

Darker Than Black Jump
v1.2 (Complete)

by Mineralf

Ten years ago, the sky was replaced by a false image, holding unfamiliar stars and only ever once showing the moon, coinciding with the appearance of two areas where physics applies inconsistently: Heaven's Gate and Hell's Gate.

Five years ago, Heaven's Gate was lost, unable to be perceived save for the radiation it gives off and the fact that none may tread where it once was.

This year, a Solar Maximum, a phenomenon only found after the Gates appeared where sunspots cover the surface of the Sun to the point it looks almost like an eye, is expected to happen, believed to be linked to Contractor activity and the ability to make Gates disappear… or maybe even destroy them, removing Contractors from the world once and for all.

All the while, humans known as Contractors, wielding the Lancelnopt Synchrotron Radiation unique to themselves and the Gates to use supernatural powers, have been creating chaos in the background, whether pursuing their own ends, working for a government agency, or working with a gang.

Other humans have been granted a specific subset of powers, and are known as Dolls. While Contractors have no ability to feel guilt and can act perfectly logically while feeling their full emotions, Dolls are named so because they generally have no ability to feel *any* emotion or act on their own. There also exists a third form of superpowered human, the Moratorium, who can't control their powers and go

into a trance while using them, but also don't exhibit Lancelnopt Synchrotron Radiation or require an Obeisance to use their powers.

Your starting budget for the next decade is **1000 Choice Points (CP)**.

Starting Location

As most locations generally have the same benefits and dangers, you may choose which location to start at. Alternatively, you may roll one d6 for a bonus of 50CP.

1. **Japan**

The country holding Hell's Gate, and where most of the important stuff goes down. Includes the Syndicate, PANDORA, and the Japanese police force, as well as the group that the main character, Hei, is a part of.

2. **England**

One of the countries with an organization known to employ Contractors. Includes the MI-6.

3. **America**

One of the countries with an organization known to employ Contractors. Includes the CIA.

4. **Brazil**

The country where most of Heaven's Gate was located until five years ago. While it doesn't quite have anything relevant to the plot in modern times, it still has an invisible source of esoteric radiation.

5. **Hell's Gate (+100 CP)**

The current accessible Gate, physics breaks down more the further you go inside. You begin at the very edge. Good luck explaining how you got there!

6. **Free Choice**

If you rolled this, congratulations! Not only do you get 50CP, you get to pick your starting area anyways!



Age and Gender

Roll your age using **1d20+10** or spend **50 CP** to choose from 11-30.
By default, your gender is whatever you were previously, though you may change it freely if you wish.

Origins

Mundane Human [+200 CP]
While you would technically be part of the majority, you won't quite be able to do much field work. Whether you just appeared, lived as a student, or joined a project to study Contractors and the Gates, you don't have any local powers of your own.

Contractor [Free] [Mandatory Drawbacks]
The average superpowered person you're likely to meet here. Each Contractor corresponds to a star that glows brighter when they use their powers, and their eyes glow red during use as a result of the Lancelnopt Synchrotron Radiation they release, sometimes also releasing a blue glow from their entire body. As a price for using their powers, Contractors must pay an Obeisance before they can use them again, though they could put it off as somewhat of a 'tab,' though the more they put it off, the greater the compulsion to complete it. Additionally, with their absolute rationality, they can perform any deed without guilt, as well as fit in to nearly any group. Must take the 'Emotional Disconnect' Drawback.

Moratorium [+100 CP] [Mandatory Drawbacks]
Somewhat rare, these are people who can use powers without releasing Lancelnopt Synchrotron Radiation or needing to pay an Obeisance at the cost of sometimes going into a trance where their powers are used near-indiscriminately. As they don't have the rationality of Contractors or the emotionlessness of Dolls, this can understandably cause some severe mental trauma. While Moratoria can shift into Contractors to gain control over their powers, this is exceedingly rare, and they also gain the ruthless rationality of Contractors along with an Obeisance. Must take the 'Destructive' and 'Autohypnosis' Drawbacks.

