Demon's Souls

A **FromSoftware** Jump by SpiritualStill

Version 1.0



On the first day, man was granted a soul, and with it, clarity. On the second day, upon Earth was planted an irrevocable poison: a soul-devouring Demon.

Welcome, Jumper, to the land of Boletaria. In the ancient past, this world was one beset by a terrible demonic being known as the Old One, whose Demonic Scourge saw much of the world in ruins. The Monumentals, who mastered the Soul Arts that awakened the Old One in the first place, lulled the beast back to slumber and banished such arts later on, desperate to bring life back to the world. Now, many years later, King Allant XII has roused the Old One from his slumber, bringing with him the return of the Soul Arts and a new Demonic Scourge.

When you arrive in this world, the Demonic Scourge has already been underway for quite some time, and you arrive shortly before the game itself begins. Take these **+1000 Soul Points (SP)** to begin.

Starting Locations

You may choose any starting location for Free.

Beyond the Fog
You hail from outside the fog of the Demon Scourge. But as the colorless deep stretches further and further, you will inevitably get involved.

The Nexus
The lynchpin of the world, and a fortress above the resting place of the Old One. It is also the home of the Monumentals, and where the Slayer of Demons appears after their death.

Palace of Boletaria
Capital of the Kingdom of Boletaria. Originally a prosperous and industrious land under the rule of King Allant XII, it has since become a demonic wasteland and the stronghold of the now-demonic King.

Stonefang Mine
An excavation site under the control of King Allant XII. Following the scourge, the miners, who are devoted to supporting the king, are mindless creatures that continue to mine. In the deepest recesses of the Mine is a shrine to a God.

Tower of Latria
A shrine devoted to the beautiful Ivory Queen, who, with her husband, ruled their kingdom, and was much beloved. The king was exiled for some unknown reason, but returned with a vengeance in his heart and the yellow robes of the demons.

Shrine of Storms
An isolated land where pagan barbarians went to worship the God of Storms and receive a hero's burial. When the Demonic Scourge returned, the spirits of these catacombs were revived in their skeletal remains, and the power of belief created demons in the likeness of the old mythologies of these ancient people.

Valley of Defilement
A wretched home for the abused and neglected of Boletaria. It is a land of festering swamps, where the Kingdom dumps what is unholy. The Sixth Saint Astraea is said to have made a pilgrimage there to help its people, but has since become a demon out of despair.

Age & Gender

You can choose whatever age or sex that you want, so long as it reasonably fits within the setting.

Origins

*All origins are **Free**, and inform which in-game "Class" options you are able to select.*

Wanderer (Wanderer)
An individual who finds themselves on an aimless journey, eventually winding up in Boletaria as the scourge begins. This serves as the *Drop-In option*.

Warrior (Soldier, Knight, Barbarian)
This is a land with a strong martial culture, so it shouldn't come as a surprise that many take up jobs and have desires related to combat, savage or organized. Maybe you are from the wild lands, or maybe you are one of the soldiers of Boletaria.

Rogue (Hunter, Thief)
Not everyone needs to fight head-on, and quite a few prefer a more stealthy approach. Whether you are someone more specialized in long-range combat or fighting in the shadows, your preferred method is to be unseen.

Saint (Priest, Templar Knight)
Tell me, Jumper, are you a believer? For this Jump, you serve the holy faith, gaining power from your belief in God. You don't have to dislike the Soul Arts, but it is commonly perceived as an abominable thing.

Sorcerer (Magician, Royalty)
Though the discovery of the power of souls brought about this scourge, it was not all bad. You are someone who has learned how to utilize the magical Soul Arts, though I would advise against any hand-to-hand combat.

Blacksmith
You aren't *technically* a fighter, like most other origins. You are more at home with a hammer by a forge than with a weapon out in the field. Nonetheless, these slayers of demons could not get far without your services.

Knight Demon
You are one of the demons that stalk the Boletarian Palace. Perhaps King Allant transformed you into a demon as he did with several of Boletaria's heroes, or maybe you are just a demon wrapped in a knight's armor.

Dweller Demon
You are one of the demons of Stonefang Tunnel. Perhaps you resemble one of the soulless miners, or one of the strange monsters deeper within.

Ivory Demon
One of the demons that the vengeful king brought in to take over Latria. You might be one of the terrible Mind Flayers, or one of the old man's abominable chimeras.

Storm Demon
One of the demons that appeared in the Shrine of Storms. Perhaps you are one of the demons that bastardize the mythology of the land, or a spirit inhabiting the old bones of the dead.

Defiled Demon
Among the wretched creatures of the Valley of Defilement. You might have been one of those dregs whose Soul Saint Astraea stole, or one of the grotesque creatures that inhabit the Valley, whose presence frankly didn't change much for.

Perks

Origins receive their 100 SP Perks free, with the others having a 50% discount.

Undiscounted Perks

Soul of the Nexus [Free/600 SP]
Let's face it, the real Demon's Souls begins when you die and reach the Nexus. This is also a Souls game, so death is expected. For now, upon your death, you can return to "life" as a semi-physical phantom. You are able to do everything as you would with a physical body, with the exception of your health being cut in half. You may restore your physical form by taking the souls of especially powerful entities (Bosses), being resurrected, invading and killing someone, or using a Stone of Ephemeral Eyes.

It is **Free** for the duration of this Jump. It is **600 SP** if you wish to keep it.

