Sekai Oni

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Introduction

The world has a reflection. Zera and Maze. Zera is what you know as Earth. Maze is its reflection, separated from each other into different universes in a great disaster that occurred countless years ago. Maze is a much more advanced society, with technology that would be science fiction to modern day humanity. But they are suffering under a great burden. The two worlds cannot coexist. Their mere presence will eventually result in the destruction of both worlds, though destroying one in advance would save the surviving world.

Maze tried for centuries with their greatest scientists, the Cheshire Devils, to find a way to avert this horrible act. They failed, at great cost to the Maze citizens. A hundred thousand lives were lost in the attempt to create Wonderland, a third world and one that could exist in stability with Zera. As Maze's condition worsened, the remaining one hundred million humans were moved to a gigantic tower, the last habitable space on the planet. A King was born, a monstrously powerful being, who exiled the Cheshires and began planning for an extermination of Zera, one soon to go ahead.

The Cheshire Devils were embittered by this exile. Their failure of their people and the tortures they underwent as punishment were made all the worse by the fact that the current generation of Cheshires were only children at the time. They resolved to destroy Maze in revenge and support Zera's survival.

All this would be done with the power of Alice. Special humans who see strange things in reflective surfaces. Dismissed as insane in our world, they possess incredible powers in other worlds. When an Alice crosses from Maze to Zera or Zera to Maze, they become a World Devil, an immensely powerful being that slowly breaks apart the reality of the universe they are in just by existing. It was with these World Devils that Maze and the Cheshires sought to destroy each world with.

Alice possess great powers even outside of their World Devil forms, though they only have access to them in the in between world of Wonderland, being normal people otherwise. They are trained in great droves in Maze to fight in their World Devil forms once they invade Zera but the Cheshire Devils have decided to gather the Alice on Zera and trap World Devils in Wonderland, fighting each Devil with whole groups of Alice and finding especially powerful Alice that they plan to bring back to Maze and use to destroy it.

Each of these factions wants destruction. You are a new Alice in one of the two worlds. Tomorrow night will be your first mission. Either, if you are from Zera, a Cheshire Devil will appear from a mirror and drag you to Wonderland to battle your first World Devil or you will be sent by The King from Maze to cause destruction and death in Zera.

You have 1000 Choice Points (CP) to spend. Make the right choice.

Locations

Zera

The world known as Earth. In almost every aspect it is the same as the modern day Earth you know already. The only difference is the presence of the Alice and the fact that an awful lot of 'natural' disasters have been happening recently. These meteor showers and earthquakes are actually the invisible to normal people World Devils wreaking chaos and destruction across the world. Choosing Zera will make you an Alice born here, soon to be collected by the Cheshires tomorrow night to take part in the World Devil hunts, along with a number of other Alice in the same area. You may choose any location on Earth to be born and live in.

Maze

The other world, a dying world. Maze has suffered greatly over time and has been reduced to a population of just 100 million people, 90 million of whom live within a single, immensely tall tower. This is the world ruled by the psychotic King, strongest Alice and Devil in existence. They seek to destroy Zera so that their world can survive, though many of the soldiers sent to do so are child soldiers or deeply regret what they are doing, albeit with no choice given to them by the terribly amused King. Choosing this location starts you on one of the many residential floors of the Tower, as one of the trained Alice soldiers soon to be sent to Zera to destroy the Alice there, hunt down the Cheshire Devils and wipe out the Earth with your presence.

Origin

Alice

You are an Alice, a sufferer of the Through the Looking Glass syndrome. In reflective surfaces, you see all manner of bizarre, otherworldly and often horrific sights. This isn't really a mental disorder however, but a sign of your genuine power. When in a world other than your own, you can use your imagination as a weapon to accomplish incredible feats. Due to this power, you will be recruited as a soldier for Maze or the Cheshire Devils, depending on your starting location. Your abilities as an Alice will be described below in the Perks section.

Your age is a roll of 10+1d8 and your gender is whatever you were previously, though both these can be changed for 100CP.

Perks

You may take 2 100CP perks for free and gain 2 discounts on each of the following tiers- 100, 200, 400, 600.

Life Points- Free/Mandatory

The power that all Alice run on, life points. Whether an Alice is in spirit form or reality or a Devil form, they draw from their own innate life force to power their powers. These Life Points are formed from the mind and the heart. Your willpower and your emotions, beliefs, convictions and so on will combine to decide how many Life Points you have, though emotions are by far the primary portion of this. The most common and easy way is to take on more negative emotions, often referred to as Darkness, but very strong positive emotions work just as well, called the Light. The average Alice has 1000 in total. If you run out of Life Points completely, you die. Thankfully, all Alice have a limiter on them that prevents them from using enough Life Points that they would go beyond this limit, at least if the Alice is only relying on Materialisation or World Devil powers, both of which will be described later. Life Points regenerate at a rate of 0.1% per second, effectively meaning most Alice regain 1 per second, though stronger ones regain more. Your LP can grow over time or in times of extreme emotions. You do not know how many Life Points you have left but running below 200 will cause your body to deteriorate and be an obvious physical sign.

