

Jump made by Aleph_Aeon

-Introduction-

Since the immemorial times, way before human civilization, this world has been filled with immortal monsters gifted that were born with inhuman attributes and more importantly innate supernatural abilities, the Miracles.

Eventually, even with the appearance of humankind, these monsters, which became known as Demons, still dominated the world as such weak humans can't stand up against these beasts.

However, if they can create their own Miracles, the humans can overcome their limitations and fight the demons with the gained power. These blessed humans wielding the power of the Miracles became known as the Knights and devoted themselves to fight against the demons' tyranny.

Unfortunately, you can't become a Knight without a Miracle, no matter how much potential and training you have.

This is the case of Magpie, an orphan whose parents were killed by demons and former cadet that, despite all of her training with the Knight that rescued her and even with her throwing herself into extremely dangerous situations, didn't manage to awaken her Miracle.

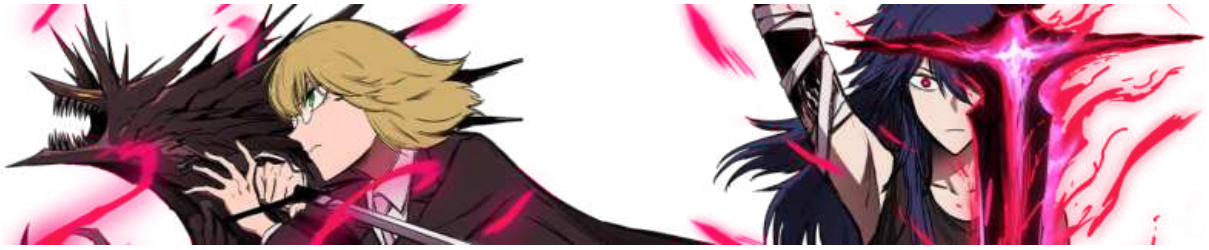
But this is going to change.

On the same day of your arrival in this world, during a moment of desperation, Magpie finally was given a Miracle, however, an accursed one in the form of the flame that can kill demons and which price was her own humanity, as that very flame she received turned her into a demon that thirsts for more firewood, if she didn't want to end up consumed by her own Miracle.

Either on the side of the humans or of the demons, you'll stay in this world for the next ten years. Good Luck.

+ 1000 CP

-Origins-



Your gender is the same from your last jump and your age is 17+1d8.
Alternatively, for 50 CP you can choose both yourself.
Any origin can be taken as Drop In.

1. **Merchant (Free):** In this world of Knights and human-eating monsters, you're no fighter, being actually a business(wo)man, either being more like an actual conventional merchant or even like the "common" merchants of the Nameless City, which are known for buying and selling emotions and memories.

2. **Mercenary (Free):** While a Knight's job is to protect, you aren't as classier as them, as your job is usually that of slashing down mediocre demons, handing them over to the knights, and getting compensated. In essence, mercenaries such as you are paid demon hunters, or basically butchers as mentioned by the so-called greatest mercenary, Firebird.

3. **Knight (100 CP):** Since your childhood, you always wanted to become a Knight, either by wanting to become a hero that protects what you cherish or to get revenge against the demons. And now, after graduating in the Knight Academy, you have finally become an official Knight and joined one of the two Orders. As a Knight, while you'll indeed fight demons, your job will be to protect the innocent and the peace, so, you're no mercenary or mere hunter.

4. **Demon (300 CP):** The Demons are monster-like creatures, with each one of them having unique appearances and varying strength, however they still share a few common aspects, starting with each of them being born with their Miracle already awakened and almost every demon also having spiral-like patterns in their eyes, with some of them even having concentric circles covering their eyeballs, which apparently can only be seen by their own species. As a demon yourself, you're now among the true rulers of this world, starting as a being on par with the weaker ones of your species, such as the Rag Doll Demon, but even so, you'll already be far stronger than the regular human. The advantages brought by your demonic nature will be better explained later in the **Perks** section below. Additionally, your age can now be anything between 18 to 100 years old.

-Locations-

Roll 1d10 to decide your starting location or pay 50 CP to decide it yourself.
Each origin has at least one free location.

1. **Old Fishing Village:** This village is a perfect example of the small cities and towns in this world that, despite seeming pretty mundane at first, still have its own problems with the local demons, with the main one in this region being the Sunken Demon (also called as Angler), a fish-like monster that became known for sinking ships and other villages alike. The village is also the current home for mercenaries such as Firebird, Sato and technically Damon, which charge the village's inhabitants a protection fee to keep the Sunken Demon in check. Additionally, the village will be eventually visited by the duo Merry and Magpie, when the latter will permanently kill the Sunken Demon and discover Damon's true identity and nature. Mercenaries may start here for free

2. **The Nameless City:** Welcome to the largest and most populated city in the Northeastern District, with the only known larger city being the Capital itself. The Nameless City has been ranked as the safest city in the entire Ring for ten years in a row, having an average of two demons reported per year, mainly thanks to the government of the current mayor, Egion, and the actions of the guardian of the city's public order, Sora, a mercenary hired by the him. However, this city hides several dark secrets, with the main one being the fact that it's actually controlled by demons, with even the mayor itself, Egion (or better saying, Legion) being a demon too, more precisely the Life Demon. Demons and Merchants may start here for free, but, if you're a demon, I advise you to try to join the ranks of the Life Demon's servants, as hostile demons are hunted down by Sora herself.

3. **Paraclete:** Located in the Central District, the Science City of Paraclete is the center of every scientific research and technology development of the Ring, mainly inhabited by researchers and possibly a few Knights to act as guards. A year after your arrival, on the same day Magpie would face the Life Demon if the canon story follows its path, Paraclete will be attacked by the Mountain Demon, Atlas, with the reason behind its attack being a mere migration.

4. **The Capital of the Ring:** The main and largest city of the Central District, also called by some as the Holy Land, being the capital of the Ring, the only known human country in this demon-filled world. It's also possibly the largest and most populated city in the entire Ring, possibly even surpassing the Nameless City. Additionally, there's a bell here which no one hopes to hear ringing. The bell guides the Knights to where they're needed by ringing in three ways. Once, if a Knight gets killed by a demon. Twice, if a strong demon like a Demon from Ancient appears. And three times, if all the Knights are to

be summoned, thus, this signifies the appearance of the Devil. Knights and Merchants may start here for free.

5. **The Grand Cathedral:** The main church-like base of operations of the Knights, located in the Capital of the Ring, as well as being the main headquarters of the two knightly orders, the Order of Red, which acts as the national guard, and the Order of White, which usually acts as a scouting task force. Knights may start here for free.

6. **Cocytus:** Demons are immortal and thus Knights needed to find a way to effectively contain defeated foes for as long as they needed to. As the solution for this problem, the Winter Knight and Grandmaster of the Order of White, Lille Haas, used her Miracle to create Cocytus, also called the Freezing Cells for demons, the Demon Prison or just as the Freezer. Since Lille created this prison from a supernatural ice stronger and colder than the hardest iron, not even a single demon has ever managed to break out from there until the present date. Knights may start here for free, temporarily taking the role of the prison's wardens.

7. **The Border Wasteland:** Beyond the borders of the Ring, there is a wasteland where humankind has no control over, as only the demons rule these areas. The wasteland around the border area is better known as also being the territory of the worst demon in the entire human history, the Dream Demon. You can choose any location within this wasteland, as long as it's in the same continent as the Ring, not on some place like on the other side of the world for example. Demons may start here for free.

8. **Free Choice:** Well, it looks like lady luck is actually on your side. You can choose to start in any of the above choices, if you want, or even anywhere in this world, regardless if it's in the Ring or in any of the areas beyond it.

-Perks-

Each perk is discounted to their respective Origin or Race. Discounted 100 CP perks are free.

General Perks:

To Create a Miracle (Varies): In this world, Miracles are blessings in the form of supernatural abilities that can be awakened by any being with potential during random circumstances, like manifesting during childhood or only creating it during extremely dangerous situations. On the other hand, monsters such as the demons are naturally born with Miracles in opposition to the humans that have a fairly small chance of awakening them during their lives.

It's also notable that, while it's possible for someone to wield multiple Miracles at once due to unnatural circumstances (such as receiving them from some external source like the Life Demon for example), there is no case of someone managing to naturally awaken more than one Miracle. Furthermore, Miracles also aren't unique and thus multiple individuals can wield Miracles of the same type or even the exact same one, such as Gwendoline and the Lion Knight that both share the Invincibility Miracle.