Doll [+200 CP] [Mandatory Drawbacks]
A group of humans able to send 'spirits' or 'specters' through a medium to see from far away, Dolls are usually the information specialists of a group. With their total lack of emotion or self-determination, Dolls are highly-sought-after for nearly every organization, as they will follow any order, sometimes even to their own detriment. Must take the 'Emotional Disconnect' and 'Emotionless' Drawbacks.

Perks

Each Origin gets their 100cp perks for free. The rest are discounted by half.

General Perks [No Discounts]

Darker Than Black Soundtrack [Free]
Yet another soundtrack Perk. You can decide, at any time, to begin hearing any part of the Darker Than Black soundtrack. Only you will hear this, and it can distract you, so you might not want to have it active all the time.

Fashionable[100 CP]
When you wear something, you wear it well. You always know how something is meant to be worn, and any impressions your style would give off are now amplified.

Downtime [200 CP]
No matter the scenario, you'll always find a bit of free time to stop and rest at least once a month. You don't need to take it, but while you have the option, anything pressing will be delayed as if time were frozen around you. Note that this doesn't *actually* freeze time, this only applies to what would be reasonably considered 'pressing matters.'

Prophesied [400 CP]
Perk Capstone Booster
You have been described by an old prophecy, one from before the Gates appeared. For this Jump, this acts as a capstone booster, and in future Jumps, this allows you to insert yourself into a major prophecy that would otherwise be a gateway to a strong item or ability, such as pulling out the Sword in the Stone from King Arthur's myth. This doesn't give you the baseline competence or prerequisite abilities you would need to wield (or not die to) it, it just gives you the chance.

Mundane Human

Soldier [100 CP | Free for Mundane Human]
You gain basic ability in hand-to-hand combat, around the level of new military personnel. This only applies to mundane militaries, so no secret physics-defying techniques.

Family Trade [100 CP | Free for Mundane Human]
Choose one field of employment. You now have a high familiarity with the ins and outs of that field, as if it were a family tradition to work at that profession. This doesn't make you more likely to be chosen for that job than any other well-suited candidate, but once you get there, you'll be able to fit in almost instantly.

Scientist [200 CP | Discounted for Mundane Human]
You now have a scientific education at the level of a PhD candidate. You may choose the field that you 'studied,' but it must be considered a science.

Plot-Relevant [200 CP | Discounted for Mundane Human]
In a setting focused on the superpowered, the only ones truly relevant are those related to the strong or obsessed with them. You have a sixth sense as to whether or not a being you perceive with mundane senses is, was, or will be relevant to the main 'plot' of the current Jump. A main character and one of their former sidekicks for a day will both feel the same, but this will probably help you find who to help (or avoid) to live a long life.

Friends in High Places [400 CP | Discounted for Mundane Human]
For most occupations, it isn't about *what* you know, it's about *who* you know. With this Perk, your friends and family will just happen to know (or be) the right people to basically ensure you a job position, whether you truly deserve it or not. This is basically ensured nepotism.

Strong Sense of Justice [400 CP | Discounted for Mundane Human]
Your moral code is now unbreakable by non-supernatural means, and whenever you want to perform a task that enforces them, you can work on it without distraction until either it becomes impossible or you manage to accomplish it.

Gate Physicist [600 CP | Discounted for Mundane Human]
With superpowered humans appearing around the world, normal humans needed to find a way to either elevate themselves to the others' level or bring them down to their level. This need led to two discoveries: an extract allowing normal humans to become Contractors and a device to fire Anti-Gate Particles into a Gate to destroy it. Now, you have the same level of ability, having an instinctive knowledge of both Lancelnopt Synchrotron Radiation and Anti-Gate Particles, letting you use them in new devices. While the latter needs to be either focused, refined, or converted in large quantities to actually destroy a Gate, the former is what is released by both the Gates and Contractors using their powers, and, if researched for long enough (or with the correct subjects), could be used to alter some of the aftereffects of Contractor powers.