Life Points also have another aspect. When an Alice kills a World Devil, they are effected by something known as Recoil. This is a curse on all Devils that slays their killer, no matter how much Life Points they had left. To save the Alice, this curse is automatically redirected towards a Reserve Tank. Reserve Tanks are people that the Alice is close to. Family are considered first, then lovers and then friends and then strangers. There is no need for intimacy or love, only time spent with these people. As long as more than a week has been spent living with them, they would count. When the curse is redirected, it kills these Reserve Tanks. For most Alice, this means that killing a World Devil results in the death of a loved one. If you have no Reserve Tanks left, you'd die to the Recoil curse. Certain unique beings have abilities that allow them to expand on their use of Reserve Tanks but Alice are limited to using them as defences against Instant Death attacks.

Materialisation- Free/Mandatory

The ability to create something out of nothing. The basic power that all Alice can wield. With just a thought you could create a gun and bullets to fire with it or a sharp sword or a heavy combat tank or even a nuclear bomb. Alice cannot be harmed by Materialised objects, meaning even if you create a bomb in front of your face, you would not be harmed by it, though Alice in World Devil form lose this protection against the weapons of other Alice.

An impressive power but it comes with several limitations. The first is the Knowledge/Understanding limitation. You must understand how the object you are creating works and know what it is in the first place. Someone who doesn't know how a gun works might be able to create a chunk of metal that looks like one but has no internal firing mechanisms. The second is the cost in Life Points. Using Materialisation costs LP. The bigger, more complex or more powerful something is, the more it costs. A tank costs 50 Life Points, whereas an assault rifle might only cost 5 and a nuclear weapon costs 100. Alice cannot use more than 100 LP in any single use of Materialisation, no matter how powerful they are. On the other hand, Materialisation may also be used to alter the shape of Materialised objects. A spear you have summoned can be extended in length or changed in shape mid thrust with the use of LP.

Manifestation- Free/Mandatory
Manifestation is the second, much rarer power, that Alice have access too. Whereas Materialisation makes things from nothing, Manifestation enhances already existing things. Manifestation cannot be used on Materialised objects, only on real things but it has no upper limit to how much it can enhance things. The most common use is Manifesting your body to grant superhuman strength, speed and durability to yourself. Manifesting can also enhance and change weapons, such as turning a small combat knife into a person sized sword that can slice through small islands in a single slash. Manifestation can even be used on non-physical objects or other people. Your emotions, dreams, thoughts or other concepts are real things that you brought with you, allowing you to give them physical form or enhance their power. One girl will eventually become strong enough to turn her hopes, love and dreams into an Anti-Proton Bomb that can destroy an entire universe, though that girl was the strongest Alice to exist.

While there is no limit to how many life points you can invest or how strong something may become, there is a risk that comes with this. Manifestation is unstable and requires constant focus and concentration to maintain without violently rupturing. It also bypasses the limiter on your Life Points, making it possible to erase yourself from existence by spending too many points on Manifestation.

Spirit Form- Free/Mandatory
As an Alice, you are not able to use your powers in your original world. There you are just a normal human. When you are brought to Wonderland, the in-between realm, you gain access to the above powers. This is not your real body but instead your spiritual form, meaning your real body will still be back in reality. After this jump, this restriction will be removed and you may access your powers from anywhere, your real body acting as your spiritual body in this specific instance.

World Devils- Free/Mandatory
When an Alice crosses over between worlds, from Zera to Maze or vice versa, they become a being known as a World Devil. A much more powerful form that retains their Alice abilities, they usually gain unique powers on top of what they already have and great enhancements to their physical ability. This fact is not known to any Alice on Zera right now, though it is obviously common knowledge to Maze born Alice. While you may very well never get a chance to cross worlds if you choose Zera as your home, you will still get the chance to design your World Devil form on the World Devil section later on. Post jump you will be able to freely swap between your normal form and your World Devil state even without travelling between worlds.

Bad Language- 100
Oi Fucker! *Hi there! Please listen to me for a moment.*
Get fucked. *You don't need to talk so much anymore. You can say a lot with just a few words*.
Fucker? *You communicate entirely through cuss words and insults. Whole sentences in one word.*
Fuck off. *Hope you find it useful though it's a bit rude, makes for quick talking if people don't mind.*

Totally Alice- 100
Unlike most suffers of Alice syndrome, you don't need to see all these nasty things in the mirrors if you don't want to. You somehow have the ability to exert control over the images that appear in the mirrors, though this does not extend beyond a cosmetic level. See the ideas for a comic drawn onto the mirror in expert skill. Picture the body of your crush. Even just make sure that you can't see anything out of the ordinary in these mirrored surfaces.

Put the World on a Scale- 100
What's really important to you Jumper? People get all high handed about saving the world and how valuable it is but…do you really value it that much? Maybe you do. Maybe you have someone else you really do love more than everyone else combined. When it comes time to make the choice, you'll not need to worry about hesitating. As long as it's a moral or personal quandary, such as choosing between the life of a loved one and the fate of the world, you'll be able to reach a conclusion in an instant as if you spent days thinking it over. However long you would have needed to resolve your issues on your own, you'll count as having had done so. If you're just struggling over a math problem or something not linked to your personal issues or morals, it's not going to help.