While there is a small chance you might awaken your own Miracle in-jump, there is no guarantee of this and, even if you actually awake it, it'll be fully random in both utility, nature and strength, so, by taking this perk, you'll receive your Miracle of your choice, be it one of the canon ones or a customized one. However, while you can fully customize your Miracle's ability and its effects, its initial raw power and utility, as well as how complex they might be, depends on the tier you purchase here.

The Miracles can be divided in five different tiers:

For **100 CP**, free if you're a **Knight** or a **Demon**, your Miracle will be a basic one with a simple utility and weak combat potential, on par with Firebird's Miracle, which allows him to heat up iron and telekinetically control it. This tier is most useful for mercenaries who tend to focus on fighting the mediocre demons or their fellow humans.

For **200 CP**, your Miracle will have a good combat potential, standing around the level of the average Knight's Miracle, such as a wind manipulation Miracle, Dario's Miracle that allows him to control and shape plants into weapons or even the Illusion Miracle that gives its owner to ability to become intangible for short moments. Optionally, if you're a **Knight** or a **Demon**, you may exchange your free 100 CP Miracle for a discount on a 200 CP Miracle if you prefer.

For **400 CP**, your Miracle will be now on par with the ones used by the Meridians themselves. Said Miracles include feats like the ability to slice through dimensions (Pale Knight's Miracle), solidify light or fire manipulation to a very high destructive degree (Retribution Knight's Miracle) for example. This tier also includes abilities with powerful non-directly offensive abilities, like the Prophecy Miracle that

grants limited precognition and Merry's Miracle, which gives her the capacity of fully mastering anything she holds in her hand.

For **600 CP**, you'll instead receive a Miracle worth of legends with a very high combat potential and utility, on par with the likes of the Invincibility and the Life Miracles.

Lastly, for **800 CP**, your Miracle will be unbelievably powerful and arguably godlike, with the one other ability on the same degree being the Dream Miracle itself, which allows its owner to literally manipulate reality to grant people's wishes in exchange for some price.

You can purchase this perk multiple times in order to receive multiple Miracles, however, any discount or free purchase you qualify for will only apply to a single Miracle, so, if you're a Knight, you can receive a 100 CP Miracle for free and then purchase a second 400 CP Miracle at its full price for example.

Remember that, while it's possible for even regular humans to wield multiple Miracles, it's very probable that you'll attract some unwanted attention if you actually possess multiple abilities, such as Knights that might think you're a demon' kin for example, so be cautious with who you decide to reveal your abilities.

One last thing is that you can take any canon Miracle by purchasing this perk, either at their original tier or strengthened/weakened, with the exception of the Holy Flame itself, as it's special even among other Miracles and has its own perk below.



The Holy Flame (400 CP): Jumper, do you wish for Miracles? The dream to annihilate all demons? Apparently, you're willing to pay the price for such a dream. You wished for the power that conquers demons and, in return, your dream was now made reality in the form of the Holy Flame, either by receiving it by making an actual deal with the Dream Demon, by stealing it from someone else or through any other source.

More of a curse than a blessing itself, this mysterious Miracle gives you the ability to generate and manipulate an accursed, extremely hot crimson fire, capable of burning and consuming almost anything on its way, as well as having the capacity of specifically weakening and blocking regenerative healing factor, allowing it to burn even the immortal demons to ashes, being the only known Miracle capable of actually making them come to learn death as well, just like the mortal humans.

Additionally, the Holy Flame is nigh impossible to put out, with the only known ways to extinguish its fire being to kill you or to it consume all available fuel, thus virtually granting that it'll always end up consuming its victims eventually, however, some beings, like the stronger Devils, might be too powerful to be damaged by your flames, so, you'll need to grow stronger in order to enhance their destructive power.

As a bonus, with enough mastery over this Miracle, it's also possible for you to set the fire to not kill its target, making it to just burn them enough to put them on the verge of death, with this being especially painful for demons that are able to endlessly regenerate the damage, only to be burned by the Holy Flame again.

However, a flame must have its **firewood** and, to a flame that consumes all without stopping, its owner is no exception and thus, by wielding such a power, you must take **The Cursed Flame** drawback, where the price charged by your dream will be better explained.

Lastly, as a final benefit, the Holy Flame, while it won't turn you into a demon like how happened with Magpie after her deal with the Dream Demon, also grants you the ability to temporarily transform into a monstrous form with demon-like attributes, greatly enhancing your physical attributes and the power of your flames, as well as granting you the same immortality possessed by demons, in exchange for burning off a huge amount of your stamina and energy, possibly leaving you exhausted for days after returning to normal while you don't have enough mastery over this demonic form. You also have the ability to purposely burn off a portion of your life force in order to fuel your demonic transformation if you really need to.






The Hero/The Devil (400 CP): In this world, there are beings that stand at the top of their respective races as the most powerful and dangerous of them, as those who surpass all Miracles and common knowledge. From the side of humankind, there are the Heroes, whose sole known example being the legendary Lion Knight himself, meanwhile, from the side of the demons, there are the Devils, with the most famous of them being the Demon King defeated by the knights ten years ago in the so-called Night of the Uproar. And, regardless of which side you are, you're now within this rank of mighty beings. First of all, you possess the legendary reputation this title brings to you, either that of a dangerous and feared Devil akin to a symbol of living disaster if you're a demon or that of an honored and respected Hero that acts as an actual beacon of hope if you're a Human. You can also turn this reputation on or off at the beginning of every jump if you want to. Furthermore, regardless if you're a Hero or a Devil, the limits that hold back the potential of any Miracle you might have (or that of any similar blessing you might possess) are lifted, meaning that they can grow stronger endlessly as long as you continue training/enhancing them.
As a last benefit, this perk also works as a Capstone Booster, with your status as a being whose potential and power defies logic and common sense enhancing the power of every 600 CP perk you have.

Merchant Perks:

A Mere Merchant (100 CP): You're just a mere merchant, not a fighter like a mercenary or a Knight. Well, even if this isn't actually the case, your enemies still don't see you as a threat on par with other fighters. Consequently, you're usually ignored by demons and other similar beings as long as you keep acting as mere normal humans and don't do anything to stand out, unless you're the only remaining possible target for them. Of course, this doesn't affect those that are aware about your actual nature and those that are specifically hostile against you.

Contacts in the Underworld (100 CP): You're a mere merchant, not a fighter, so, when you need a more offensive approach on some subject, it's good to have contacts that you can hire their services. In this jump and any future one you visit, you'll already start with contact with the world's main mercenaries, adventurers, hireable thugs and other kinds of existing private military companies/forces. As long as you're willing to pay enough, with your contacts, you could quickly assemble a squad of high tier mercenaries to act under your command. Just keep in mind that, in most worlds, most of these mercenaries will be outlaws, so, be a little cautious when affiliating yourself with them.

The Debt Collector (200 CP): Several people at the Nameless City are currently in debt with some of the city's criminals or even with the government itself, either due to their bad choices in life or because they inherited said debt from some of their relatives. Considering you're another merchant, it's almost sure someone will eventually end up owing you something. To help you in such situations, by taking this perk, you become innately aware of everything people owe you, not only monetary debts, but also extending from simpler things like favors and borrowed objects to even more complex ones like the prices of supernatural deals they have done with you. This sense also makes you aware of the opposite situation, making you aware of every debt you have with other people, essentially preventing you from not fulfilling your part of the deal you made with some powerful being because you forgot about it or its details for example.

Eyes for Desires (200 CP): Everyone, literally everyone, has a price in life, even if not monetary, as pretty well explained by the concept of "currency" developed by a certain Annabel Lee, that is, the reason and/or payment why someone does something, be it love, power, honor, duty, sympathy, guilt, respect, blood or even money itself. And, after leading so much with all the kinds of clients, overtime, you ended up developing a good eye in discovering what someone's "currency" is after talking with them for a bit, like if their price is enough gold bars to fill up an entire room or if it's a man/woman to fill up their body and soul. Such skill is considerably useful for a master that likes to take very good care of their subordinates.

The True Face of Desire (400 CP): You've seen it happen many times before, either in the Nameless City or anywhere else. People betraying, attacking and killing each

other to take the others' possessions or fulfilling their own agendas, all in the name of their desires. By the end of the day, you learned your lesson: greed leads to the same end for both humans and demons alike. Your experience with the true face of people's desires made you an expert manipulator, specialized in making allies, even those that are in pretty good terms with each other, fight among themselves with a few well-placed arguments, being skilled enough to the point that you could trick demons that have already lived for thousands of years or even make the two identical halves of the same being to fight in order to decide who is the dominant one. Only those that have no desires at all (or at least the ones that manage to hide all of their desires from you) would be completely unaffected by your words.