Soul Seeker [Free]
In Boletaria, it's the goal of most adventurers to come for the purpose of acquiring powerful souls. Whenever you slay something, you will receive souls. If an entity is powerful enough, it may possess Boss Souls.

Songs of the Demon Slayer [Free]
Why not kill archdemons to some great music? You now have the full OST of Demon's Souls, including its original version and the remake.

Brave Soul [100 SP]
To venture into the fog-covered lands, one must have the strength of will to fight any adversary, be they demon or human. You have a bottomless wellspring of courage that allows you to face any challenge head-on and to never lose heart. This doesn't stop you from realizing when you're outclassed or have absolutely zero chance against an opponent. But it will let you distinguish between those two things.

Durable Body [100 SP]
A feature of these places that is usually left unstated is how robust their body actually is. Typically, wading through poison, being set on fire, and getting stabbed aren't usually things that can be just casually walked off without any sort of penalty. You now have this sort of durability. Even if a sort of disease, toxin, or fire affects your body, it is now treated as a status effect, which wears off after some time. What's more, your body remains in tip-top shape up until you drop dead, though you will intuitively know how much "health" you have.

A Heart of Gold [100 SP]
Anyone, human or demon, can have a cruel soul. It takes someone truly special to be kind. You have an aura about you that makes you easy to like, and in turn, you have the ability to care for any number of people.

Bluepoint Glow-Up [100 SP]
The best thing about game remakes is that you get to enjoy an old story with much prettier graphics. This is a Perk that makes you and everyone else in the world a fair bit prettier.

Dodge and Roll [100 SP]
The best form of defense is to simply not get hit. Beyond having excellent rolling skills, you briefly (as in, for a fraction of a second) become completely invulnerable to attacks. This isn't the most helpful thing against streams or AOE attacks, but it does offer you a new way to fight.

Jack-of-all-Trades [200 SP]
It's better than being a master of one! While you don't necessarily excel at any one style of combat, you make up for it by being decently proficient at all of them. You can fight with any weapon, use any magic, and perform any miracle. In future Jumps, this will be updated to include any new combat styles.

The Loremaster [200 SP]
Considering everyone is either mad, clueless, or just assholes, it would be very difficult to figure out anything that is going on without this. By picking up any item of value, you are given a brief description of how it functions and its significant history. This additionally allows you to accurately connect pieces of lore together and gives you the ability to deduce events purely from details in the environment.

Spatial Comprehension [200 SP]
Unless you enjoy getting ganked by a bunch of random goons, you should take this. You are extremely good at navigation, as though you have some form of echolocation. This also allows you to detect any nearby enemies and alerts you to their location a bit before you reach their range of attack.

Soul Extraction Efficiency [200 SP]
Beyond the fact that absorbing one gives you many souls, the majority of demon souls can be used in a manner of other ways, such as learning spells or miracles. This helps with dealing with such choices, as you are capable of utilizing a demon's soul in every way you possibly can. Not only can you use that soul for a miracle and a spell, but you can consume it afterwards.

The Master Planner [400 SP]
Perhaps you have great foresight, or you can see the future, or you just so happen to have a walkthrough downloaded in your head. Whatever the case may be, you are subconsciously aware of how to do everything, collect everything valuable, and even help out everyone you meet. What's more, you know how to do this in the most efficient way possible, even if it includes doing ridiculous things like killing yourself to prevent World Tendency from dropping.

Good Begets Good [400 SP]
In this land overrun by the colorless deep fog, your deeds shift the balance of yourself and the world, granting boons and penalties. For doing good deeds, you can shift the Tendency to white, which makes your foes weaker and allows for more fortuitous encounters. For doing wicked deeds, you can shift the Tendency to black, which makes your foes stronger and presents baneful encounters.

The Power of the Maiden [600 SP]
It is said that the power of a demon's soul grants infinite power. Though ostensibly inaccurate according to game mechanics, it very much is for you! Much like the Maiden in Black, you are able to convert souls that you collect into power, increasing the soul level of yourself and your allies in any and all statistics. What's more, this can be done indefinitely, letting you theoretically boost your stats infinitely. Of course, you will inevitably reach the soft cap in that you'll have to get more souls for each leveling, but it can be worth it, as you never suffer from diminishing returns like standard leveling has.

The Slayer of Demons [600 SP]
You aren't the first of them, but you are most certainly the greatest. The Slayer of Demons was the one to slay the archdemons, encounter the legendary figures, and ultimately meet the Old One. You share that special significance (read: main character status). You always seem to meet the right people, find the coolest weapons, and defeat the greatest of foes. The narrative ultimately bends to place you front and center, as the greatest amongst your peers.

Wanderer Perks

Foreigner's Knowledge [100 SP]

Perhaps you aren't from this land, but that doesn't mean you are in the dark. When you arrive in a new area, you receive a general overview of any available history, customs, weather, laws, and language. There's still plenty to learn, but you'll never be caught a fool.

Symbolic Lotus [200 SP]
Soldiers of Boletaria are said to carry special lotuses into battle, holding some symbolic meanings. Perhaps that meaning relates to you, because you don't seem to bleed. Oh, sure, people can cut you, but you'll heal very quickly. This also shields you from things like internal bleeding and massive hemorrhaging. Be aware that while this is supernatural regeneration, it won't do things like heal lost limbs.