Boosted

Instead of just the exotic radiation and particles introduced by the Gates, now you are a genius in studies related to any non-mundane radiation or particle. With time and resources, you could find a way to amplify their effects or create a sort of 'anti-particle' that can either negate or energetically destroy its opposite, much like destructive interference for sound/light or antimatter for normal matter.

Exotic Biologist [600 CP | Discounted for Mundane Human]
Within the Gates, strange plants grow with even stranger effects. With this Perk, you can not only keep exotic plants alive outside of their natural environment, you can take clippings or seeds and grow new ones, even if that would normally only create 'subordinate' plants that depend on the original to survive. Plants aren't the only form of exotic biology here, though - just as the Observatory connects the minds and powers of many Dolls, you can find a way to artificially link different people with a very-similar power to combine and boost their powers on a logarithmic scale (and this means parts of a power count as fractions of a whole). If you have the mechanical knowledge, you could even keep the subjects in a trance and direct their powers *for* them!

Boosted
Now you can not only use this Perk on any exotic biologies, you can graft and splice them together! Is there a flower made of crystal and a lizard that breathes fire? Now you can make a crystal flower that heats itself or blows up, a fire-breathing lizard with crystal scales or the ability to fire crystal shards from its mouth, or anything else that you can make work! The only limits are your imagination, your sources, and the time you take to research and create everything. If combined with Gate Physicist, you can now imbue living things with exotic energy or matter, granting them related powers, and you can refine existing super serums or power-granting materials to make them safer, more likely to work, or more likely to grant one specific result. The more you research and test your new serums/materials, the more you can refine them, to theoretically-infinite perfection, though the maximum power/strength is still determined by the highest possibility of the input materials.

Contractor

Lucky Star [100 CP | Free for Contractor]
With this Perk, whenever you use one of your powers, you can have one of the stars in the sky light up. You can use it to show you're still active, use it as a signal, whatever you like. During this Jump, you can't turn this off.

Radiator [100 CP | Free for Contractor]
Every time you use one of your powers, you may choose to release some sort of harmless 'radiation,' whether it be the Lancelnopt Synchrotron Radiation of this Jump or a specific wavelength of visible or near-visible light, from one or more points on your body. By default, this releases Lancelnopt Synchrotron Radiation from your eyes, making them glow red while your powers are active, with powers affecting your whole body releasing the radiation from your whole body, creating a blue glow. During this Jump, you can't turn this off.

Totally Rational, Totally Amoral [200 CP | Discounted for Contractor]
While you may feel emotions, they don't need to get in the way. At any time, you may turn your thought processes entirely rational, feeling all of your emotions (except guilt) while entirely ignoring them. You will not project any feelings at all, whether that be joy, anger, fighting spirit, or even bloodlust. Even if you absolutely despise somebody from the bottom of your heart, you'll never show it and can work by their side for years if they're useful enough to you. If it isn't about your own well-being, it's a simple cost-benefit analysis.

Totally Competent [200 CP | Discounted for Contractor]
You can instantly assimilate with any social group, society, or similar environment and manipulate it from the inside.

The Devil's Luck [400 CP | Discounted for Contractor]
Your luck, at least in terms of survival, is now massively increased. Contractors never seem to die against non-Contractors, and while this is mostly because of the massive difference in processing power and special abilities, a similar effect applies to you no matter where you go now. As long as you use some system of power from your current Jump, any beings reasonably considered 'below' that system can no longer kill you without immense amounts of prior planning and elimination of variables. This means that a person with powers can no longer be killed by a non-powered person without extreme effort, and a person with an 'evolution' of a power cannot be killed by an 'unevolved' person without a similar amount of work.

With You All Along [400 CP | Discounted for Contractor]
With this Perk, you may now integrate yourself into another person, granting them all of your powers and taking the payments/punishments yourself. It won't change a person outwardly, but those who can sense or reveal spirits may notice you inside or around them. This does not count as a death, and you may choose to separate eventually, though you will only be a soul at that point, meaning that you need some sort of binding or else you'll *actually* die.