Sinesthesia- 100
Just like the line between reality and madness is beginning to blur for you, so too are your five senses. You see music, hear the taste of good food and feel the cracking of reality in the sky. All five of your senses are now shared with each other, unfortunately including your Alice syndrome, making for some very strange, often unpleasant experiences. You'll hear voices in your head that you aren't sure aren't your own thoughts, feel sensations that are not really happening and taste blood even when your mouth is clear. Still, while your Alice syndrome will pass, the benefits of this are numerous too. Your awareness is greatly expanded and it allows you to view in detail almost anything around you. You'd be a nightmare in a fight once you have some skill.

I'm a Human Too- 100
Isn't it just grand to let go of all responsibility and entrust your actions to the Greater Good? No guilt, no shame, no hesitation. At any moment, you can forcibly decide to trick yourself into believing a particular action or set of actions or chain of actions is for the Greater Good. This Greater Good is a nondescript thing, having little real meaning save that it absolves you of any feelings of guilt, remorse or shame about what you've done. Even once the action is ended, you won't feel bad about having done it or about having used this to trick yourself. Try to use it sparingly. It wouldn't be hard to become a real nightmare if you got addicted to fighting for the Greater Good.

Life Bar-100
As important as life points are to the Alice, there's no real way of telling how much you have or how much you have left or even how much you're using. Vague senses can be gained from physical cues but otherwise, it's a guessing game as to when you'll run out of power. You know those limits however, to the exact number. You're constantly aware of your actual energy stocks, be it Life Points or some other form of fuel or energy that you possess internally. You know how much you have and

how much you are losing with every action that costs points, letting you plan ahead and manage your resources to a degree no other Alice can match.

Locked and Loaded- 200
A fortunate coincidence, you just happen to be the sort of person who extensively studied how things work, perhaps by using a big book of such things. From firearms to explosives to vehicles to other contraptions, you know the make and materials of a huge variety of useful tools and machines that could be created using Materialisation. You've also got a knack for learning more about how physical objects work, not just limited to machines or tools, letting you learn that kind of stuff quite a lot faster.

Self Defence Service- 200
Your years of service in your country's military have well prepared you for the coming war. You were an active combatant in the frontline unit for several years and made a great reputation for yourself as a hardened killer, unnaturally skilled in the art of death. You're an expert with almost every modern military weapon, from firearms to combat vehicles to knives and unarmed combat. Even in the real world, you could take down a room full of hostiles all on your own. You're used to battle too, so you won't freeze up unless confronted with something truly absurd or horrifying.

Safe Travels- 200
An Alice crossing over between the worlds is not a stable thing. It's what turns them into World Devils and what causes the rapid spiral towards destruction for the entered world. Given your own special nature, you're already adapted to such transitions. You don't cause negative effects like this to the world around you just by existing, so long as you desire not to. Your presence, no matter your power or nature, will not innately damage the people or world around you. You could in fact leave for the other world and stay there indefinitely.

That Man Was No Fool- 200
You've suffered, haven't you? It's not surprising. You wouldn't be an Alice if you didn't have some Darkness in you. But you're still here, still kicking and screaming and fighting till the end. If your past couldn't break you, what can the future hope to do worse? You might give up in despair or surrender in fear but at least you're assured that your mind will never break. You'll never lose yourself to madness, any defeat you accept will only be because you took on that fault yourself, not because you drove yourself mad to try and hide from your mistakes.

Slipping Into the New Skin- 200
While monstrous forms may suit the residents of Maze who cross over to Zera or fight in wonderland, both wide open spaces, it does not fit the tight confines of the only liveable areas in Maze. Thus, if you wanted to go there, you'd need a way to keep yourself compact. You can choose to make any form you are capable of taking on into a human-like and sized being, no matter what it originally was. This form does lose out on some of the power of the original form but as long as you maintain it, you'll look more like a human in a weird costume then some kind of giant demon clown. You can release this at any time, returning to whatever that form originally was.

Gate Crashing- 200
The Cheshires are very good at hiding. They've been planning their rebellion for years now. But no one can hide forever from the Maze forces, not even in another dimension. Like the Elite of Maze, you know how to break through dimensional barriers or find hidden dimensions. So long as you

actually have the ability to travel between worlds or dimensions, you'll be able to travel to any of them without regard to any protections or locks the residents may have placed to try and prevent your entry.

A Good King- 400
A man's home is his castle. A castle needs a King. A man becomes a King. A King must have subjects. Subjects must be understood by the King to be a good ruler. You are a very, very good ruler. You understand your subjects, better than they understand themselves. So long as someone is within a place that you can rightfully claim as solely being owned or belonging to you, you'll be able to tell every little thought and emotion they have and even dig deeper into their heads. Stepping into your home is opening themselves up to revealing all their little secrets and vulnerabilities, letting you play them like puppets on your strings.

Devilish Constitution- 400
Much like the latest generation of Cheshire Devils, you were born with a special body designed specifically for survival in any environment. It's quite literal too. No matter how deadly or unliveable the environment is, you can survive in it. The toxic wastelands of a dying world are as dangerous as a sunny beachside and the absolute emptiness of a destroyed universe poses no danger at all. You still require biological sustenance if you did already but now you can find it in any environment, even when that doesn't make all that much sense. This protects you solely against the environmental effects, someone who uses these as an active means to harm you will still be able to hurt you. You could survive a swim in lava unless someone was actively dunking your head in it.