An Aimless Journey [400 SP]
What is it that drives you? The answer is nothing but the journey itself. So long as you have no specific destination in mind, you'll consistently find yourself on adventures that are not only stimulating but also offer great rewards and chances of making new friends. As a benefit, you never suffer from things like ennui.

Lucky Traveller [600 SP]
You are an unusually lucky individual. If something that is beneficial to you isn't guaranteed to happen (such as a rare drop or a special event), you can be assured that it very much will happen. This is especially useful in Boletaria because now you won't need to suffer for several hours trying to get a Pure Bladestone…among other things.

Warrior Perks

Expert Combatant [100 SP]

As someone whose duty is to fight and kill, you'd best be good at it. You are incredibly skilled in all forms of close-quarters combat, whether with your bare fists or with any type of weapon made for physical combat.

Noble Aura [200 SP]
You must be a knight of no small renown, as the nobility are said to carry around special lotuses. Your body is a natural repellent to impurities, and so you cannot suffer from anything like poison, nor any advanced or special versions of it.

Frightening Movement [400 SP]
Wearing heavy armor, while certainly great for defense, is typically balanced out by the fact that you become encumbered and thus can't move as well or as quickly. This…is not a concern for you, because you can run around and fight in any sort of armor, and it will be as though you are totally naked.

Body of a Warrior [600 SP]
All warriors need a body built for combat, which is exactly what you have. To be frank, your vitality, strength, and endurance are all through the roof. You could run a full marathon, kill every enemy in your way, *and* get blasted by dragonfire, yet you'd still be ready and willing to fight on.

Rogue Perks

Master Sniper [100 SP]

To be a hunter, you have to have some talent with a bow. You, however, are a cut above the rest of them, as you are a deft hand with *all* ranged weapons. A bow is just as good in your hand as a gun would be. Going along with this marksmanship are your eyes, which are beyond perfect and can see targets from extremely far away.

In the Shadows [200 SP]
For thieves, it's imperative that they are able to sneak around. You have incredibly light footsteps, to the point where nobody can hear you make even a full sprint. The sounds of your breathing are muted, and even any magic you cast will be silent.

Critical Blows [400 SP]
Sometimes, all it takes to end a fight is a single blow, which is what you will be using. You know the weak points of all of your enemies and have unerring skill in delivering critical attacks.

Sinister Employers [600 SP]
Despite what you might expect, thieves are actually hired by royalty, doing the dirty work that needs to be done. No matter your line of work, you'll always find those who are willing to pay you a hefty sum for your services. The jobs you are requested to do are also guaranteed to be something you are able to do, with your payment scaling to the difficulty of your task.

Saint Perks

Follower of God [100 SP]

As a Saint, you should hopefully know the rules of your religion. You are fully aware of the customs, history, and associated tales of your chosen faith, along with any others that are relevant to whatever setting you are currently in.

Holy Warrior [200 SP]
Faith is your strength, both literally and metaphorically. You are incredibly gifted at casting miracles, though you start out with only the Heal miracle. The more you believe in something, whether it be a god, ideology, or something else, the stronger you become.

Protector of the Temple [400 SP]
The purpose of a Temple Knight is exactly what it sounds like: to protect one of the temples of God. You are a bit different in that when fighting to protect someone or something, you receive an increase in power. This will stack with **Holy Warrior**.

Seventh Saint Jumper [600 SP]
You are a Saint, matching the likes of Urbain and Astraea. Beyond having a specific sort of "charisma" that attracts the faithful, you can cast miracles that are twice as strong at half the original cost. If possible, you may also convert powerful souls into mystery.

Sorcerer Perks

A Scholar at Heart [100 SP]

In order to cast the soul arts at all, you need to level up your intelligence. Naturally, you've got a proclivity for learning, being able to soak up any lessons you are taught, and never forgetting anything that you learn about, unless forgetting it would be beneficial to you.

Acolyte of the Higher Mysteries [200 SP]
You are a magician, after all. You know several beginner spells (Soul Arrow, Flame Toss, and Water Veil) and are able to effortlessly learn more simply by observing them. You must at least have the qualifications to perform them, however.

Continuous Magic Generator [400 SP]
For magicians, it isn't exactly possible to just spam spells. They need time to rest up, or they must consume spices to soothe the soul. You, on the other hand, are special. While it isn't insanely fast, you continuously replenish your own MP, even if you are in the middle of battle.

Jumper, the Visionary [600 SP]
You are as gifted as Yuria and as studious as Sage Freke himself. Your intelligence allows you to uncover truths that others could not, such as the nature of God and the Old One. What's more, your spells have their power doubled at half the cost. Furthermore, if possible, you may convert powerful souls into spells of your own.

Blacksmith Perks

I Am Busy [100 SP]

The Blacksmiths of Boletaria have a very one-track mind, focusing on their smithing and little else beyond that. You, too, have this focus, as you are able to dedicate yourself to several things, and you can ignore any desires until you have finished.

Fists of God [200 SP]
The blacksmiths of Stonefang are known to get drunk *and* beat the hell out of each other. Blacksmiths also honor a man known as the Legendary Big M, who kills dragons with his bare fists. Maybe you are related to that man, because your strength is so high that you can even beat archdemons to death with your bare hands.

Red Hot Smith [400 SP]
Blacksmith Ed would need the soul of the Flamelurker to upgrade your weapons beyond a certain point. For you, such a thing is unnecessary, as you can continuously upgrade your weapons, so long as you have the necessary materials.