King/Queen of the Demons (400 CP): Ten years ago ... after the Night of the Uproar, the Life Demon, and his forces pretended to be humans and proceeded to blend into human society. He later became the mayor of the Nameless City to use as his stepping stone, to fulfill his goal of dominating humankind to create a world where the races could live together, but, of course, with the demons and more importantly himself as the true masters of the world. Even if you aren't a demon and/or don't share his goal, you share the same dark charisma possessed by the Devil that had made Kindred Contracts with exactly 1000 beings, both demons and humans. You have a terrifying charisma when it comes to attracting potential servants to come work for you, to create a cult-like fervor amongst your loyal underlings and inspiring loyalty in your less dedicated minions, discouraging any possible betrayal with your royal-like presence and charm. However, while you have the charisma fitting to a ruler of an army, remember that, unlike the game of Chess, the king must always be the strongest in reality, as a weak king will only end up paying for the consequences with their own life, so, it's a good idea to focus solely on enhancing the power of your servants but also focus on your own.

Obtaining and Stealing (600 CP): Supposedly, the extraction of memories and emotions that is the main business in the Nameless City is done by a special technology developed a few years ago. However, if such a technology actually exists, its actual function is to serve as a watered down version of Legion's Life Miracle, which allows him to assimilate the memories, emotions, experiences and Miracles of those devoured by him. Either way, you not only managed to study and replicate such technology, but you're now also able to create technology in order to replicate the effects of the Life Miracle at its full power, in the form of large machinery or even reduced to a large gauntlet at best, allowing you to even non-lethally extract the Miracle of a defenseless target into a vial-like recipient instead of it only being able to extract memories and emotions. After all, life is nothing but a loop of obtaining and stealing.

Mercenary Perks:

Demonic Butcher (100 CP): A mercenary's job usually is to slash down mediocre Demons, hand them over to the Knights, and get compensated, meaning they're basically butchers. Unlike the Knights that have received formal training in the academy, you learned how to fight by yourself or, at best, by being mentored by a more experienced mercenary. You learned how to fight inhuman beings such as the Demons properly and how to properly use your own Miracle if you have any, but, while you lack the some of the Knights' basic skills, you've been trained only on defeating demons, but also on the best ways to attempt to immobilize them, either to force them to flee (so you can continue being hired to defeat the same demon again and again) or to hold them for enough time to hand them over to the Knights and receive your reward.

Charming Rogue (100 CP): If you weren't a mercenary and had a better life, you could've ended up becoming a model, as you definitely have the looks of one. You have a clearly 10/10 appearance and are considered beautiful, handsome and/or cute to almost everyone or just by those of your preferred gender(s). As an added bonus, regardless of the situation, you'll always remain clean and any wound won't leave any permanent mark that would damage your appearance, meaning that you would only develop scars that will somehow enhance your appearance and/or that you want to develop for some other reason.

Honored Contractors (200 CP): You're a business(wo)man, offering your services as a mercenary for those willing to pay enough. However, throughout your career, you saw that your fellow mercenaries were many times scammed by their contractors, as they always tried to find some loophole or excuse to not pay what they should. Fortunately, your contractors know better and won't attempt to pay less than agreed before, as long as you fulfill what you were hired for, without having to worry about them using some loophole in the deal to pay less, much like how a certain mayor likes to do.

Eyes of an Opportunist (200 CP): You might lack the skills to administer a business, however, you still possess a keen eye on detecting opportunities of any kind, be them opportunities of earning money, power, influence or any other kind of advantage you might gain. You can easily analyze a situation to detect some way to take advantage, like only temporarily defeating a demon that attacks villages instead of handing them over to the Knights to charge a protection fee to locals as it would be more profitable for you than receiving the demon's bounty.

Friend of the Inhuman (400 CP): You have a pretty particular charm, one that causes inhuman beings, such as the demons from this world, to tend to consider you pretty friendly/interesting and to have a positive first impression of you, to the point that even the truly alien and/or eldritch could end up considering you as an actual friend in some cases depending on their proximity with you. This will even affect

those beings that lack the conventional abilities to communicate, as long as they still possess at least some degree of sapience. Additionally, your presence and company also has the effect of helping them to gradually become better and more “human” if this is what they wish for, in the same way as Damon, who was a feral battle-hungry demon before meeting his friends, ended up becoming one of the most “human” demons.

Guardian of Order (400 CP): The Nameless City is protected by Sora, in truth the Abyss Demon, who is currently working as an elite mercenary hired by the mayor for maintaining public order as the city’s main protector. Even if the Nameless City already have its defender, you, my friend, were hired to assume a position similar to hers for another city, like the Capital of the Ring or Paraclete for example, acting as its main protector in the same way as Sora works in the Nameless City, having a very generous income combined with your position’s status and the freedom to act as however you want as long as you actually maintain your city’s public order from any considerable threat that wouldn’t be suppressed by its forces normally.
Post-jump, you can choose to acquire this position in any of the cities of the world you’re arriving in. Additionally, if you have enough positive reputation, either due to gaining it from some perk or due to importing your previous feats in that jump someway, you can choose to instead become the guardian of the public order for an entire country instead of a single city.

A Real Miracle (600 CP): A few times per month, in life-or-death or other similarly critical situations, you’re able to do feats that were supposedly, either to save you, save someone else, achieve some goal or just defeat some opponent. Basically, you can create miracles, not magic tricks but real miracles, like surviving deadly wounds, spontaneously healing from some damage, surpassing your limits temporarily, helping someone to unlock some hidden power they might have, achieving feats of power that shouldn’t be possible under normal conditions (using the Jujutsu Kaisen universe as an example, some normally impossible feats includes using Black Flash at will) or ignoring time/resource limit of some ability/equipment.

Knight Perks:

Graduated Cadet (100 CP): You have received the basic training for every Knight, having graduated as one of the best cadets in your class during your time in the Knight Academy. In addition to having been trained in swordsmanship, how to fight inhuman beings such as the demons properly and how to properly use your own Miracle, you also have been trained in the best ways of how to search and identify demons, not only the feral ones but also those that attempt to blend into human society, as there are various ways to spot demons while they're disguising as humans, such as their gestures, speech and the smell of blood that usually accompanies them.

The Art of Killing Demons (100 CP): Since your time as a cadet, you've been training Hangmado, the martial art developed by the Knights as a form to counter demons, to the point of already having acquired a degree of mastery over it rivaled only by a few people in the world like Legion himself, allowing you to even keep fighting. Despite Hangmado being known as the Art of Killing Demons, actually, as it's a martial art made to be used by humans, ordinally it can't be used to kill a single demon even after years of mastering it, however, it's the perfect skill for buying time from demons until the arrival of extra support and, additionally, some Miracles, mainly the ones that enhance the user's physical condition, have a good synergy when used in conjunction with it.

Eyes of the Hunter (200 CP): While mundane Knights Magpie are trained on how to catch the signs of a disguised demon's true colors and nature, your demon spotting skills even been developed after a long time of killing Demons almost without stopping and, combined with your natural instincts, your accuracy of identifying Demons is basically 100% by seeing them for a few minutes. Additionally, either as a result of your true nature or due to extended exposure to demonic beings, you have also developed the capacity of detecting Demons by merely looking in their eyes, which will possess the spiral-like patterns usually invisible for non-demons. Post-jump, you'll be able to distinguish humans from other beings that merely take human form in a similar way, allowing you to even expose the true identity of transformed Skrulls with ease for example.

Unbendable Spirit (200 CP): The Dawn Knight, Magpie, and the Retribution Knight have many differences, both in their ideologies and actions, but one thing they have in common is their hatred for demons and their desire of killing until the last one of them. Even if you lack their hatred, you still share a similar powerful will, one on par with theirs and capable of resisting the effects of mental influences/manipulation, protecting you from being mentally controlled even by the Dream Miracle itself, requiring something truly godlike to actually bypass your mental resistances. This also allows you to maintain your morality and humanity even if you're transformed into a new being willingly or not, in the same way as Magpie still remained herself

even after she became a demon. As an extra piece of advice, this perk is specially useful if you wield the Invincibility Miracle, as willpower is essential for its effects.

Master of the Sword (400 CP): Instead of simply relying on the power of your Miracle, you sought greater strength through the path of the sword. Under the tutelage of one of the previous Meridian Knights, you've achieved a degree of mastery worthy of the realm of the heroes, as your skill in swordsmanship is now on par with the likes of Merry and the Pale Knight, the two greatest swordmasters of the entire world. At your current level of skill, you're already able to even defeat lesser demons with just a basic sword even if you're a mundane human without using any superhuman ability and being capable of far more impressive feats when actually wielding some higher quality sword or using some ability such as your Miracle. As a bonus, you've also received training to combine any supernatural ability you might have with your swordsmanship skills in the best possible ways.