Otakuism- 400
Even if you froze the first time you saw a World Demon, you never stopped thinking. Analysis is your forte and even if you lacked real combat skills, your mental abilities would make you a valuable member of any team. You're able to focus on every individual bit of sensory information you receive at once, letting you notice even the tiniest clues or holes in an enemy's defence. You can process it all at lightning speeds so that you have everything you need to come up with a creative solution, or at least theory, to the enemy at hand.

Wonder Bird- 400
Rather than being originally born in Zera or Maze, your place of birth is the in between realm, Wonderland itself. You were raised on your chosen world but your half-between nature has remained with you. You are able to manifest the limbs of a certain animal of your choice, such as giant bird wings to enable flight, and traverse between worlds as you see fit. This travel is instantaneous, allowing you to hop between Zera, Maze and Wonderland in the blink of an eye and remerge at other places. You can take along other people but only those you are in physical contact with.

Half Blooded- 400
Being the butt monkey can sometimes have some hidden advantages. Who knew getting constantly beaten up by the enemy would let you absorb their energy and hit back at them? You, of course. You always had it planned. Evidence to the otherwise is just a dirty lie. Fact remains, if you get hurt enough by an enemy, you'll take in a bit of their energy. Once this energy is in you, you'll count as being the same sort of being as them for the purposes of bypassing any defences or interacting with special effects. A shield that can only be pierced by those from Maze would be breakable by you as

long as you got the shit kicked out of you by Maze residents over half a dozen fights. Yeah, it does take a fair few bouts to sink in but once it does, it's there for good.

Rat Hole- 400
World Devils aren't going to go to Wonderland on their own. You need to force the issue if you want to fight them in a place that won't result in the destruction of the world. You're one of the few individuals with the ability to transfer numerous people or entire locations over the dimensional barriers. To do this, you summon two ghostly copies of your hand that surround your intended targets on both sides and then expend enough life energy to swap them over. The more you want to transfer, living or inanimate, and the stronger your targets, the more energy it'll take. You also need to be or have been to the place you wish to transfer your targets.

Imaginary Reality- 400
Normally, an Alice should not be able to use their abilities in their original world. This is a basic function that applies to those from both Zera and Maze. Yet, there is one certain man who can freely use his powers even in the real world he was born in. The pig masked King whose imagination has power even in his original world, much like you now do as well. Powers that only work in other worlds now function in the real world as normal for you, allowing you access to your abilities even when other Alice are left powerless.

World Jumper- 400
It's not your first time hopping worlds huh? I imagine it may not be your first time not being human either. Normally, while in this place, going to another world as an Alice would see you become a World Devil no matter what form you are. Now? Now you're a little bit more personalised. All your forms are able to take on a unique World Devil-like form when you cross over to another world from wherever you started in your current jump. These forms invariably grant greater power than their original states and take on a far stranger, more bizarre appearance to match. Powers may be exaggerated but this comes at the cost of the usual downsides of the World Devil form, that you must struggle against the constant pressure to let go and submerse yourself into the rage and bloodlust of the form

Cheshire Devil- 400
On Maze, there is a group of beings called the Cheshire Devils. Scientists, explorers, artists and great thinkers, they're akin to legendary heroes in that world and worked tirelessly for centuries to find a way to save it. Too many great failures ruined this reputation and the Cheshires soon became a hated name, exiled from the last safe place on Maze. You are one of this most recent generation, possibly even one born on Zera. You've got the same kind of mind as your predecessors, a genius intellect that surpasses even Earth's greatest. You also know of all the technology that the Cheshires created, particularly focused on their devices that interact or even create dimensional barriers and spaces. As a Cheshire, you'll also have the chance to join their little rebellion against Maze, which seeks to destroy that world in order to save Zera.

The Light- 600
You found the Light deep inside of you Beyond the Darkness and the negativity and the awful feelings inside you, you found something you honestly consider more important than anything else. Love, Patriotism, Honour. Something you could dedicate yourself entirely to. Finding this Light changed you too. You don't need to rely on Darkness to power your abilities anymore. When something would become stronger as your emotions worsen, it can instead now improve when you

feel happier, become more heroic and feel more love. Positivity replaces Negativity and is every bit it's equal. With time, you can even awaken this Light in other people, sharing the hope and benefits around. Just having this has filled you with many strong positive emotions, which enhances your Life Power greatly, though less so then an Anomaly.

Reserve Reinforcements- 600
The Reserve Tanks are a nasty thing, aren't they? Necessary but a system that forces an agonising choice to be made. You're not going to be free of the system but you do now know how to use it for more than just refilling life points. When it comes to the costs for things, you're able to shove the burden onto another person instead of yourself. Things that would cost your life can be made to take the life of another. Energy costs can be supplied by allies, leaving you at full supply. While this method is no longer restricted to just Life Points, it is a little more limited in return. The only ones who qualify as Reserve Tanks for these expanded purposes are your family, lovers and genuine friends. Just spending a few weeks living with someone won't be enough to take them as a Reserve Tank, save for use with Life Points specifically.

Anomaly- 600
Anomalies are the chief weapons the Cheshire Devils intend to use against Maze. There are seven, each picked for their startling power and willingness to kill World Devils despite the cost that they would take on. Now there are eight Anomalies. You feel, believe and determine with far greater intensity than any other person. Emotions are like a raging hurricane for you, whereas they might only be as strong as a river or gust for others. This intensity grants you incredible power, vast reserves of Life Points and the ability to easily use Manifestation at will, rather than unlocking it over time. You are also able to force yourself to kill those you love, pushing past any guilty or remorse, if you feel the need, though it's likely it will eventually come back to haunt you.

