages past.

Reincarnation Avatar (Host Only): As it's turned out the soul inside of you was a weakened god (or goddess), the good part is that it's mostly amicable to you, the bad is that it still needs your feelings as fuel and you're now branded as being on the side of Heaven.

Location

Majima Private School: The school that Keima attends along with various Hosts of loose souls. Has a large campus and possess both a middle-school and a High-school division.

Yamaguchi Village: is a village located in the countryside. It is the city where Keima's grandparents and other elderly folks live.

Misaki Beach: The place where 60 000 souls of old devils were released ten years ago. It has a nice view and a hidden base of Vintage in a rock nearby.

Narusawa City: An extremely popular city that holds amusement facilities like the aquarium and the theme park. The city also has larges domes like the Narusawa Gymnasium and the Narusawa Seaside Hall that holds big events.

Perks

(First one free to origin, the rest is discounted)

Drop In

Boy/Girl Next Door (100)
Maybe you don't look like anything special, but that also means that you aren't especially bad. You will find out that people tend to look more at your good points rather than the bad ones, as long there you don't purposely give them a reason to do it.

The Memory of My First Love (200)
You got a knack to make people remember you fondly, Jumper. Even in the cases when the relationship ended bad, they tend to think of the good moments they had with you, and with a little push restoring previous relations can be done with easy. Please don't abuse this power.

In the Heart, the Sun Will Always... (400)
New memories could assault your head, revelations shake the core of your beliefs and make your life look like a lie. Regardless, you're not one to lose yourself from them, as even the most unpleasant or sudden changes to your psyche can't make you lose sight of who you really are.

A Token Of Love (600)
As it turns out, applying the principles and rules of a setting into another tends to give you good results in practice, almost as much as in the original scenario, as long there's some logic to it you can use those rules to your

favor. With this you could start seducing girls by using Dating Sim logic in the real world.

Ordinary Human

When the Sun Goes Down (100)
It’s time for a coffee, or at least that’s how the saying goes, luckily you know how to make a mean cup of it. Actually all the Coffee you brew has its side effects reduced. Anyone can drink as much as they want, it'll taste great, keep them alert and there'll be no worry of physical withdrawal afterwards

One Night Gigolo (200)
Wow jumper, those are some acting skills you’ve got there, with the looks to back it up too - more than enough to convince a prospective partner that you’re the perfect match for them. Still, it’s only an act in the end.

For A Few More Lovers (400)
To win the heart of a heroine there’s no boundary you wouldn’t dare to cross, you could take job working in something you know nothing about, resist being beaten up, or using a technique whose strain makes you feel you lost three years of life. While the final result may not be decided by persistence alone, is certainly something good to have.

I Can See The Ending (600)
Careful planning, choosing and discarding options, understanding the variables, and guiding the enemy towards the ending you desire. The true power of choosing the route towards your own goals. Making you able to plan various steps ahead and deduce the secrets with easy, as long as you have enough information there’s little you can’t do, from seducing young maidens and acing exams to stopping terrorist devils and restoring the flux of time.

Devil

Evil Angel (100)
One of the most obvious advantages of Devils in the field is the ability to use their branch of magic, and while severely limited by the energy usage, you're still a skilled user. (See Notes for further details.)

Changing World (200)
Adaptation is the key to survival, and thankfully you are really talented at it, with the ability to mingle in new environments without raising any suspicion. Being one more in the crowd can be useful, if you know how capitalize it.

Multiple Simultaneous Developments (400)
Here's the deal, one can't be sitting still doing one task at the time and still expect to succeed as a Devil, so this effect is simple, if you can do it, then you can do it while concentrated on something else. If you have the physical means then this will let you concentrate up to 10 tasks at once, with no downsides.

No Waste In Hell (600)
After the civil war in Hell and the energy crisis, the new devils had to adapt to the changes. Their response? Fusion both human technology with devil magic to ensure maximum efficiency with minimum energy usage. This art is in your field of expertise, allowing you to freely combine magic with technology fin the most efficient manner, making things like the Hagrodomo is child's play for you.

Host

Twinkle Trickster (100)
Talent is a question of luck, some have it and other don't. You are, however, in the first category. Choose a focus, it could be singing, running, magic tricks or the likes. You are now moderately good at it and with some effort you could be seriously good.

Survival of the Kindest (200)
Life can be… unfair at times, some people are lost in their own grief and become stone hearted as a result. Not you though, somehow no matter the situation or how much you're hurting inside, you can be kind and supporting to others. That's admirable.

Close Romantic Encounters of the Third Kind (400)
There's something addictive about you, jumper, the more people get to spent time with you, the more they come to like you and start finding more good points in you. Even so, if this is romantic in nature or not depends solely on your actions.

Loveary (600)
There's something magical about feelings, they are not just chemical reactions from the brains, especially in your case. You can draw power from a particular emotion (like love or hate) the more you feel it, the more power you can take. At base this will raise your stats to peak human, and the more you indulge yourself in emotion the more it grows. This also affects any other powers you happen to possess.