Master Artificer (400 CP): Beyond being blessed by your Miracle, you've also been blessed with a brilliant mind, my friend. You could have been one of the scholars of the Science City of Paraclete, however, your duty as a Knight spoke louder. It's hard to put a number on it, but you're at least the equal of the All-Purpose Knight and the most brilliant scientists of Paraclete, being capable of replicating any piece of technology that appeared in this series and having an excellent grounding in the scientific fields related to them. This includes things like power armors, intelligent automatons and even the Ring's strongest weapon, but the single exception of technology that isn't included in this perk is the mysterious (and probably false) machine used in the extraction of memories and emotions.

One of the Thirteen (600 CP): Currently, the Highest Authority of the Ring are the Meridians, the twelve strongest Knights of the current generation, each of them as strong as some of the most powerful demons with the exception of the stronger ancient demons and the Devils themselves. Through your own strengths and the power of your Miracle, you've reached a power that matches that of the greatest Knights of this generation, to the point that you've become the thirteenth Meridian Knight. In addition to having peak human physical attributes and your skills as a Knight being boosted to a similar degree, you also acquire a 400 CP Miracle for free, one that you already have completely mastered its current power and utility, as if you already been using and training with it for decades. Optionally, you may relinquish your position in the council of the Twelve Meridian Knights if you don't want to lead with the responsibility brought by such a role while still keeping the power and strength of one, essentially in the same way as Merry refused to join the Meridians despite being as powerful as one of them.

Demon Perks:

Demonic Being (Free for Demons/400 CP For Everyone Else): You're one of the demons, monstrous beings with eternal immortality innately blessed with Miracles. By default, you'll start as a lowly, mediocre demons, on par with the weaker ones of your species, those that randomly roam the streets but already far stronger than the regular human, with strength and other physical attributes above peak human limits, with an appearance of your choice, as long as it's clearly inhuman and at least somewhat related to your Miracle's nature.

You could be anything from a human-like being with a few clearly inhuman features up to even an amorphous mass of flesh filled with eyes. Furthermore, regardless of your form, almost every demon, especially those with more human-like forms, has spiral-like patterns in their eyes, with some of them even having concentric circles covering their eyeballs. While it's implied that such a trait isn't visible for non-demons, so, if you take a human form, other demons might identify you as one of them but the humans won't perceive your inhuman eyes.

Additionally, you also share the demons' ability to make Kindred Contracts (which will be better explained latter) and their immortality, which, while it doesn't make you truly unkillable, manifest as an extremely powerful form of high-level regeneration, allowing you to fully recover your body from any wound to the point that you could completely heal your body back from a bloody mist in a few hours, with someone needing to completely destroy your body in order to actually kill you, requiring something on par with the Holy Flame to overcome your immortality.
Lastly, you also don't need sleep nor some form of sustenance like food or water but you're able to gain greater strength by devouring a person with a Miracle.

Named Threat (100 CP/Free with the One of the Thirteen perk): As every demon, you shall also receive your own name, either from the Cathedral or from your fellow demonic beings. Demons are beings that stir up the world using their Miracle and make their name known through it and, thus, the names they receive originate from the things they do with their Miracles. For example, the Sunken Demon is a demon that sinks ships and villages alike while the Puppeteer Demon is one that turns others into puppets using its threads. Furthermore, the more intrinsic and abstract the name (such as beauty, birth, silence, destruction, life, anger, eternity, darkness, death, dream, among many possible others), usually the more powerful the demon, however, you're free to choose any available name/title to be known for, as long as it's related to your Miracle(s) or other supernatural abilities you might possess. As a bonus, if you want, the reputation you gain through your name/title might accompany you in future jumps, making you retroactively known by it, both for good and ill, in the worlds you visit if you aren't a Drop In. Lastly, non-demons might also take this perk in order to receive their titles, either unofficially like a Mercenary or Merchant that gained it due to merely becoming famous or officially like a Knight that was awarded for their achievements.

Wolf in Sheep's Clothing (200 CP): You're a predator, capable of blending in among your prey to more efficiently hunt them. Even if you don't consider humans your prey like some demons, you acquired the ability to disguise your monstrous appearance and assume a human form, completely indistinguishable from a regular human except from a few signs such as unusual gestures and speech due to your being unaccustomed with this form or even from not understanding their customs well due to your inhuman nature, as well as the possible smell of blood that might accompany you and the spiral-like patterns in your eyes that some beings might be able to see. While transformed in a human form, you don't lose any of your strength and you can still use your Miracle normally, but, of course, the benefits directly related to your monstrous physiology will be locked away, like the benefits granted by multiple limbs or by your large size for example. Post-jump, you retain your ability to assume a human form regardless of your current form and/or species.

Elaborate Mimicry (200 CP): Even the demons capable of copying the human's appearances are unable to keep their masks for too long, as they always fail at replicating something. You noticed this flaw caused by your inhuman nature and decided to devote a few years of your immortal life to overcome this. As a result, you developed an "elaborate mimicry" per say, essentially gaining a skill to mimic humans comparable to Magpie's, which is able to fully fake being a human, without showing any sign of her true nature as long as she doesn't want to, even when in combat. This skill also makes you an excellent actor in general. Lastly, this perk, when combined with the **Wolf in Sheep's Clothing** perk, allows you to perfectly mimic humans, both in form and behavior, even as a demon.

Embodiment of Fighting (400 CP): Fighting isn't an arduous task for you, as, even if without a reason to fight, you also live for the excitement of the battle, more than any other demon with the exception of the former Demon King himself. Beyond any Miracle or title you might hold, you're a demon that embodies fighting itself. Your combat proficiency was refined through ages of constant fighting, having developed an innate and instinctive mastery over the fighting style that currently better fit your body and your abilities, regardless if it involves complex martial arts, focuses on the usage of specific supernatural abilities or even relies on a brutality normally seem only in beasts or more monstrous beings. Despite already having such mastery over your combat style, you can still keep getting stronger as your fighting skills will keep evolving in battle in order to adapt or even counter techniques used against you, as you'll never fall for the same trick twice. A possible example of this is adapting your moves to quickly counter attacking someone that abuses their intangibility but still needs to become tangible again to attack. Last but not least, you can also copy fighting techniques and replicate them in a way usable for you, in a manner similar to how Damon learned how to replicate Merry's Daybreak move even without a sword, by using it with his own hand instead. Of course, techniques that need a physiology

greatly different from yours or that depend on some ability you don't have any similar replacement can't be properly replicated or even can't be used at all.

Hellish Bond (400 CP): To powerful demons, both humans and demons can offer their souls and become Alike, receiving fragments of the powerful demon's Miracle and becoming what is called the Demon's Kin. When a demon makes a Kin, two things happen. If you're the one that becomes a Kin, you become stronger by obtaining some of the master's Miracle, usually with your Miracle receive some aspect of your master's and you becoming more loyal to them, while, if you're the master, you'll become a stronger demon because your own Miracle gets stronger when shared with your new Kin, as well as even changing your form into one that lets you use your Miracle better. This is the so-called Kindred Contract and every demon is innately able to form them with any other willing being, including you if you're a demon yourself. However, the contracts you make are special, as you're extremely compatible with your Kins or possible Masters, making every Kindred Contract you form to be far more effective than it would be normally, in the exact same way as Magpie's Kindred Contract with Damon strengthened her so much to the point that she became more powerful than Legion in every physical attribute.

Demon From Ancient (600 CP): While some demons may have lived for a couple thousands of years, you've been roaming in the world for billions of years, being already present here way, way before human civilization to the point, being another one of the actual Ancient Demons, the ones that are so old and powerful that they usually tend to see humans as mere bugs and not as enemies. As an ancient being, you're physically stronger than a regular demon by orders of magnitudes, able to destroy buildings with a few attacks of raw strength alone, however, while your own sheer power is enhanced, it not necessarily means your Miracle is directly enhanced, as Damon still kept having a technically simple Miracle that allow him to turn his body into metal and reshape it while still being one of the strongest demons physically. Additionally, as your mind is adapted to living for a countless time, you have an innate immunity to the effects of boredom and loneliness as well as having infinite memory storage and indexing. This also makes your mind far more powerful and durable, allowing you to withstand mental attacks with ease, to the point you could even revert possession with only your sheer willpower, as well as possessing an incredible level of determination, as you could spend centuries fighting in order to defeat a single powerful opponent. In a few words, you're to the young demons what they're to humans.