Power of Love- 600
Love. Some say it's the strongest thing in the world. While certain others may argue that it's just lust or delusion or desire and that Love itself doesn't truly exist…well, there's more than enough evidence to the otherwise. When a little girl can love her pet bird so much that it is brought back to life, how can you possibly doubt its existence? You got someone that loves you that much? If you do, then once every ten years, they'll be able to wish you back too. As long as it's done before the jump would have ended, you'll be able to be revived by the love of another being. You can also do this in return, by giving your pure, genuine love to another being that has passed and bring them back to life as well. This too however, is limited to a once per decade use.

Wall of Jumps- 600
Most Alice are limited in how they utilise their Reserve Tanks. It's only brought into play to avoid the automatic death caused by killing a World Devil. But there's so much more you can do with them, if you really want to dig deep. Using them as shields, redirecting hostile attacks to them or even taking over their bodies after you die. That last one's going to be a bit beyond you even with this but the others? Ooh, you'll have some fun. You can freely redirect any attack or hostile effect against you towards one of your Reserve Tanks, no matter where those Tanks are. They could even be in another world entirely. Redirected things will disappear a short distance from making contact with you and then reappear at the same distance with your Reserve Tank being the new target. Be careful you don't pack them all in one space, because redirected attacks would take them all out then.

King- 800

You're very special indeed. You were part of an experiment on Maze, one intended to create the ultimate Alice by making a being capable of taking in the Darkness of other beings. There were two successful results. You possess telepathic powers that allow you to effortlessly read the mind of any being near you, a range that grows as your powers does. You can take on the Darkness of any being you read the mind of as well, taking in their bad feelings and hatred and anger and so on. The more Darkness you gain, the greater your Life Force will grow. The King of Maze, your effective siblings, was constantly taking the Darkness of one hundred million people living in a dying world dystopia, becoming a being so powerful he was able to survive a blast that destroyed an entire universe. Be aware that, while you will always be able to distinguish your Darkness from that of any other, the Darkness you take in will still be able to affect you if you do not resist it.

World Devil Form

Everyone gets one and 1000 WD points

The World Devil is the form an Alice takes on when they go to another world. This form slowly begins to break apart the world it is in, causing cracks and distortions in reflective surfaces at first, eventually spreading these cracks to cover more things. All World Devils are much stronger, faster and tougher than the original Alice they are from, usually possessing greater power overall as well. They also all have a curse on them, Recoil, which causes the death of whoever kills them, no matter how strong the killer, though this can be redirected to another with sufficient power or technology. Finally, World Devils are completely invisible to normal people. Only Alice, or those with supernatural abilities, can perceive them.

As an Alice, you have a World Devil form that you will gain upon going to another world. After the end of the jump, you will be able to switch between your Alice and World Devil forms freely but until then, it will only be available when you cross over from Zera to Maze or vice versa. You have 1000 World Devil (WD) points to spend on customizing your World Devil form, though you get all the above described basics for free. You can also convert CP to WD on a 1:1 basis. It should be noted that, unless otherwise indicated, all the following abilities can grow as your life energy does.

Strange Body- Free

World Devils run the gamut of bizarre bodies. Some are humanoid figures with strange masks, others like flying octopi and others still resemble no living animal, instead being strange shapes that fly through the sky. Your World Devil form can look like whatever you wish, which may grant you certain natural abilities such as greater speed with more legs or even being made of a unique material such as slime and be up to 22 metres tall or as small as a house cat. These size maximums may increase in time as your power does.

Flight- Free

All Word Devils are capable of flight or at the very least, levitation. You are no different. No matter how strange or impossible your shape, you can support it as you float uncaring to the laws of gravity or weight or mass. You are only able to move through the air as fast as you could otherwise normally travel under your own power but this flight has no reliance on thrusters or the like, letting you move in any direction with impunity.

Weapons- 50 per

Your form has built in weapons to its shape. These can be as simple as very sharp claws or being covered in sharp, porcupine like spines to a blade arm that can extend, retract and bend like liquid. Every purchase of this option allows you to add another natural weapon of sorts. While you cannot get more than basic ranged weapons, such as slings or extendable melee weapons, almost any kind of close ranged attack is viable.

Floating Eyes- 100

A dozen floating eyeballs circle your head. Each one is a supernatural sensor that allows you to see through all twelve eyes at once, processing the information as easily as you do your own two eyes. No one can sneak up on you if you have an eye watching every direction at once. The eyes can move as you wish and travel up to a few dozen meters away, letting you peek around corners or through

holes. If destroyed, they can be brought back with a tiny amount of life energy. The eyes also see through any illusions or invisibilities, piercing through to see the true state of things.

Gunnery- 100 per
Your form is equipped with some heavy duty long ranged weapons. These natural firearms are attached to your body and can be any type of firearm, from a rapid fire gun to a slow loading cannons. They fire out shots formed from your life energy, allowing you to charge up shots by putting in more energy. The guns enhance the power of what you put in depending on the type of gun, allowing you to hit with more force than you'd normally be capable of with the amount of energy you put in. Every purchase nets you another firearm to form from your body.