Combination Forging [600 SP]
The various ores used for upgrading weapons at a blacksmith are largely separate. Sharpstones and Hardstones can't be used on the same type of weapon, and all other stones are incompatible with each other. This is no longer the case for you, as you can upgrade any weapon with all of these special stones, regardless of whether it is usually possible. Do note that using certain types of stones may offset the effects of another.

Knight Demon Perks

Demonic Knight [100 SP]

Many of the demons in Boletaria resemble knights, which makes this rather appealing. While you may decide if you actually look like you're wearing armor, your skin is now as defensive as armor made for a Knight would normally be. By wearing further armor over yourself, your defenses are boosted.

The Leading Demon [200 SP]
You wanted an army? You are able to generate weaker copies of yourself by splitting excess energy away. Most copies that you generate are not exceptionally powerful, but you won't lose any power by doing so. If need be, you can imbue your internal power into your copy, giving it a portion of your power (reducing your own). Should your copies die with a portion of your power, it automatically returns to you.

A Towering Imposition [400 SP]
Squash your foes like a bug! You can now have yourself grow much larger, which proportionally boosts your strength and defenses. As a byproduct of this, however, you lose a degree of your speed.

Maximum Penetration [600 SP]
Insert funny joke here. In any case, you have the ability to effectively bypass the defenses of your enemies. Even if they are wearing heavy armor with a mighty shield, you can cut through it like butter.

Stone Demon Perks

Demon of the Earth [100 SP]

In Stonefang, it shouldn't be surprising that the majority of demons have somewhat volcanic appearances. While you can decide if you actually look the part, your body has a stony type of defense, and you are perpetually warm in a comfortable way. Additionally, heat doesn't bother you, and you can swim in lava if desired.

Expert Miner [200 SP]
The Scale Miners work endlessly for the glory of King Allant, meaning they should probably be pretty good at it. When it comes to finding rare materials and ores, you are extremely gifted at it. Should you find veins of the stuff, you'll also receive double.

Demon Spider [400 SP]
In the Smithing Grounds, there is a horrible spider archdemon that the Slayer of Demons must defeat. You possess the ability to act like a spider, being able to climb walls, create strong webs, and generate oil and fire.

Fierce Dragon [600 SP]
It's said that deep within the tunnels of Stonefang, there is a shrine dedicated to the bones of a colossal dragon, worshipped like a god. Well, you aren't the size of the Dragon God, but you are able to transform into a decently large dragon, capable of flight, spewing fire, and literally punching fools in the face.

Ivory Demon Perks

Gaoler [100 SP]

It's hard to run a place called the Prison of Hope if you can't actually imprison people very well. Similar to the Mind Flayers, you can utilize magic to paralyze and trap people. Furthermore, once you imprison someone, they simply cannot escape by their own means.

Biological Experimentation [200 SP]
If the Soul Arts are a source of wonder, then the horrors of Upper Latria were the work of someone with a demented sense of it. You are skilled at grafting and manipulating biological material, either using it to modify your own power or to create gruesome abominations.

Illusioner [400 SP]
The fools of the Prison of Hope pray desperately to their Queen, whom they see as an Idol. But like the false salvation of the Upper Latria, the Fool's Idol is a cruel illusion. You are able to generate illusory copies of yourself, with your voice and even your powers, letting them attack enemies. However, they are mere illusions, so they can be destroyed with one or two attacks.

The Keeper of Hope [600 SP]
A delightfully ironic Perk, considering the Old Monk's cruelty. No matter what you are, you have the remarkable ability to bring hope to people, even if their situation is completely bleak and impossible. You can use this to help people…or cruelly keep them suffering.

Storm Demon Perks

Death-Touched [100 SP]

In the Shrine of Storms, the spirits of the dead were tricked back into their old bodies - mere bones littering the land. But these skeletons can move and fight, and also roll around like massive pains in the ass. Much like how the skeletons exist as bones, your body no longer requires bodily functions, including organs, to operate normally. You don't even need oxygen, although you will die if your bones are thoroughly fragmented.

Your body heals even these grievous injuries so long as you have a method of healing. This even works if the healing requires eating; your ability to do so is realistically limited.

Gluttonous Adjudicator [200 SP]
The Adjudicator, it is said, is the one who determines if a Hero is pleasing or displeasing. If one pleases them, they are given a token and permitted to pass through the Ritual Path and be cleansed with brightwater. For those who were displeasing, they are gnawed on until nothing but bones remain. When someone has "sinned" (what counts as a sin is up to you), you are unusually good at harming them and healing whenever you deal damage to them. On the flip side, if you judge someone to be pure, you guarantee their passage into a comfortable or desirable afterlife.

Return of the Hero [400 SP]
Upon being judged as worthy by the Adjudicator, your remains are cleansed by brightwater, and offered to the Storm King. Upon having an honorable death, you have a one-time 1-Up that will restore you to life and greatly boost your parameters.

King of the Storm [600 SP]
When the hero is purified by the brightwater, the hero is brought before the Storm King, a being worshipped by the long-since-lost Shadowmen. Perhaps you aren't the creature yourself, but you do have what it takes to be revered like them. You have the ability to induce and control storms large enough to affect an entire island. Furthermore, you are granted an alt-form similar to a large Storm Beast, enabling you to fly.