-Items-

Each item is discounted for their respective origins. Every item is fiat-backed.
Discounted 100 CP items are free.

Merchant Items:

Emotion Flasks (100 CP): Emotions and memories are currently the most popular item in the Nameless City, being able to be extracted in a literal liquid form thanks to the "new technology that was developed a few years ago", usually processed and used to make products such as drinks or drugs. You receive a supply of a few dozens of small vials containing diluted raw emotions that can be safely consumed by anyone, whose stored feelings range from joy, trust and surprise to anger, disgust and fear. An entire vial of anger contains enough of the emotion to cause a berserk-like wrath into someone that consumes it all at once for example. The vials are replenished semiannually if consumed, sold, lost or destroyed.

Treasure of the Nameless City (200 CP): Feel honored, as you received a great gift from the mayor of the Nameless City, in the form of numerous gold bars, enough to fill up an entire room, or, more precisely, around 300 millions of whatever is the setting's main currency in gold bars. If you play your card well, you could basically live a life of luxury during your stay here. The gold bars are replenished at the beginning of each jump.

Artificial Knight's Training (400 CP): The extracted memories and emotions are usually processed and used to make products such as drinks or drugs, but using them just as recreational substances is basically a waste as such precious resources could definitely have better usages, including ways to weaponize them. You managed to acquire one of its possible weaponized forms, a bottle containing twenty pills, each one of them made from a special set of memories and experiences. This special set is actually the experience and memories related to all of the training that the Knights receive, allowing those that consume them to essentially acquire all the skills and fighting capacity of a **Graduated Cadet**. Of course, as pointed out by Magpie herself, only having the memories and experiences of a fighter don't strengthen the body, so someone that consumes a pill will still need to physically train in order to reach the level of a novice Knight, but it'll reduce by a huge margin the time needed to train and form a Knight. The bottle is refilled monthly.

Despair In a Bottle (600 CP): Created by extracting the emotions from people exposed to the worst kinds of memories, inside this dangerous flask is a litter of a pit dark fluid containing a mixture of pure negative emotions, so powerful and dark that even the contact with a single millimeter of it is enough to sent someone into a temporary state of depression and actually consuming most of it would cause someone with a considerably strong will to immediately go insane and lost themselves in despair or even a being like the ancient demons, whose are minds are

fortresses adapted to lead with eternity, to enter a catatonic state that might last decades or even centuries in the worst cases. This fluid can also be dissolved to reduce its effectiveness or evaporated into a gas that retains the same properties, making it a very dangerous weapon in the right/wrong hands. If used, lost or destroyed, you receive a new flask with more of it at the beginning of the next jump or after a decade, whichever comes sooner.

Mercenary Items:

A Slayer's Weapon (100 CP): You aren't one of the noble Knights whose main job is to protect others, but an actual demon hunter and thus you receive a high quality weapon worthy of one. This weapon can be any melee weapon, such as an axe, spear, scythe, hammer or even a dagger for example, but, to differentiate you from a Knight, it can't be a sword. As a bonus, in the same way as Magpie's axe, your weapon can be used to perfectly channel the powers of your Miracle(s) if you possess any. Lastly, if lost or destroyed, you'll receive a new one the next day.

List of Bounties (200 CP): Beyond being merely a mercenary, you're also a bounty hunter and a pretty well informed one. You've managed to acquire a registry of bounties that you can access through any cell phone, computer or any other similar device that you have. This registry contains information about every bounty offered for someone's head, issued by any organization in the world, both legal ones like governments and adventurers' guilds and criminal ones like crime syndicates and corrupt corporations. In addition to the value of their bounty, the registry will also include all the information related to the target released by the organization hunting them, such as their name, appearance, possible affiliates, abilities, how dangerous they are and any other available details. It'll also update automatically every time a new bounty and/or new related information is issued. Post-jump, it'll continue updating itself using the bounties of the setting you're currently in. For example, in this world, it'll contain the list of bounties of each Demon currently sought by the Grand Cathedral, while, in the One Piece universe, it'll update to include the bounties issued by the World Government.

Power Suit (400 CP): By spending the equivalent to a year's worth of a Knight's savings, you managed to acquire the most advanced weapon that can be purchased with money, a medieval knight-like mechanical suit that greatly enhances the user's physical capacities to the point that even a trained but mundane human could fight the higher tier of Demons with a good chance of victory and even hold their own for a few minutes against an ancient Demon or even a Devil. The power suit is usually contained in a grenade-like tin that can be "detonated" in order to release and form the suit around the one that was holding it. The built-in energy source and its batteries allow the suit to operate at full power for up to an entire hour before needing to stop to recharge. Additionally, the power suit also comes equipped with a sword enhanced by a powerful electric charge and, if the user doesn't have one or more of their limbs, the armor's correspondent limb(s) will instead become a prosthesis for them while it's equipped, like how Magpie's missing arm was replaced by the armor's own arm. Lastly, while you can set the armor to slowly return to its container, if it's actually lost or destroyed, a new one will reappear in your Warehouse next month.

Demon King's Mantle (600 CP): After the defeat of the Demon King in the Night of the Uproar, one of the giant metal plates that fell from his body still retained a portion of his power and life and, when it fall on the hands of a legendary artificer, it was used to forge a suit of highly durable body armor that retained a few traits of its former owner. Somehow, you managed to acquire such a masterpiece. It possess a appearance similar to the full plate suits usually show to be used by medieval knights but in a twisted way, as it's composed of plates of dark metal with sharp angles and featuring a helm that is similar in form to the Demon King's bestial head, capable of enhancing the wearer in the same magnitude as an advanced **Power Suit**, but without the need of some energy source that could limit its operation time.
Furthermore, the armor, due to being essentially made from living demonic flesh turned into metal, possess an eternal life of its own, allowing it to regenerate from almost any damage it receive in the same way as an actual Demon, as well as still containing a shard of the Demon King's Miracle and life force, allowing the wearer to grow extra metal plates from and even reshape them at will, like to form weapons and other tools.
As an extra bonus, the armor also retains a specific aspect of demonic physiology, the capacity of growing stronger by eating Miracles, which manifests as it being able to permanently remove and consume Miracles (or any other supernatural ability) that the wearer is willing to sacrifice in order to enhance it proportionally to how powerful the sacrificed power was. There are no limits for how powerful the armor can get through this way, but, as it grows stronger, its shapeshifting skills will also be enhanced, allowing you to make it grow larger, gain new limbs, become more monstrous, assume non-humanoid forms or even temporarily take the forms of weapons you can wield.
Lastly, the armor has a very limited will of its own, enough to allow it to attack hostile people that attempt to worn it against your will and to even temporarily repair debilitating injuries in the heat of battle, like, for example, a broken arm may be pieced together by the armor injecting thin spines from itself into the broken bones, returning them to their proper places and restoring the limb's functionality and thus allowing the wearer to keep fighting.

Knight Items:

Cleaning Team (100 CP): Once per week, you can call the services of one of the Grand Cathedral's top best cleaning teams once a week in order to clean the mess that is left behind after your fights end. They can pretty much clean the destruction and debris spread around a city on par with the Nameless City when it comes to size in a few days. However, they aren't fighters and thus have no real capacity in facing even the weakest Demons that try to take advantage of the chaos left behind, so you'll need to take out any present enemy before calling them. Post-jump, in future worlds, you can still call them but the service will be done by another team that is appropriate to the setting you're in but exactly as skilled and useful as the Grand Cathedral's cleaning teams.

Iron Horse (200 CP): During the expeditions beyond the border, where there are no roads, the Knights needed to ride horses, however, they decided to stop using mundane animals and started to utilize iron automatons, possibly created by the All-Purpose Knight, built in the form of horses. These iron horses are far faster and more durable than their mundane counterparts, with the added benefit of also having human-like intelligence and usually unique personalities. Normally, they're granted to the Knights that received their new titles during the Annual Special Medal Ceremony, serving as the Ceremonial Weapons of the Knights, but, apparently, you received some special treatment, as you receive your own iron horse, one with a personality of your choice and counting as your follower.