Physical Enhancement- 200 each
Almost all World Devils are naturally much stronger, faster and tougher than their human forms. Even a normal Alice without the ability of Manifestation, thus being just a normal human, who becomes a World Devil can shatter thick stone pillars with a single blow and slice apart machinegun bullets or tank shots fired at them. Some Devils are noticeably more powerful in the physical area though, even for what their level should allow. This option will allow you to increase your strength, speed or durability for each purchase, though you can buy multiple of each. This purchase can be spread wide, covering overall strength or condensed so that it only focuses on a single body part. A single purchase of overall strength might increase you from shattering stone pillars to breaking apart a row of houses in a single blow. A purchase of durability focused solely on your arms could however, make them tough enough to withstand the force of a small nuclear weapon.

Possession- 200
No need to fight alone, not when you can leech off of others. You're able to actively fuse with your enemies in some manner, generally by attaching yourself to their body and puppetting it. As long as you can successfully grapple them and achieve control, you'll assume full control over their body and mind, though your body will still be able to be attacked from the outside. You can drain at the energy your host has to empower your own abilities and share your powers with the host body. During this process the host will essentially be left to babble madly if they are awake at all.

Energism- 300
A specific type of energy is now something you can naturally produce, manipulate and use to destroy things with. Fire, electricity, force, light and so on. Your level of power even at base is quite impressive. A fire controller could make fireballs so hot that bullets melted when fired at them. Someone with power over electricity could interfere with electronics and use it to hack them. Your control will improve further with time but your power is determined by the amount of life points you invest into your new element. Whatever energy you pick, you'll gain a high level of resistance to and one that will only grow in time. For a 100WD more you can gain the ability to turn most of your body into the energy you have chosen, letting you move around at incredible speeds and with great power, though you will retain a physical core.

Power Suit- 300
What most people see when you arrive is not your actual body. The physical form most see is in actuality a massive suit of armour that surrounds your real body. However big or small you are, this armour suit is several times bigger, stronger and tougher then you while being at least as fast. It only works and is powered as long as your body is within it, disappearing when you exit your World Devil

form. The armour rapidly regenerates any damage and attacks against only the armour will not hurt you unless it also pierces through to hit your body on the inside as well.

Weatheria- 400
The atmosphere itself is twisted by your will. You can command the wind and waves to manipulate the weather, causing widespread destruction or using it for more localised attacks. At your current max, you could summon a storm over several city blocks that rains hard enough to create a waist high flood in just a few minutes at most, raining hard enough to sting normal humans. You can also create blasts of wind powerful enough to tear a normal human apart.

Reflectory- 400
There is a large circular structure somewhere on your body, meant to be used for reflection of enemy attacks. To use this circle, you target one specific enemy. Once that enemy is targeted, a replica of them will appear within the circle and mirror all of their actions. Any attack launched at you will be launched back at them in perfect sync and with every bit as much power as was fired at you. Most attacks will collide and negate each other but clever use may let you hit the foe with their own power. Be careful, as attacks that the enemy uses that strike around them will also be copied by the replica, possibly hitting you.

Synchronisation- 800
A King and his Kingdom are one and the same. You're just making that a reality. You can infect the world around you, embedding your life energy into the land and sky and sea and thus claiming what you infect as part of yourself. In all respects, it is a literal part of your body and you can freely manifest your features, abilities or even entirely new bodies from the parts of the world you have taken for yourself. The rate at which you can claim this territory is slow at first, taking an hour to take over even a single house but this will grow in time. A bigger issue is that this claiming requires a constant investment of Life Points so long as you maintain it, keeping more of your energy locked the more of the world you take as your own body.

Family- 1000
A very powerful cloning ability. By taking this, you will gain three masks somewhere on your body. A Father mask, a Mother mask and a Child mask. By pouring in your energy, you can turn these masks into independent and fully formed World Devils of their own, though they have no real intelligence and simply follow your orders. They will each have power equal to the amount you gave up copied across them. This means that spending all your power in summoning them will give each of them power equal to your own but leave you empty, though you can spend less. While these clones are equal to you in power, they have a much more special ability to use yet. The Mother and Father are able to mate, producing more Children. The Children clones will grow up to be Mothers or Fathers in seconds, then being able to mate with their opposites. Each of these clones will be every bit as strong as their predecessors and remain loyal, though unthinking. One thing these clones do not have however is the Recoil curse of the World Devils. Killing one has no effect on the Killer.

Items

You gain 1 100CP item free and discounts on 1 of each of the following tiers- 100, 200 and 400.

Gas Mask- 100

A heavy duty police gas mask. It entirely conceals your face from view and filters out pretty much any nasty air based substance you could encounter. It'll keep all the air you breathe in perfectly fresh and stench or poison free, never needing replacement filters either. It's possible to tear it off your face but others will find it takes actual effort to take off, not being able to strike it off in an instant no matter how strong they are, unless they outright destroy it.

The Key Words- 100

At the beginning of every Jump, you will be given six words. These key terms will each refer to an important person, event, location or other thing that you will encounter some time in your adventures wherever you are that will have great importance to you in that place. While you won't know what level of importance or why, you'll definitely know what to be on the lookout for.