Defiled Demon Perks

To Live Another Day [100 SP]

To live in the Valley of Defilement is to exist in abject misery, day after day. But you know what? You are alive and won't just lie down and accept your death. You are a survivor, and the worse a situation is, the better a thinker and survivalist you become. As a side effect, this also means you have a healthy amount of suspicion towards people claiming to help you, rather than fawning over them.

Depraved Putrescence [200 SP]
The Valley is a filthy and rotted place, with bile, poison, corpses, and blood. Anyone travelling here without suitable protection is as good as dead, yet the people here can survive it. Like them, you are capable of existing in filth and defilement, being outright immune to toxins, poison, and related things.

Protector of the Defiled [400 SP]
It's what Garl Vinland and Astraea were here for, after all. To bring hope and care to the depraved ones. They failed in that duty, but you will not. You have the ability to draw in those who have been discarded by society, and are able to grant them greater lives than before.

A True Saint [600 SP]
You are not like Saint Astraea, sitting in some Rotting Haven after having sucked out the souls of everyone in the name of helping them. No, you are able to cleanse people of any defilement or filth that clings to them, be it physical, emotional, or spiritual.

Items

Origins receive their 50 SP Item free, with the others having a 50% discount.

Starting Gifts

Among the gifts that you can start off with before this journey begins. These are technically meant to be temporary, save for one, but considering you can pay for them, they've been tweaked. The first one is **Free**. All successive ones cost **50 SP**

Augite of Guidance
A type of stone that you can drop to guide your path. You have an unlimited supply of them, and when you throw one, you can simply summon another.

Grass Jelly
A type of consumable that recovers some of your HP over time. Recovered after one hour.

Elixir
A type of consumable that temporarily increases the rate of stamina recovery. Recovered after one hour.

Bright Water
A type of consumable that recovers some of your MP over time. Recovers after one hour.

Providential Ring
A luxurious ring of simple design. Once the most prized possession of a merchant, he bet his life on the hope of greater riches. This raises item discovery, giving you better chances of gaining rare items.

Kunai
Dark weapon dipped in poison used for throwing. Throw it to attack. Like a katana, it is a weapon from a distant land. You receive ten, and they replenish every hour.

Fire Bomb
An oil flask with a burning cloth fuse. Shatters and ignites on impact, causing a nasty fire with some splash damage. You receive five, and they replenish every hour.

Soul Remains
The remnants of an old hero's Soul drifting partially into another world. When thrown, they attract demons and the soul-starved. You've got an endless supply of them.

Fire Arrow
The arrowhead is partially made of pine resin, which ignites when fire is applied. Inflicts fire damage upon its target. You receive ten, and they recover after one hour.

Undiscounted Items

Starting Equipment [Free; Not Available for Demons]

For the human-based origins, you start off with some equipment that helps you brave this world. Regardless of the one you choose, you always have an Augite of Guidance. The class you choose is based on your origin.

- **Wanderer:** Falchion, Dagger, Wooden Shield, Leather Armor, Hard Leather Boots, 6 Crescent Moon Grasses, and 2 Soldier's Lotuses
- **Soldier:** Broadsword, Short Spear, Soldier's Shield, Plate Set, 3 Crescent Moon Grasses, 10 Crescent Moon Grasses, 4 Soldier's Lotuses, and 20 Bolts
- **Knight:** Long Sword. Mail Breaker, Kite Shield, Fluted Set, 6 Crescent Moon Grasses, 4 Half Moon Grasses, and 1 Noble's Lotus
- **Barbarian:** Two Clubs, Wooden Shield, Barbarian Set, 5 Crescent Moon Grass, and 3 Soul Remains
- **Hunter:** Battle Axe, Long Bow, Leather Shield, Leather Set, 50 Arrows, 10 Crescent Moon Grasses, and 10 Augites of Guidance
- **Thief:** Dagger, Buckler, Short Bow, Black Leather Set, 20 Arrows, 10 Throwing Knives, and 8 Crescent Grasses
- **Priest:** Mace, Heater Shield, Chain Mail Set, Talisman of God, Heal Miracle, and 3 Crescent Moon Grasses
- **Temple Knight**: Halberd, Heater Shield, Talisman of God, and Heal Miracle
- **Magician:** Short Sword, Leather Shield, Wooden Catalyst, Wizard's Set, Flame Toss, Water Veil, 6 Crescent Moon Grasses and 6 Fresh Spices
- **Royalty:** Silver Catalyst, Rapier, Buckler, Fragrant Ring, Wizard's Set, Silver Coronet, Soul Arrow, 4 Half Moon Grasses and 3 Noble's Lotuses

Endless Stockpile [400 SP]

While Stockpile Thomas is a helpful man, maybe you'd want to keep your items. What you have here is a special box that can contain an infinite number of items. You can sort them all with a thought, and you can instantly receive any item you are looking for. Anything that you collect will automatically go to this box.

Wanderer Items

Ronin's Ring [50 SP]
A ring made of straw rope, hailing from some faraway land. Weapon durability is greatly increased while wearing it.

Talisman of Beasts [100 SP]
An old wooden amulet featuring a symbolic depiction of the Old One, which was mistakenly perceived as a God. This allows one to perform sorceries and miracles at the same time.

Adjudicator's Shield [200 SP]
A large wooden shield that depicts a brightly colored scene of the deceased being judged by the Adjudicator. It is said that the Adjudicator gnaws the bodies of cowards and those who eat birds until only their bones remain. Fittingly, this shield slowly heals you so long as you wear it.