Totally Efficient [600 CP | Discounted for Contractor]

The true sign of a Contractor, you now not only have the thought process for perfect rationality, you also have the instincts. Your senses are always at their full efficiency, allowing you to evade attacks you weren't searching for, all without adding extra stress. Your mind has unlimited storage and analytical capabilities, perfectly storing and recalling every memory, then perfectly cross-referencing those memories to calculate the best and most efficient strategy, made all the more efficient from your constant and unending cataloging of information from the environment. Additionally, not only do you automatically categorize everything as 'hostile' or 'non-hostile,' you automatically create and execute perfectly-efficient plans with perfectly-efficient actions, seizing every opportunity the instant it appears.

Boosted
Now, not only do you do everything you need for perfect efficiency automatically, you can 'turn off' your main consciousness to accomplish your goals and survival using every bit of information you can possibly gain. Every single memory, every scent, every brush of wind against your skin, every glint of light off of rain-soaked asphalt, all of it gets taken from every moment in your life and gets used to generate a near-perfect model of your surrounding world to use to simulate the best possible scenario. Your skill will be at its peak, your crafting abilities will get the best result every time, and, unless you face an unstoppable force, you will always survive. The only drawback to this is that, since it's *perfect* efficiency, you're almost certain to kill every possible witness to your actions while using this power.

Izanagi [600 CP | Discounted for Contractor]
Gain 200 CP for the Contract section only. If you have a Contract, you may upgrade it by one power level for free. Alternatively (automatically if your first Contract is a Peak Power), you may create a second Contract.

Boosted
In addition to your Contract upgrade, you now have a downgraded version of this world's Izanagi's power. By touching something/someone physically, you may create a mental model of it/them with one change, such as color, material, or personality. This is limited to a ten-meter-diameter sphere, so if you wanted to make a model of the entire planet, you would need to do a *lot* of traveling. If combined with 'Evolving Doll,' the radius of the sphere slowly increases, by around 1% per year compounding. If taken with 'Izanami,', you may choose to recreate the Gates on a new world or alternatively grant/rescind Contractor/Moratorium/Doll powers to/from those who started without them.

Moratorium

Basic Safety [100 CP | Free for Moratorium]
You are now guaranteed to never directly harm yourself with your own powers if you didn't consciously choose to activate them. You can still harm yourself by accident or by proxy, but you won't go into a trance and wake up with your legs blown off because you shot a bomb at your feet. You may choose exceptions to this while conscious.

High School Education [100 CP | Free for Moratorium]
You now have a level of knowledge that an average high school graduate would have. This includes social skills and pop culture as well as academic knowledge. This is updated at the start of each Jump.

Friends and Family [200 CP | Discounted for Moratorium]
As long as there are enough people, you'll always be able to find at least one person who makes you feel at home. No matter how you meet them, the people you meet because of this will become as important as a best friend within at most a week.

Delinquent [200 CP | Discounted for Moratorium]
As long as you get results, your superiors won't mind a few absences. If you skip school, but get good grades without lowering its reputation, the faculty will look the other way, and if you can do your job at home, you won't get fired for not showing up. You probably won't get paid, though.

Inheritor [400 CP | Discounted for Moratorium]
Whether you're related or not, in each Jump, there will be a person who entered an old or dangerous area and came back with a souvenir. If they happen to die (which will certainly happen without your intervention), you will inherit that souvenir. The usefulness of that souvenir may vary, but it will at least be unique.

Just In Time [400 CP | Discounted for Moratorium]
If a person you feel emotionally close to is in danger, you will have the opportunity to get to them in time to save them from lasting harm. This will manifest as a sort of 'sixth sense,' which you can follow like a compass pointing straight towards the person's location. This doesn't give you an actual path, just a mental arrow pointing in their direction.