Piggy Face- 100

A pure white pig mask, one that changes to match its wearer's facial expressions when worn. It's quite the scary thing, unnerving people just by seeing it hanging around. Wearing it makes it a little easier to handle your darker inner thoughts, almost as if the mask is drawing some of them to it. Putting it on makes the world seem just that little less dark, that little easier to be happy. Of course, the sight of you smiling in this swine face probably won't be too comforting to others.

Pet- 100

A cute little friend, just for you. It could be a little birdie, a cute puppy, a cuddly kitten or some other small, cute animal. Playing or cuddling or even just having this animal around will bring peace to you for a little while. It loves you totally and absolutely too, no matter what it'll never betray you. Even if it gains sapient thought, it'll always remember who its parent is.

Book Store- 200

Your family owned local bookstore, owned by your family. It makes a tidy enough profit to keep the family well sustained and you'll always have a job here if needed. The book selection will likely be of much more interest however. This book store has a very high number of text books and manuals on a vast variety of objects and tools and sciences. All very useful things for any budding young Alice to know.

Art Atelier- 200

A secret home way out in the wilderness. No one else knows it exists and it's quite cut off from most modern conveniences. Its a few hours walk from where you start and unknown to anyone else. It's cosy and filled to the brim with gorgeous artwork depicting all your past adventures, more paintings appearing over time and swapping out with old ones that are instead stored deeper into the home. It's a lovely place to reminisce and while there's no electricity or running water, everything you need to both survive and create artworks of your own can be found here.

Mixed Treats- 200

A special package just arrived, especially for you. Filled with all manner of contraband drugs to brighten up the day. Somehow, they're not addictive even though they're every bit as fun as the real

thing. It doesn't seem possible to sell them to anyone else for any worth but you can share them just fine, it'd be even more fun if you did. Once you finish off the package, a new box will arrive with a new fun bag of drugs for you.

Close Quarters Weaponry- 400
A collection of close combat weapons you've gathered in real life. Knives, swords, spears, knuckledusters. Dozens of weapons both modern and medieval and all made for combat, instead of just being fancy show pieces. Very useful in case you'd like to use Manifestation on something with real lethality already. Best part is that these weapons aren't stored in some big locker. They're actually in a more insubstantial place, able to appear at your side when you need one and have your hands free. You're only able to call out one at a time however.

Bang Bang- 400
In most countries, it's not easy for a 14 year old teen to get their hands on firearms of any kind, much less the heavy duty kind. Taking this will give you a good number of even the military grade stuff. A few pistols, rifles, machineguns and even some explosive weapons like rocket launchers, plastic explosives or grenades. Much like the melee option above, each of these weapons can appear at your side as long as your hands are free to grab it, though only one at a time. They're real enough for manifestation to work on them too.

Cube- 400
A small metallic box used by the Cheshire Devils. Kept secret from most Alice, these devices are used to capture the corpses of killed World Devils, turning them into loyal soldiers that fight for whoever releases them from the box. Your box is a rather reduced version of what the originals are like, it won't be able to turn into a massive time bomb for one, but it can hold the body of any one being you have killed or been able to reach shortly after they've died. When you open the box, that being will appear at full health but lacking their original mind. Instead they'll follow your orders until they die again for good or are resealed into the box.

Royal Cube- 800
This is the real deal here. A copy of the Cube owned by The King himself. An extremely powerful artefact, it can do everything a normal Cube can do and more. It can store as many corpses as the wielder can kill, summoning as many out as desired when opened to fight for the wielder. It also functions as an endless source of energy, though you don't seem to be able to use more than you can usually handle at any one time. The Cube can suck in a living being but they won't be able to be contained long and if not released soon enough, will cause the Cube to explode and erase the present and future timeline. Do be careful.

The Tower- 800
The last refuge of the residents of Maze. This tower has a population of 90 million people, stored in layers of 30 square kilometres in an impossibly tall and tough building that is entirely self-sustaining. Your copy of this building does not have its own population but is otherwise identical, having all the defence systems and technology of the original building, including the core that can control all technology on the tower at once and open portals to other dimensions. The Tower will be either placed near your starting location or attached to your warehouse.

Companions

Import- 100 per

No Alice fights alone, you're no exception to that rule at least for the start. With every purchase of this option, you can import an existing companion or create a new companion in this jump. Each companion gains the Alice origin, freebies and discounts as normal and 600CP to spend on perks. They also gain access to the World Devil section, which works as it does for you, but only gain 500 WD to spend and may not convert CP to WD. Up to 8 companions can be imported or created by instead spending 400CP.

Canon Companion- 100 per

Quite the quirky bunch, the characters in this world. Good and nasty types all around. They'd be a blast to have come along with you. Each time you buy this option, you'll have the chance to convince one specific character to come along with you as a companion. You'll likely be able to strike a quick friendship with them or at the very least get several chances to meet them over the jump but it's up to you to get them to agree to your offer.

I'm A Budgerigar- 100

With enough love, an Alice can even revive the dead or ascend something to a higher form of life. Buchou-chan is one example, a little birdie that was loved so much by his Alice parent Azumi that she not only brought him back to life but reincarnated him into the form of an Alice named Seki. If you have a pet or animal you love, you can choose to apply this process to them instantly with this option. They'll become a human with the Alice origin, all freebies and discounts and 600CP to spend. They do not gain a World Devil form and in fact, cannot gain one even by going to another world. Instead, they gain the Wonder Bird perk for free, with the animal being based on their original form. They have all their memories and love for you still.