Large Sword of Searching [400 SP]
A large, curved sword made of crystal, with an enormous crescent blade. Unlike the one possessed by the Old Hero, your sword has been newly forged, and it is incredibly powerful. This not only improves your chance of getting any sort of item, but it also grows stronger with your luck.

Warrior Items

Eternal Warrior's Ring [50 SP]
An old bronze ring held by Old King Doran, the first king of Boletaria, who lives on as a demigod. While wearing it, your stamina regenerates much faster than it normally would.

Ring of Great Strength [100 SP]
Ring bestowed to King Allant's Twin Fangs. Wearing it allowed Biorr to carry around a huge steel shield, crossbow, and hefty sword. This ring dramatically reduces the weight of your equipment, letting you lug around anything you want.

Dragon Bone Smasher [200 SP]
An unwieldy thing on a stick that is theoretically a sword, but in practice is closer to a hunk of iron. According to the ancestors of Stonefang's excavators, it's said this weapon was created to face dragons and is imbued with magic to protect the wielder from fire. Fittingly, it is an immensely heavy, immensely strong weapon that can carve through even dragon scales. Simply carrying it with you also dramatically reduces fire damage.

Brushwood Armor [400 SP]
This old armor was long ago held by the Boletarian Royal Family. It is excellent for staving off flame. It's arguably the most protective armor you'll find in Boletaria and offers decent fire protection. For a Warrior like yourself, you can actually wear it quite well.

Rogue Items

Cat Ring [50 SP]
A simple ring engraved with the seal of a cat. By wearing this ring, all fall damage is completely nullified. This also includes falls that would be instantly fatal, a little upgrade for buying it.

Thief Ring [100 SP]
Some sapphire ring of unknown origin, used by thieves. This subdues your presence, rendering you considerably harder to locate.

Imperial Spy Set [200 SP]
A set of armor used by the spies and assassins of King Allant XII. Most didn't see them coming until it was much too late. In addition to this armor dulling your presence, it further strengthens your attacks against enemies who cannot see you.

In conjunction with the **Thief Ring**, this set makes you damn near undetectable by all means but direct sight.

Secret Dagger [400 SP]
This versatile single-edged dagger is standard issue for the King's spies. Its effects are greatly mitigated against metal armor, but it cuts through flesh and anything else quite well. It's excellent for parrying as well, and thrusting and backstabbing deal significant damage.

Saint Items

Preservation Grains [50 SP]
Ground blend of herbs and jelly with a slightly sweet smell. The denizens of the valley believe that such things purge the air of miasma, which seems to be at least somewhat true, as consuming it temporarily boosts your resistance against status ailments. They are replenished within an hour.

Ring of Devout Prayer [100 SP]
A humble and plain white silver ring, worn by those of high status in the church, who dedicated themselves to deep and constant prayer. Wearing it grants another slot for miracles.

Ring of Sincere Prayer [200 SP]
Among the revelations of God, discovered by the Sixth Saint Astraea. While wearing it, all faith-based spells and miracles that you possess are boosted in power, and it actually reduces casting time by 10%.

Large Sword of Moonlight [400 SP]
The legendary large sword that reflects moonlight. It is one of the treasures of God, used by Moonlight Knight Vito…who is currently very dead in the Swamp of Sorrow. This is a powerful and remarkably light weapon, scaling in power with your Faith.

Sorcerer Items

Magic Spice [50 SP]
A collection of spices created through various ingredients, several of which are fermented. It is said that they can soothe the soul, which probably explains why they can restore Mana Points. You receive five Fresh Spices and three Aged Spices. These will be replenished each hour.

Fragrant Ring [100 SP]
A rare and delicate piece of handiwork, this is a nobleman's ring crafted with spices. By wearing it, you slowly but gradually restore your mana.

Ring of Magical Nature [200 SP]
A ring said to be found on those born as accursed witches. Wearing it grants another slot for sorcery.

Kris Blade [400 SP]
An ornate, ceremonial straight sword etched with numerous runes, used for the purpose of occult rituals. Wearing it increases magic damage dealt and reduces incoming magic damage.

Blacksmith Items

Hammer and Anvil [50 SP]
What sort of smith would you be if you couldn't, you know, *smith*? You are now able to summon a small forge capable of working metal and stone. Using this, you can repair and upgrade all equipment, so long as you have the right materials.

Hand of God [100 SP]
A fist weapon bearing God's name. These were used by a man known as the Legendary Big M, who beat dragons to death with their bare hands. These weapons enable you to deliver devastating punches that can break through armor and certainly dragon scales.

Stone Cache [200 SP]
A box full of lesser stones used for upgrading equipment. By default, it contains Sharpstone, Clearstone, and Hardstone. However, as you collect more and more stones, you find that they begin to appear within it as well, though the amount you find in the cache is inversely proportional to how rare/strong they are: the more valuable they are, the fewer are present. They are restored after a week.

Searing Forge [400 SP]
It's your forge, albeit after a Searing Demon Soul, or some other such thing, was added to it. With this forge, you are capable of fusing demon souls into weapons, triggering special upgrades. Post-Jump, this applies to any soul/essence/whatever equivalent.

Knight Demon Items

Knight Sword [50 SP]
The sword utilized by Boletarian Knights and proof of the King's investiture.