Righteous Anger [600 CP | Discounted for Moratorium]
Whenever you feel a high enough level of anger, your powers and special abilities will grow proportionally. The smallest amount of anger you must feel would be the equivalent to an average person having to cancel an appointment after waiting for it for an hour, which would increase your powers by one percent. A higher amount of anger, such as seeing the torture and murder of your family, would increase your powers by ten times. This boost lasts for as long as it would take to resolve the issue without care for collateral damage and at the highest strength possible, and 'consumes' the emotions afterwards to leave you unable to feel the emotion for a proportionate amount of time. For powers with specific counts being applied, such as a number of 'charges' or effects, will round down to the nearest whole number instead of granting an extra low-power instance or spreading the boost to the rest of the power.

Boosted
This Perk now applies to all emotions, and you may choose whether or not it activates. You may choose how much of an emotion to use, with a minimum of the threshold necessary to activate the non-upgraded version of this Perk.

Let's Make a Deal [600 CP | Discounted for Moratorium]
While it's exceedingly rare, it's possible for a Moratorium to become a Contractor, gaining their psychology and drawbacks, but also gaining control of their power. Now, it's much easier for your powers to 'evolve' along their own axis, with the primary example being the ability to control your Power at the cost of needing to pay your Obeisance, or even reversing the process to become a Moratorium from a Contractor. Similarly, you may alter your powers in return for an 'equal' drawback, the most easy being changing level of control for negation of prerequisites. You may choose which direction this Perk pushes you in, or even turn it off.

Boosted
Now you may choose the degree and speed of the change, as well as gain more leeway in the severity of the 'drawbacks.' The closer to the original power, the lesser the drawbacks necessary, but you could now gain around twice the benefit for about the same level of compensation. Additionally, instead of going between different expressions of one power system, you may now choose to go between different power systems from the same source.

Doll

Reprogrammable [100 CP | Free for Doll]
A Doll has no emotions or free will. If they had memories implanted, they could become the perfect sleeper agent and perfectly imitate their target until it's time to break character. Now, you can do the same - if you have a person's memories, you could essentially perform an exact copy of their behavior until you decide it's time to do something else.

Specter [100 CP | Free for Doll]
May only be used by Dolls during this Jump. You now have your own Specter, a spiritual blob that you can sense through and which is only able to be noticed or interacted with by Contractors, Dolls, or Moratoria, which you can send through one specific non-gaseous material medium to have it appear somewhere else. The material can be nearly anything, including water, glass, electrical wires, and even other Dolls. Non-Dolls must pay another 100 CP if they wish to choose their medium, otherwise it is entirely random, and another 100 CP to make sounds through their Specter. Dolls may use their Specters to make sounds for free. For a final 100 CP, you may choose whether or not your Specter is noticeable to non-Gate-related beings at any time, as well as switch between noticeable and non-noticeable states.

Just A Doll [200 CP | Discounted for Doll]
Whenever you're just following orders, other people will understand and won't hold it against you. After all, you have no will of your own, so you can't be malicious - it's the people who told you to do it who are at fault.

Silent Plea [200 CP | Discounted for Doll]
Despite the Dolls not having any will of their own, you may now understand what they 'want' - by treating them like normal human beings, you can increase their efficiency, and even give them the ability to feel a tiny bit of pleasure.

Perfect Trainee [400 CP | Discounted for Doll]
As a Doll has no will of their own, they are the perfect soldiers and sleeper agents. With this Perk, you are able to train absolutely anything in the most efficient way possible. This doesn't change your talent, anything that can't be improved by training won't be, but if you want to learn something? You can keep your focus on the subject for sixteen hours straight, sleep for eight hours, and repeat until you have the entire thing memorized.

Perfect Soldier [400 CP | Discounted for Doll]
With no will, there is no possibility of questioning *why* you're doing something. You can now follow orders without question, instantly obeying any directions from your superiors. As a bonus, you can essentially 'fast forward' your perception of time while you do so, going through your tasks without risking the possibility of missing something important, and if you would normally deem something as being worthy of all your focus, your perception will go back to normal, giving you the option of either canceling your current actions or continuing on. Note that this prioritizes *orders*, not your life.