Warship of the Order of Jumper (400 CP): You've been judged by the Grand Cathedral as someone worthy of receiving the honor of becoming the owner and captain of the third warship of the Ring, one on par with Arondight, the Warship of the Order of White. Standing around 200 meters long, your warship isn't designed to directly enter to combat, serving more as a mobile base capable of housing hundreds of knights comfortably, however it still possess many standard weaponry normally seen in other similar warships, such as torpedoes and missiles, being even able to give some support against big targets from large distances. As a bonus, most of its needed operations to keep it working are heavily automated, as well as being powered by a nuclear reactor, so it can be crewed by a mere handful. Lastly, the warship's fuel, ammunition and its other needed resources are replenished monthly and, if it's destroyed or somehow lost, you'll receive a new one at the beginning of the next jump or after a decade, whichever comes sooner.

The Strongest Weapon (600 CP): You acquire your personal copy of the Main Armament of the Science City of Paraclete and the Ring's strongest weapon, a giant cannon the size of a building made to shoot extremely powerful high energy explosive shells, located in somewhere of your choice in this and in future worlds you visit, becoming an attachment for one of your other properties by default. The cannon's projectiles are capable of even seriously wounding a highly defensive and gigantic Demon like Atlas, the Mountain Demon and, unlike the original version of

the cannon, there is no risk of its projectiles being blind shells, so they'll always explode when hitting their targets. In addition to having a built-in facility for you to produce the cannon's ammunition, you also receive the blueprints of the strongest weapon, allowing you to build more of it if you have the means, time and resources to do so.

Demon Items:

Personal Execution Ground (100 CP): The perfect site to watch your enemies' pathetic death. More of an ability than actually an item but still connected to your properties. You're able to teleport your and your opponents to fight in a neutral area, such as the top of a building or an actual arena, in the same way as Legion enjoys teleporting his enemies to defeat them at the top of City Hall. You can choose it to be a random place in the setting or some area in one of your properties, as long as it won't grant you any immediate benefit. Actually, you could even choose some place that would grant some advantages to your opponents if this is what you really want.

Luxury Layer (200 CP): Feel honored, as you received a great gift from the mayor of the Nameless City. In the same way as Sora, you were gifted with the permanent ownership of a luxury penthouse of a 5-star building located in the Nameless City (or in another similar city if you prefer), complete with all the luxury amenities you would expect from such a place, including an exclusive rooftop pool and large en-suite bedrooms. It also follows you along your chain, appearing in some city of your choice or becoming an attachment to one of your properties. Lastly, your apartment tends to call the attention of individuals of your preferred gender(s) that you consider attractive, however they're basically gold diggers, so, if you want, you could build a harem much like Sora's.

The Devil's Castle (400 CP): Either you made this piece of art with your own powers or usurped it from another demon with similar abilities to Legion's, you've become the rightfully owner of a replicate of the City Hall of the Nameless City located in a city of your choice, which, in truth, is essentially a base for demons disguised as a mundane skyscraper, complete with several empty rooms you can use for whatever you want. Furthermore, as the original one was part of the Legion's body, this one counts as part of your own body as long as you stay inside it, allowing you to sense the presence of everyone inside the building, as well as making you able to use any of your abilities that require you to be physically touching your target from any part of it, for example, letting you use abilities like Idle Transfiguration from Jujutsu Kaisen universe as long as your targets are touching some part of the building instead of necessarily of them needing to be touching you. Lastly, as the building is part of your immortal body, it also shares any and all regenerative healing factors you might possess, letting it heal and repair most damage as if it were an organic, living being.

Branch of the Dream Demon (600 CP): During an exploration in the wasteland beyond the border area, you found a unique treasure, a branch that fell from the Dream Demon's tree-like body due to some battle against another powerful demon. What makes this branch special is the fact that it somehow retained a fragment of the unbelievable powerful Dream Miracle, giving it the capacity of altering reality to grant any wish in exchange for a price, even if such a price is just a limitation of the wish itself, however, the price to be paid and how the one that make the wish shall

pay aren’t up to them or even yourself to decide. It isn’t clear the limitations of how powerful these wishes can be, but some examples include teleporting people back to ten years in the past, creating Miracles such as the Holy Flame and turning mundane humans into considerably powerful demons. However, there is a limitation, as the branch only has remaining energy to fulfill three more wishes before becoming darkened and losing its blue glow and power. Fortunately, it will recharge its Miracle at the start of the next jump or after ten years, whichever comes sooner.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP/100 CP): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

-Drawbacks-

There is no drawback limit, take as many as you think you can handle. Remember the rule: Drawbacks always override perks.

The Cursed Flame (Exclusive and Mandatory with The Holy Flame perk): To a flame that consumes all, its owner is no exception, not even you, my friend. Unfortunately, it also means that the Holy Flame will also slowly consume your life for the duration of your stay here. As a result, in addition to the flame causing excruciating pain as you utilize it, your palm will be marked with a number that represents your remaining lifespan in days, as the flame is slowly burning your life away. At your arrival here, you'll have around four years remaining, however, by consuming others using the Holy Flame, essentially using them as firewood in your place, your lifespan will increase, with stronger firewood granting more time. Basic demons, like those that roam the streets, will grant a few days at most, while the strongest ones will easily grant ten years. Consuming stronger firewood also has the effect of decreasing the pain caused by the flames or even making it temporarily disappear. Lastly, utilizing your demonic form will also cost a different price, as, in addition to exhausting you, it'll always burn off half of your remaining lifespan too.

The Night of the Uproar (Free): By taking this toggle, instead of arriving in the same moment as Magpie receives the Holy Flame, you'll arrive more than ten years ago, more precisely two months before the Night of the Uproar. While you won't need to worry about the Ash Demon growing more aggressive and about the Life Demon's schemes, as he hasn't earned the Devil title yet, this doesn't mean that this time is more tranquil and safe. While Merry is just a cadet attending the academy and Magpie is still struck in an orphanage, the Demon King, a being so powerful that it will take all the forces of the Ring to eventually defeat him, is still roaming the world as a feral beast, leaving a trail of destruction wherever he goes. Even if you're a demon, there are still other threats, mainly the hero of humankind and the first wielder of the Invincibility Miracle, the Lion Knight, is still alive and active. Furthermore, even if you would be inclined to let the canon events to follow their path, there are also two time travelers from ten years in the future, Magpie and Gwendoline, arriving some unspecified time after your arrival with the goal of altering the past in order to keep the Ash Demon away from the Dream Demon, so they'll unrail things and make the future uncertain, so good luck, my friend, be it on the past or in the future, you'll need it.

Name/Title Victim (+100 CP): Well, you've received your own name/title, however, even if you received it as a reward of your merits, you ended up receiving one that particularly displeases and annoys you, which you can't change by any known method, either because it's disrespectful, like Baldy Knight or Degenerate Demon, or due to it representing something you don't like, like, if you're someone that hates demons with all of your forces, you might end up being assigned the title Demon

Knight for example. While you'll still be mocked by it, don't expect your opponents to underestimate you due to your shameful name/title.

A Dangerous Game (+100 CP/+300 CP): You made a few mistakes in your life and, as consequence, you're now in debt with someone powerful in the Nameless City. For +100 CP, this someone is just some rich person that believes their money can buy anything they want. Maybe this person is a former mercenary that made fortune with their job, a lesser politician or even just a corrupt businessman, but, regardless of who they are, if you don't pay them within the deadline, they'll be fully willing to hire mercenaries to go after you, either to just eliminate you or to capture you in order to find some way to make money using you. Of course, you could just eliminate them, but, if you do it, another similar individual will inherit their possessions and essentially replace them.
For +300 CP, instead of a random person, you owe a debt to the mayor of the Nameless City himself and, in the case of you not paying him, instead of mere mercenaries going after you, his demon servants and maybe even Sora herself will be sent to hunt you wherever you go or even worse, as if you becomes a headache to him, there is a possibility of the mayor himself deciding to lead with you personally. Regardless of the option you choose, in both cases your debt is a few millions and you'll need to pay with money earned here in this world, so don't think you can use money you gained through some perk or item to easily pay your debt.

Knight of Justice (+200 CP): "Knight, do not forget. You are a watchdog among the sheep. Use patience and restraint as your walking stick and humility and courage as your compass. Then you shall walk joyfully even on the darkest path, for the shepherd will be with you. Knight, do not forget. Those with claws and fangs must always love justice. Do not forget. You must hold the sword of mercy. Do not forget. You are the fuel for the lamp that lights up this world. Do not forget".
This is the full text of the Oath of the Knight and it describes the life you choose for yourself. You have a characteristic heart of a true paladin of justice, a true knight battling to protect humankind from evil, even if you aren't actually a Knight. Essentially, your moral alignment have been altered to lawful good (or the closest equivalent if you have taken other Drawbacks that alter/affect your morality), which basically gives you some degree of a hero syndrome, complete with a tendency to help anyone when you see them in trouble, the possibility of wearing yourself out in your attempts to help everyone or the risk of becoming distraught and blame yourself for the one time that you were unable to save the day.