Hoplite Shield [100 SP]
A medium-sized metal shield, specifically designed for Boletarian Legions, renowned across the kingdom for their protective formation. It is a perfect shield that deflects any sort of direct attack.

Eyed Knight Set [200 SP]
The suit of armor worn by Boletarian knights. Emblazoned with the sun, it is proof of the King's commission. Unlike the standard armor, this doesn't impede stamina regeneration, nor does it negatively affect movement at all.

Blue-Eyed Knight Servants [400 SP]
As proof of your status as a demon of some significance, you possess the power to summon three Blue-Eyed Knights for assistance. They are perfectly loyal to you and, though non-sapient, are capable of following the spirit of your orders. If they are destroyed, then they can only be resummoned after leaving an area.

Stone Demon Items

Burrower's Set [50 SP]
A set of armor and clothing worn by the burrowers of Stonefang. In their chronicles, the Burrowers unearthed the remains of many dragon bones. In awe, they constructed a temple to worship and imprison what they believed to be a Dragon God. As a result of this, while the armor itself is not especially resilient, it greatly reduces fire damage and prevents you from feeling the ill effects of being near extremely hot fire sources.

Pickaxe [100 SP]
The standard pickaxe used by the miners of Stonefang Tunnel. It's not actually meant to be used as a weapon, but its point is rather lethal if used for such. This is excellent for actual excavation, able to pick out stone, crystals, metals, and everything else. You don't suffer fatigue while using it.

Lava Bow [200 SP]
A long bow with limbs like a spider's leg, imbued with the soul of some fire spider. It's a strong weapon that imbues all arrows with fire, and this status effect stacks with whatever else they have.

Rock Worm Servants [400 SP]
As proof of your status, you are able to summon three rock worms for assistance. They are non-sapient but highly loyal, along with being able to burrow underneath the ground, deciding if the hole is open or closes itself. If they are destroyed, then they can only be resummoned after leaving an area.

Ivory Demon Items

Ring of Avarice [50 SP]
A luxurious gold ring fitted with a large jewel. It's an ostentatious symbol of debauchery and greed. How fitting then that wearing it causes your enemies to drop more souls. Post-Jump, this influences anything adjacent to experience points or currency.

Ring of Magical Sharpness [100 SP]
A magic ring with a green seal and a creation of Sage Freke's acquaintance, Geri. By wearing it, your magical spells are greatly amplified.

Monk's Head Wrappings [200 SP]
It seems that you have, at one point, been summoned by the Old Monk's robes. By wearing this head wrapping, your magic power is explosively increased.

Gargoyle Servants [400 SP]
As proof of your status, you are able to summon three gargoyles for assistance. Two of them carry a sword, while another carries a crossbow. They are non-sapient but loyal to you and able to follow orders. When needed, they are able to carry you and your allies to high places. If they are destroyed, then they can only be resummoned after leaving an area.

Storm Demon Items

Regenerator's Ring [50 SP]
A ring without any clear origin, possibly related to the ancient Shadowmen. Embedded within it is a green jewel with a viscous liquid, which causes your health to slowly recover.

Ritual Blade [100 SP]
A large ceremonial blade of an ancient tribe from an isolated island. It's an unorthodox sort of blade that uses its weight to sever enemies and is thereby unlikely to have been used for combat. Despite that, you can use it just fine, and by using it, you find that it's unusually easy to land optimal strikes on your opponent.

Magic Sword Makoto [200 SP]
A cursed katana from a different land, said to have been wielded by Makoto the giant. This accursed weapon delivers grievous wounds whose injuries cannot be healed unless you allow them to. Unlike the original weapon, this lacks the curse, at least when used by you and your allies.

Black Skeleton Servants [400 SP]
As proof of your status, you are able to summon three of the Black Skeletons, those pains in the ass dual-wielding katanas. They are non-sapient but loyal to you and able to follow orders. They have relatively low health, but their armor is quite high, ensuring they can last decently long. If they are destroyed, then they can only be resummoned after leaving an area.

No, killing them will not drop Pure Bladestones. I'm not that nice.

Defiled Demon Items

Great Club [50 SP]
A large wooden club that is fortified with iron spikes. It is a rather primitive weapon, but it is rather lightweight, letting you launch back enemies if you have enough power.

Ring of Magical Dullness [100 SP]
A magic ring with a green seal and a creation of Sage Freke's acquaintance, Geri. You likely found it somewhere in the swamp, so why not put it to use? This greatly increases your magical resistance, which is quite helpful.

Giant Depraved One Servants [200 SP]
As proof of your status, you are able to summon three Giant Depraved Ones. Curiously, these fellows *are* actually sapient, though also loyal and able to follow orders. They're great fighters and will not hesitate to die to protect you. If they are destroyed, then they can only be resummoned after leaving an area.

Shaman's Set [400 SP]
A set of clothing worn by some heretical shaman at some point, likely in service to Maiden Astraea. Though providing no sort of defense, this allows you to create creatures such as the Leechmonger and Dirty Colossus. Though not as strong as boss demons, they are very strong.

Companions

Import/Create Companion

For every **50 SP**, you may either create or bring along any companion you want, with them getting **+600 SP**.

For **200 SP**, you may import as many companions as you want, or create up to eight companions. Each companion receives **+600 SP** to spend.

Recruitment Drive [100 SP]

If you can convince them, you are able to recruit any canon characters that you want.