Runaway Spirit Squad

Wicked Genius (100)
They can't say that you aren't a smart cookie, from memorizing data to associating and processing new information, your learning capacity is effectively double.

Open The Door (200)
In this line of work knowing the cold facts about a person is not nearly enough to fill the void in their hearts. Good thing that this helps you with that, making people you interact with be more honest with you about themselves. This alone won't make someone tell you their deepest secrets in the first meeting, but with time they will come to trust you enough to share.

Tea for Three (400)
When things go south then it's time to battle, but for some reason your enemies tend to target everyone else before you, either forgetting you or simply deeming the other as higher on their list of priorities. You're almost guaranteed to be fine as long there is someone else antagonizing your enemies. This won't help you if you are the only target however.

Vintage

War by Proxy (100)
There's something rewarding in doing things by yourself, but there's something even more rewarding in tricking others to make things for you. Making someone believe that working for your cause would help them greatly or exploiting their negative feeling to your benefit is well within your abilities.

A Flying Knight Falls Prey to a Pawn (200)
Knowing when and where to strike is an art, your enemies could vouch for it, if they were not dead, of course. This will give you insight of when is the most profitable time to attack your enemies as well what part is more likely to fall. You still need to take them down however. This works better when against large-scale organizations.

All's Fair for the Endgame (400)
When it comes down to it you're not someone to avoid any resources or routes simply because of morals. Buffing, tricking others and toying with their feelings is something that you know and can do perfectly for the sake of your goals, removing all that 'morals' non-sense until you accomplish your goal. Of course, this don't help with the guilt you could have afterwards. Can be toggled on and off.

Reincarnation Avatar

Within a Divided Heart (100)
Some things are difficult to accept for some, be losing a game of shogi or being cruelly rejected by your long time crush. Thankfully you are not in that category, no matter how bad things are looking, you will be able to stand on your feet again. Never let those bad feelings defeat you, jumper.

The Crusade that is Happening There (200)
It's a shame, but more often than not great battles and adventures left a lot of collateral damage and clues for others to know what happened and who was involved. That's not the case with you though, you can erase any trail that connects you from any incident you don't want to be related while repairing or covering most of the immediate damage with ease.

More Than a God, Less Than a Human (400)
The divine spirit inside of you has gifted you with an extraordinary talent befitting of their domain; a goddess of music would make your singing as good as an idol, and a one with Knowledge as his/her domain would let you read and memorize at superhuman speeds. The power will persist even if you lose or are separated from the divine spirit.

Items

Oratorio Soundtrack (Free)
Your own soundtrack, perfectly in sync with the mood. You can let others listen to it, but they might find it strange.

Devilish Cooking Ingredients (100)
An assortment of ingredients for devils cooking, strangely enough is very nutritious and especially delicious to devil's tongue, cooking it without enough care will make it indigestible to humans.

The Series (100)
Just what it says in the tin, you get the whole set of 'The World Only Knows' merchandise, including, but not limited, to the manga, anime, novels and ova's. Do with it what you must.

Game collection (100)
A rather big collection of games, mostly composed by Dating Sims. You sure don't want to go play outside, jumper?

PFP (200)
The greatest portable console ever created, can run any of your games and if stolen or lost will reappear in your warehouse the next day, just remember to save.

Runaway Spirit Sensor (200)
A sensor in the form of a cute skull, alerts when there's a loose soul in the vicinity. In later jumps can be used to detect other kind of souls, the range is about a mile radius.

Hellish Broom (200)
A broom made to clean the nastiest parts of New Hell, guaranteed to perfectly clean your home if you learn how to operate it. Be careful to not set at full power.

Soul Sealing Bottle (200)
Used by the Runaway spirit squad to capture the loose souls once they're out of the target. If used, lost or broken you will get another within the week.

Hagodromo (200)
The shapeshifting, multitasking tool of preference in New Hell, also capable of granting flight to its user.

Goddess Detector (200)
A modified Runaway Spirit Sensor used by some members of Vintage, designed to search for divine essence instead of devil souls, the functional radio is the same.

Altering Memory Device (300)
A device from New Hell designed to erase and change the memories of the target. Works better for specific memories rather than general ones.

Gaming setup (300)
A spinning chair surrounded by screens and consoles, with a multi controller support that lets you play up to 24 games at once. Git gud, jumper.

Testament Scythe (300)
A rather nice scythe that produces and lets the user control some form of bluish fire and enables flight. Not only strengthens the user's magic but it's also extremely durable.

Gramp's Coffee (300)
A rather modest but nice Coffee business that will generate a regular income in steady intervals. Doubles as a nice hangout.

Cursed Dagger (300)
A dagger designed to kill goddesses in their weakened state, still I would suggest to be sure they're weakened enough, if only to avoid unnecessary complications from arising.

Save Orb (600)
Well… this shouldn't exist yet, but I'll make an exception this time. Basically this Orb lets you make a "save point" at the start of the jump, if you die your soul and memory will be send back to the start again. It only works three times per jump so be careful.