Drawbacks

You may take up to 800CP in drawbacks from the following list.

War Addict- 100

A lifetime of abuse and taking the easy way out has left you with a nasty drawback. You're quite heavily addicted to various kinds of illegal narcotics, going for more than a day without at least a little hit leaving you feeling awful, paranoid and erratic. It'll only get worse the longer you let it go, till you feel like cockroaches are crawling around inside your skin. Best hope you can find a steady supplier.

Life at Home- 100

Alice never have entirely happy lives but yours is nasty even amongst your peers. You still live with your family. Though you'll soon come to wish you didn't. Hateful, manipulative and abusive, it'll seem like their life mission is to make you feel misery and pain and violation. A cruel mother, a paedophilic father, a violent younger sibling and an older brother who wants to ruin anything that gives you joy.

Dependency- 100

The only way you can get through life is with someone else at your side. Without that special someone who accepts and loves you, you can barely get yourself to go out the front door, much less fight against gruesome monsters from another world. Who this person is up to you but even them being in a neighbouring room is enough to get you nervous. If they leave the same general area as you, you'll be barely able to resist curling up into a ball and crying. If that person dies, it'll be pretty nasty on your psyche but it is possible to find someone else who accepts you totally and latch onto them as well.

Imprisoned -200

You've been imprisoned for a crime you didn't commit. Well, no, you did commit some quite horrific crimes in the past but that can hardly be faulted to you. It's a For-Life term with no chance of parole but you are otherwise just another prisoner, meaning you still have a mirror in your cell. Not the nicest of prisons, you'll want to be careful of your fellow inmates, but with time you may get a chance to escape on your own.

Good/Evil- 200

Heroes. Villains. Fighting for good or evil. They're all missing the point. You can't have one without the other. Just causes all sorts of problems. Stagnation without conflict, annihilation with too much. You need a balance. Balances need Balancers. You've just got the job too! You have a deep desire to equal out the good and evil that you see in the world and you'll take action to balance things out. Seeing too much evil, crime and horrible things will motivate you to improve the lives of those you see suffering by killing the ones harming them and giving back what they lost. Seeing people too happy and comfortable will have you torture and mutilate them and their families till they become a little unhappy. In the end, with your efforts, everything balances out and keeps on trucking as normal.

Manifestation of Lust- 200

That heavy, hot feeling deep down in your belly. So hard to resist isn't it? So hard to stop yourself from indulging in everyone and everything you see. There's a deep and powerful lust in you, one

that is a lot more dangerous than you might normally think of such things. While your addiction to lewd things is uncomfortable and embarrassing even in the best of times, the fact that it can drive you to find interest even in the World Devil's you fight can make it go straight to life threatening. Unless you carefully manage your addition and retain an iron control over yourself, you might not live to see the end.

Personal Enjoyment>>>>Insurmountable Barrier>>>>Everything Else- 300
Those are your new priorities in life. Fun, fun and more fun for you and you alone. Morality, good and evil, honour, your own safety, none of its important compared to your own personal enjoyment at that moment. If someone was annoying you by talking, you'd crush their throat. If someone had something you wanted, you'd take it from them by force. If you felt like pushing a friend off a cliff, even for just a few moments of idle thought, you'd indulge without hesitation and then leap down after them to save them, capable of flight or not. All beings save the vilest monsters in these worlds will quickly come to realise how dangerous you are and how great a need there is to put you down. Made all the harder to survive given how you'll play around in a fight just to have more fun.

Maze Target- 300
You've gained the attention of Maze's invasion force, who have somehow come into the belief that you are the main weapon of the Cheshire Devils. They'll specifically hunt for you and prioritise your capture, while the canny Devils will likely use you as bait unless you are indeed their strongest weapon. You'll be facing a lot of foes from day one, not to mention how many will come after you in the coming nights.

Broken King- 300
Much like The King, you gather the Darkness of other people around you for several miles and take if for your own. Unlike The King, you gain no benefits from this act and indeed, suffer as if that immense weight of Darkness was your own. If you move out of range of anyone within several miles, this gathering will expand to include the nearest people so it can continue to pile on the negative emotions. Try not to go too mad under all this hate.

Ending

You survived ten years in this world without getting blown up. Congratulations! Now we've got a choice for you to make.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in whatever world remains?
Do you want to *Continue On* to a new world?

Notes

Special thanks to my darling NuBee, cutest little honey bee there ever was.

You can swap between World Devil and Alice forms at will in future jumps. Alice powers work anywhere and you cease causing disturbances unless you wish to.

You do not suffer Alice Syndrome unless you wish to or you are actively using your powers.

Gate Crashing does not let you move between jumps.

Reserve Tanks- Reserve Tanks must be in the same jump as you to work while in the chain. They can be in pocket worlds or other times or worlds but they need to be in the same single Jump for you to gain any benefit associated with them, whether it's the normal use or expanded uses like Wall of Jumps.

Synchronisation- can't be used to take people along. You can take along parts of the world or objects you synchronise with but it's not a replacement for pods, even if those people become part of you. At best they'd undergo a very unpleasant and total identity death.