Drawbacks

Here For the Plot [+0 SP]
Who wants to stay here for ten years? You may leave as soon as the plot is finished.

Prolonged Stay [+100 SP]
Stay a while longer, why don't you? For an extra **+100 SP**, you stay in this Jump for an extra ten years. You may take this as many times as you want.

No Unisex Armor? [+100 SP]
In most Souls games, armor and sets are always unisex, even when very definitely being made for the opposite sex. I can assure you that this was not quite present in Demon's Souls, and now you are restricted to whatever set of clothes fits your gender.

Hehehehehe… [+100 SP]
Did you come from Lordran or something? For whatever reason, you have a tendency to spontaneously laugh in an oddly sinister way, even when you aren't trying to sound sinister.

PlayStation 3 Graphics [+100 SP]
God, this game is fun, but it's a real pain in the ass to look at. You find that the "graphics" of things look pretty bad. And just to annoy certain people, the designs that appear for everything are the ones that you like less. Nothing has changed, however.

Not-Quite Soul-Starved [+200 SP]
The majority of enemies that you'll find here are not brilliant thinkers. That's probably because they lack a lot of comprehension and identity on account of losing their soul. Whatever the reason was, you can throw it out, because now your opponents are actually decently clever.

Unsafe Soul [+200 SP]
By default, you can stay in your soul form as much as you like, and, in fact, it's a strategy to kill yourself in the Nexus to do just that. Now, though, this is actually a bad idea, as the longer you stay in your soul form, the more and more unstable you become.

The Blues [+200 SP]
How unfortunate for you, as it seems you've contracted Souls Crestfallen Syndrome™, whereby you are a melancholic bastard who finds the motivation to do things fading away. You can eventually shake it off, but it's going to be difficult to do so.

Fractured World [+200 SP]
Warning: taking this may make you nauseous. The world as you see it here has been flipped on its horizontal axis. Why does this matter to you, who has probably not been to this world before? Because I've given you a vague memory of the world as it typically is, which does nothing for you beyond screw with your perception.

Starved for Souls [+400 SP]
Why exactly are souls so important to people that they're a currency? The answer seems to be that most lose their sanity without a decently steady supply of it. Now, this is going to be an issue for you, as you require a small but consistent stream of souls to maintain your sanity. Failing to meet this quota causes you deleterious effects, growing worse and worse with each failed quota until you degenerate into one of the soul-starved.

Invasion Central [+400 SP]
There are a lot of other worlds out there, and apparently they all have useless Slayers of Demons. You'll find that, in every area you travel through, you'll be lucky to run into only one Black Phantom, and they'll always have decent equipment and stats to what you currently have, though not directly scaling.

The Completionist [+400 SP]
Oh boy, this is going to be rather difficult for you, isn't it? You are infected with an insatiable urge to collect everything and see all there is in Boletaria. This means collecting the available items and seeing all the special events.

Black World [+400 SP]
Realistically, the World Tendency should be black, yes? Unless having some narrative reason, the world is locked into Pure Black World Tendency. This has an assortment of mostly bad effects, including stronger enemies, black phantom enemies appearing, a 10% health reduction in soul form, the appearance of primeval demons, and increased soul drops.

The Seventh Cycle [+600 SP]
Souls games have a "thing" where NG+ becomes progressively more and more difficult until it maxes out at seven. Now, it seems that you have been placed right into some asshole's NG+7 playthrough. This will be a *problem* for most Jumpers, as you have New Game stats. Get ready to dodge, buddy.

Perk Lockout [+600 SP]
Any Perks from out of this Jump are sealed for the duration of this one, unless part of your Body Mod.

Property Lockout [+600 SP]
Any items or properties from out of this Jump are sealed for the duration of this one, unless somehow part of your Body Mod.

Memory Lockout [+600 SP]
Any memories from out of this Jump are sealed for the duration of it, and as far as you can tell, you have always been a person from this world.

Final Choice

Your journey in this Jump is over, and now it's time to decide your next move.

Go Home: Do you feel nostalgic for home? You return to your home world with everything you've brought with you so far.

Stay Here: Were your adventures here that impactful? You now stay in this Jump, with everything that you've gained.

Move On: There's always something new to experience. You move to your next Jump.

Notes

I began this Jump over a year ago, but put it on ice as a result of Atma-Stand releasing one before me, and several of our ideas were close in concept to each other, which caused issues for me. I decided to still complete this, though I will likely go back and change things.

Good Begets Good: Demon's Souls Tendency system is truly one of the game mechanics of all time. It's by far the least organic thing in the entire game; it's never explained, and it doesn't actually work the way you'd think it should. If you kill Executioner Miralda, for example, your world tendency is reduced back to Neutral, *even though she is trying to kill you*. Dying in human form also lowers world tendency, which is a questionable mechanic all on its own, and would also be bad for a Perk.

Seventh Saint Jumper: Technically, this name is a little weird. In the Japanese version of the game, Astraea is known as the Sixth Holy Woman, implying that her title comes from the fact that she is a woman. Nonetheless, "Seventh Saint" is just an awesome title.

Mechanical Changes: A lot of purchased options are directly buffed from their in-game version. For example, the Ring of Sincere Prayer here reduces casting time rather than increasing it. If you can just *get* the equipment in the Jump itself, then buying a lot of the stuff would pretty much be useless. As a result, the fiat-backed stuff can be better than the standard things.