Curse of the Prey (+200 CP): You're an unlucky person. Regardless if you're a human or a demon yourself, you mysteriously possess an anomalous aura that attracts nearby demons to your location, as well as making them aggressive towards you if they wouldn't be normally. For your luck, the stronger the demon, the less affected they'll be, with the likes of the ancient demons and the Devils being

completely unaffected by this magnetic aura, so you mostly attract the mediocre demons that roam the streets searching for some potential prey.

Capitalist Demon (+200 CP): Much like Sora, the protector of the Nameless City, you're openly greedy when it comes to money, either as just a part of your own nature or maybe due to misunderstanding how humankind works, as you'll almost always be on the side of whoever pays more, with little regard if your side is right or not, as long as you're getting paid. Fortunately, you still aren't an amoral being that only cares about money, as something that truly and completely breaks your ethic code will still be out of option for you, no matter how much someone might be willingly to pay you.

Vanity of a Hunter (+200 CP): Is this vanity, or might I say arrogance, driven by your lack of fear or the lack of thought? Either way, you've the bad tendency of always underestimating your opponents and not making plans to face them. You're basically the type of person that could try to fight a Devil without thinking twice, requiring you to basically take a beating to then finally learn your lesson against that specific opponent and stop underestimating them.

The Dream to Annihilate All Demons (+200 CP): The demons took something important from you. Maybe it was your loved one(s), your possessions, your old life or even your peace, but the result was the same: you developed a violent hatred for all demons, as well as a desire to kill until the last one of them. The flames of hate within your heart are only comparable to the pure hatred possessed by Magpie and the Retribution Knight towards demons. Furthermore, while you still hate demons, it's possible for you to befriend or at least tolerate a few individual demons, but it'll take a long time for you to accept them, like how Damon eventually became one of Magpie's best friends.

Touched by Life (+300 CP): You were in debt with one of the mayor's associates in the Nameless City, so, in order to pay it, you made the horrible decision of selling your own emotions. While you actually paid your debt with them, as a result, the extraction of your emotions by the Life Miracle (or some technological replica of it) caused you to become an apathetic version of yourself, one unable to feel any emotion or feeling, including preventing you from experiencing true empathy towards others. Fortunately, you'll technically still keep your moral compass, so, while you have become an actual psychopath, you're still you, so you won't be tempted to do anything that you consider morally wrong.

Inhuman Being (+300 CP): Demons are inhuman monsters that even the more human ones still have clear differences when it comes to emotions and morality, even if minimum. However, even if you aren't a demon yourself, you're an inhuman being up to your very core, being completely unable to understand human customs and emotions, to the point you don't understand their society's rules at all. You still

keep more or less your morality, so, while you might not inherently wish for human's suffering, your actions might still end up being evil and destructive as your alien mindset may twist your perception. Fortunately, like Damon, you can work through it to acquire a portion of humanity or to at least understand more about human's viewpoints and morality, but it's probably going to take a nudge (and a lot of effort) from an outside party to get you to try to become more human.

Miracles Don't Happen with Everyone (+300 CP): Something went wrong during your entrance into this universe. You've been reduced to just your BodyMod, losing access to any out-of-jump perks, items and even to your Warehouse. This also affects any of your companions, restricting them to their original power. Fortunately, you still maintain anything purchased from this jump.

The Second Demon Monarch (+400 CP): The Twelve Meridians, the highest authority of the Ring, have deemed you to be a true danger to the world and to the survival of humankind, designating you as the new Demon King/Queen in the place of Damon which was defeated in the Night of the Uproar, even if you're actually a human. Prepare yourself because the Grand Cathedral and its forces are now actively hunting you, with every Knight being ready to attack you on sight, as well as they being completely willing to use Magpie's Holy Flame to kill you if you're a demon and to reunite all of their army to go in full blown war against you if they discover where you're hiding, even if you go to beyond the border. To make things worse, the cathedral put a huge bounty on your head, so expect to also face mercenaries coming after you to gain the reward. You're officially the most hunted being in the entire world, good luck, my friend.

Touched by Fire (+400 CP): You made a dangerous enemy, one particularly spiteful and vengeful, the Ash Demon herself. You faced her once and, while she decided to let you go away, you ended up getting the worst of it anyway, as you were burned by the Holy Flame during the battle. But she didn't want you to die, she wanted you to suffer, so the fire burning you was set to not kill you, just burn you enough to put you on the verge of death and burn you again and again as you recover from the damage caused by it. During your stay here, the Holy Flame will keep burning you and there is no means of putting it out, as not even killing the Ash Demon will be enough, as well as no amount of pain immunity/resistance will prevent you from feeling the absurd pain the flame will cause you. Keep in mind that this pain was enough to make the Dream Demon himself lose control over his own Miracle and made him gradually lose his own mind.

Scorched Future (+400 CP): While both the Order of Red and the Order of White destroy each other due to the unstable and uncontrollable Dream Miracle, Magpie decides to make a second deal with the Dream Demon in order to return to the past and prevent the Ash Demon's actions, however, in the path she's taking to save the future, she's probably only going in the direction of her own fate, as Magpie might

end up becoming the Ash Demon herself. Despite this world not necessarily being a fixed time loop, it's pretty clear that the Ash Demon we know is an alternative future version of Magpie, one that lost everything, including her own humanity, and decided to just burn all she hates.
However, in the same way as she managed to travel back to the past, a future version of you from an alternative timeline also arrived in this world at the same time as you, but, unfortunately, something very bad happened to them and they ended up becoming corrupted by this world somehow, becoming to you what the Ash Demon is to Magpie. Your future version decided that, in order to stop this from happening, they must permanently destroy you. This future version of yourself will come after you with a limitless determination. They have all of your powers and items, as well as many more years of experience and are clearly far more ruthless than you.
Strangely, there are no future versions for your Companions. They're also affected by the drawbacks that you take (with this drawback being obviously an exception).
Good luck, my friend, you'll need it.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of I Get Stronger The More I Eat, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

Obtaining and Stealing → Maker of Miracles: You haven't stopped with just the Life Miracle. You studied the principles behind the technology used to replicate its effects and discovered how to adapt it for other Miracles, essentially allowing you to develop new forms of technology to replicate different Miracles. Some examples could be a power suit that utilizes the user's willpower to enhance their durability and strength in the same way as the Invincibility Miracle or an advanced flamethrower that generates the fire of the Holy Flame. The stronger and more complex the Miracle is, the more difficult it'll be and more time it'll take to develop its technological replica and the more resources it'll take to actually build. Post-jump, this perk's effect is extended to also include blessings that work similarly to this world's Miracles, like the Divine Protections in the Re:Zero universe for example.

A Real Miracle → A Real Magic Trick: You're someone that has a life blessed with real miracles, however, no matter how many impossible things you can do, even such miracles have little to do against the overwhelming power of those "magic tricks". But, you're someone that laughs at the face of impossible odds. As a result of another real miracle, you developed the unique ability to temporarily mimic other people's Miracles after seeing their effect once. Of course, you still need to train to be able to use each different Miracle effectively and, at least while you don't have enough mastery over your copying ability, you'll be restricted to using a single ability at once. The time you can keep a copied Miracle is limited to how much you understand about them, allowing you to keep a Miracle for around an hour after just merely seeing its effects or to keep a Miracle for a virtually unlimited period of time if you perfectly understand each one of its aspects. Post-jump, this power will be expanded to also work with other kinds of supernatural blessings instead of only working with this world's Miracles.

One of the Thirteen → Devil Slayer: Even the most powerful Meridian Knights are unable to actually kill demons and, until Magpie acquired the Holy Flame, the only way to lead with them was to imprison them in a place they can't ever escape. This is something that was greatly revolting to the likes of the Retribution Knight who hate demons with all of their strength. Even if you don't share the same hatred, your Miracle(s) evolved to another level, which, while its raw power and utility weren't altered, it was enhanced to become able to kill demons, making it able to nullify their regeneration and thus capable of effectively bypassing regeneration-based immortality, as well as making it far more effective against beings of demonic nature. The exact details of how your Miracle is enhanced will be up to you to define. Maybe a light-based Miracle will be enhanced to also utilize holy light instead of regular light for example. Additionally, beyond your Miracle, all of your other abilities will also be enhanced to be far more effective against demonic beings.