Companions

Import Option (50/300)
Feeling lonely already? Well, no worries, you can import a single companion for 50cp or eight of them for 300cp. They gain 600cp to spent in perks and items, but can't take drawbacks.

The Whole Cast (600)
Well, aren't you popular? Lets' do this, for 600cp you can import all your companions, they gain 800cp to spent in perks and items, but can't take drawbacks.

Working Buddy (200/Free Runaway Spirit Squad)
You can't go around capturing loose souls without your partner, in fact their loyalty is enough to follow you from now on, having Devil as origin will give you a human, the rest will give you a devil. They come with the freebies from their origin and 300cp to spent.

Partners In Crime (200/Free Vintage)
Another devil from Vintage that took a shining to you and fancies themselves as your friendly rival, comes with the whole Devil perks tree and great loyalty to you.

Divine Help (400/Free Reincarnation Avatar)
The partner in your body decides that it would be better for everyone if it simply followed in your adventures. You can choose if they gain a new body to aid you or remain in spirit form. They gain 'Loveary' for free and 400cp to spent.

Canon Character (200)
If you can convince them to accompany you, then any character from this world can be recruited with this. Remember to be nice to them.

Scenarios

The World Only Jumper Knows

Stable time loops are hard to create, a single mistake could destroy the flow of cause and effect, sadly it appears the one created by Keima and the goddesses suffered this fate. As it turns out, Vintage in this timeline was successful in its purpose and liberated the souls of the old devils in earth, rather that the small fraction of 60000 it originally freed. This is where you start now, ten years before the original timeline.
Your mission is simple, you must capture and re-seal all the old devils on earth. You won't be able to move on unless all of the released souls have been recaptured.

Reward: If you're able to overcome this great obstacle, then an equally great treasure will be entrusted to you; the same dealing technique that was used will be teach to you, making you able to seal any entity as long as you have enough energy to power the seal.

Energy Crisis

The core of the whole deal is The civil war between the New and Old Devils left the surface of Hell an uninhabitable wasteland, forcing the New Devils to live in floating cities. Though New Hell has been peaceful for the past 300 years, it's constantly dealing with power shortages, it's always dark, everyone is fearful, and there is little to do.
But no more. Jumper, your task here is to fix the land in Hell, as well to provide a beacon of hope for the devils of the next generations. You won't be able to move to the next world unless you can provide that.
The Old Hell may be no more, but the hope for a better tomorrow still exists in this place.

Reward: Your actions won't go unnoticed, Jumper. As a thanks for your service to this underworld you will be awarded a noble title and land in the New Hell as well the equivalent of it to any world you visit.

Drawbacks

Hobby Spender (100)
You got a hobby jumper, something you like, actually you like it so much that you end up spending most of your money on it, instead of more basic things, like food. You should take better care of yourself.

"Otamegane" (100)
Maybe is not something as ridiculous, but you are now known only by some nickname, while not exactly harmful to you, expect to be made fun off and your reputation to be in the negatives for the duration of your stay here.

3D Is Pd (200)
You have forsaken the 'real' and chosen to enter the realm of the patrician taste, the ideal is superior in every way comparable to the filthy real. If you don't get it, this makes you an addict to games, galge games in particular.

100% in Exams (200)
Regardless of your origin or age you're now a student in Majima High. Furthermore, I except perfect grades from you, should you fail then the chain is over.

Annoying Lover (300)
Yes, I get this is your favorite, but shut up already! You can't stop talking about your favorite activity and end up relating everything to it, expect to annoy everyone in contact to you, yes even companions.

Loving a bad character (300)
You're in love jumper, that should be a good thing, but for some reason you fell in love with a godawful game character. You will reject every suitor, companion and romantic partner you had in the name of your new love.

Bugged Memory (400)
Somehow your memory seems corrupted, in the same way of a memory file in a game. Expect companions and powers to be forgotten and for blanks to appear when you try to recall something important.

In The Sight Of All (600)
Bad news, jumper. It appears that more than one faction has taken notice of your arrival to this world, even worse that now everyone either wants a piece of you to either use you as a weapon or experiment in you. Should you be captured then is an end chain for you

The End

You did it, completed the 10 years in here, but What will you do now?

Game Over

This is too much for you, time to go back to your original world with everything you have. It was fun until now.

The 2-D World

Oh, so you took a shine to this place? Well you can accommodate and stay here, it's a good place to retire.

Unto the Next Game

There is no more challenge for you here, so we are going to the next world. It's time jumper, nothing can stop you now.

Notes

While Goddesses never revealed their full power they're able to mess with the flow of time with enough energy, but it's also explicitly said that even at full power they are neither omnipotent nor invulnerable.
Evil Angel: Devils magic is show acceleration spells, elemental attacks, flight and others. The only caps are apparently the energy/power consumption and skill of the user. All perks can be toggled on and off.
If you take Elsie as a companion she will be restricted in power to the base level of a normal new devil.
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