Demon From Ancient → The Worst Demon in Human History: Among the demons, there are those who surpass all Miracles and common knowledge. These are the Devils, but, even among them, there are those who surpass all of their kind. There are only four beings in this world that achieved this level of power: the former Demon King, the Dream Demon, the Ash Demon and (arguably) the Mountain Demon, however, a fifth one joined this rank now, you. You've become a match to the Dream Demon himself when it comes to raw power, possessing physical capacities worthy of living disasters. Again, while your Miracle isn't directly enhanced, you could level down cities with a few physical attacks and resist attacks of the same strength with some ease, while your other physical attributes are also enhanced to a similar degree. Additionally, as someone that surpasses logic and common knowledge, you also acquire the ability to resist hax abilities of any nature as long as their users are considerably weaker than you, even allowing you to effortlessly resist the anti-immortality effects of Magpie's Holy Flame with her current power for example. Furthermore, considering how powerful you are, depending on how hostile and aggressive you're against humankind, there is a considerable chance you might end up being titled as the second Demon King/Queen.

-Notes-

1. List of the demons shown in the series: Rag Doll Demon (Gideon), Puppeteer Demon (Geppeto), Ash Demon, Sunken Demon (Angler), Marsh Demon (Catacomb), Damon, Magpie, Life Demon (Legion), Desire Demon (Oscar), The Phantom Demon (Louis), Abyss Demon (Sora), Hermit Crab Demon, the Mountain Demon (Atlas) and the Fear Demon;
2. List of Knights shown in the series: Suited Knight (Merry Christie Taylor), Pale Knight (Elizabeth White Hues, Merry's master), Painter Knight (Collette), Prodigy Knight (Eric), Wolven Knight (Wolfgang Ludwig), Dharmapala Knight (Samryong), Winter Knight (Lille Haas, Grand Master of the Order of White), Dawn Knight (Magpie), Gwendoline Leonhardt (no title), Judgment Knight (Michael), All-Purpose Knight (Russell Hudson), Silver Knight (Rudah), Fortress Knight (Bellatrix), Retribution Knight (Maximilien, the Grand Master of the Order of Red), Rose Knight (Dario) and the Lion Knight (Gwendoline's father);
3. The Twelve Meridian Knights are: Painter Knight, Prodigy Knight, Wolven Knight, Dharmapala Knight, Winter Knight, Pale Knight, Judgment Knight, All-Purpose Knight, Silver Knight, Fortress Knight, Retribution Knight and an unknown twelveth Knight;
4. If I were to separate some of the canon Miracles in the five tiers of the **To Create a Miracle** perk, it would be something like this:
    - 100 CP: Firebird's Miracle (Allows to telekinetically control iron swords by imbuing them with fire) and the Hermit Crab Miracle (Allows to possess corpses and use them as "home").

    - 200 CP: Dario's Miracle (Allows him to shape plants into weapons), Wind Miracle, Illusion Miracle (allow its owner to pass through anything), Desire Miracle (grants the owner to create clones everytime their body is divided, with clones born from half of its body having the same power as the original with smaller divided body parts resulting in weaker clones. Theoretically, the clones can eventually fuse back, but, until then, they're fully independent beings), Fear Miracle (allows to create constructs based on its targets' fears, however these constructs will have a limited portion of the user's strength), Puppeteer Miracle (gives its user the ability to control others using his strings), Damon's Miracle (allows its user to generate and shape iron, however, this Miracle's ability is technically simple enough to fit the 200 CP tier but Damon makes it so powerful because he's powerful by himself) and the Teleportation Miracle.

    - 400 CP: Colette's Miracle (allows her to create living drawings like mighty dragons), Elizabeth's Miracle (allows her to slice through space and even dimensions, both for attack and transportation), Winter

Knight's Miracle (Ice manipulation, being responsible for the creation of Cocytus), Prophecy Miracle, Merry's Miracle (Allows her to master anything she hold, possibly becoming the best in the world at whatever she's holding in her hands. Additionally, as long as Merry manages to hold something in her hands, she can even master (read it as manipulate) attacks she's trying to parry), Retribution Knight's Miracle (Fire manipulation on a very destructive degree), Spectrum Miracle (allow Michael to convert light into a solid form), Phantom Miracle (its owner, once attacked, the condition for possession is fulfilled so it'll begin to take root in the victim's mind and thus the victim will end up as their slave, if not resisted. However, a strong possession causes wounds to be shared with both the victim and the owner. The original owner usually uses the victim's fears to break their resistance) and the Rewinding Miracle (allow to rewind time with some time of preparation, so, while its ability would be worthy of the 600 CP tier, its canon drawback of apparently not being able to be used at anytime makes its part of the 400 CP tier).

- 600 CP: The Invincibility Miracle (Gwendoline and her father's Miracle. Its user must remain calm and confident at all times for this Miracle to properly work as well as requiring an unbendable spirit from their part in order for it to reach its full power. Basically, this Miracle's strength is determined by its owner's willpower and on their current mindset, taking quite a lot of time and effort to fully master it. This Miracle also enhances their physical strength other than only their durability) and the Life Miracle (According to the Life Demon himself: "Life is nothing but a loop of obtaining and stealing. The memories, emotions, and experiences they obtain while living ... personality itself. I eat the lives of humans to obtain them as my own. Miracles are no exception". In addition to being able to steal abilities and traits of those that are devoured by its user, proficiency with this mastery allows to take body parts of others in order to use their abilities instead of needing to devour them fully, like how Legion ripped and absorbed Magpie's arm to absorb the Holy Flame). Technically the Holy Flame would also be in this tier.

- 800 CP: The only single example of this tier is the **Dream Miracle**, an unbelievable Miracle, capable of altering reality to grant any wish in exchange for a price, however, the price to be paid and how you shall pay it aren't up to you as well as sometimes they aren't even up to the Dream Demon himself to decide. However, intentionally or when out of control, the Miracle can also possess people through their own desires, sending them in a frenzy state where they'll attack anyone that stays on their way to fulfill their wishes/dreams, being consumed by their own

desires, but also giving them some degree of regeneration as, whole they're being possessed, their wounds will be temporarily healed through blue branches that close them and keep them alive.

5. The origin of the demons is unknown, as the first demons are possibly as old as the planet itself (if not older) and they're apparently born spontaneously and don't actually have any form of reproduction;
6. Considering that demons need no sustenance and are born spontaneously, there might exist demons beyond Earth, such as in other planets or even floating in outer space;
7. There are four canonical Devils in the series (Damon, Legion, Magpie and the Ash Demon), with the Dream Demon being known as the worst Demon in human history, but hasn't appeared in ten years since the Night of the Uproar, while the Ash Demon is the most active Devil, due to their her habit being arson and hunting other fellow demons;
8. Technically, Sora and the Mountain Demon are possibly as powerful as Devils and they just don't have such titles because they aren't actually hostile against humankind, because Sora's job involves protecting humans and she wants to join society while Atlas simply don't care for humans at all;
9. Those that didn't take the **Demon** origin and still purchase the **Demonic Being** perk might choose to still retain their human form as their default appearances;
10. Kindred Contracts can be formed by any demon (that is, those that have taken the **Demonic Being** perk), however, if you gain the ability to form such contracts even if you aren't a demon by taking the **Hellish Bond** perk;
11. Some of the limitations of Kindred Contracts are still unknown (Can someone that is already a Kin become a Master to someone else? What happens when someone without a Miracle becomes a Kin? Among some others possibilities), so it'll be up to you to discover them through experimentation (and fanwanking);
12. Unlike demons that receive even the weakest ones receive unique names, Knights don't start their career with a title, as they might receive one at the Annual Special Medal Ceremony, which is when the medal and a title will be awarded to a single Knight who doesn't possess a title yet, with that person being the Knight with the highest achievements that year. Depending on how important their achievements were, they might even receive a golden trophy and badge (something on par with killing a Devil);
13. Despite not being revealed in the series, it's almost sure that the Ash Demon is actually an alternative future Magpie who fully abandoned her humankind and became a complete demon in order to get her revenge;
14. The **Demon King's Mantle** item is a reference to the Berserker Armor from the Berserk series, which I think it's basically appropriate considering that Damon is, at least in appearance, a reference for the Beast of Darkness;

15. While the Order of Red is commanded by a Grand Master who, like Magpie, became a Knight only because of his pure hatred for Demons, the Order of White is the one with the goal of securing the Dream Demon when the opportunity come and to gain control over its ability and power of granting wishes (people's dreams) after they pay a serious price, searching for a way to harness such a power.
16. In my opinion, the ending was good and appropriate but incomplete nevertheless;
17. **Drawbacks** are removed after the end of your jump.

-History-

V 1.0: Released