Evolving Doll [600 CP | Discounted for Doll]

Now, unless a Drawback specifically forbids it (such as specifying it can't be overcome or applies for the whole Jump), you will be able to grow past any mental hindrances, such as an inability to feel emotion, a lack of agency, and even mind control.

Boosted
Being an Evolving Doll foreseen decades ago, you now have the ability to grow past your deficiencies even faster, even allowing you to clear any mental disorders you have, completing what would take years of therapy in mere hours. A crippling mental Drawback that can be theoretically cured/overcome as written can be negated in a year. Additionally, this Perk is now considered a part of your Bodymod.

Izanami [600 CP | Discounted for Doll]
Even if you aren't a Doll, you now have an evolving Specter. While you still can't change or expand the scope of the medium, with enough time and use, your Specter will eventually grow to be able to appear as a form of your body, and eventually grow past that to be able to use another nearby Contractor's powers against themself, and even draw out their souls.

Boosted
Being the Izanami foreseen by a prophecy, you can now use a nearby Contractor's powers with no limitation save for their Obeisance, which could be put off for later at the cost of a portion of their sanity. If combined with Izanagi, you may choose to recreate the Gates on a new world or alternatively grant/rescind Contractor/Moratorium/Doll powers to/from those who started without them.

Items

Items that are similar enough may be merged with out-of-Jump Items

Item alterations/upgrades may be kept between Jumps, as well as reverted if desired. All are Fiat-backed to reappear somewhere in your possession (in the Warehouse by default) within 24 hours if ever lost, stolen, or destroyed.

All Origins get their 100 CP Items free, with others for the same Origin discounted by half.

Buildings/locations will be placed at a nearby location or connected to the Warehouse. In future Jumps, the same choice will apply.

General [Undiscounted]

Darker Than Black [Free]
You receive the entirety of the Darker Than Black series for free, including the anime and manga.

Gate Flora [100 CP]
You now have a collection of various strange plants from within the Gates. This can include things like a set of crystal flowers that all die if the central flower is killed or a blue-glowing pansy, but nothing with a major use in and of itself.

Bulletproof Jacket [200 CP]
A jacket that, on its own, cannot be damaged. When worn, any bullets from a large handgun or smaller will do no damage if they hit any part of the jacket. The jacket will always fit its wearer as if it were a tailored trench coat.

Meteor Fragment [400 CP]
Item Capstone Booster
This, as the name says, is a fragment of a meteor. It looks like a glass lens, and may be used for many different Gate-related activities and phenomena. Such things include allowing groups of Dolls to combine their powers and view the inside of Hell's Gate or focusing Anti-Gate Particles at Hell's Gate to destroy it (along with Contractors, Dolls, and Moratoria). For Contractors and Moratoria, this item increases their power.

Mundane Human

Handgun [100 CP | Free for Mundane Human]
A mundane handgun of your choice. It doesn't need to be a legal or safe one, just a handgun.

Fancy Dress [200 CP | Discounted for Mundane Human]
Or suit. Either way, it's fancy clothing of your choice that will never get damaged or dirty - this is simply because of how events play out around it, not any inherent properties, so if you wear it to a gunfight, those bullets will be going through your hands or your head instead. While wearing it, though, it will be much easier for you to interact with high society.

Exotic Garden [400 CP | Discounted for Mundane Human]
A set of plots able to grow seeds and cuttings of exotic plants, holding at least one room designed to be the perfect environment for one to grow. It automatically fertilizes soil, waters plants, and adjusts light levels. If you properly planted a fertile seed or cutting, it would be guaranteed to grow, even if you didn't open its room again for a hundred years.

Exotic Research Facility [600 CP | Discounted for Mundane Human]
A state-of-the-art facility dedicated to researching supernatural phenomena. Its equipment will always be at the highest level reasonably available in the Jump you're in at the very least and expands for each new phenomenon that exists within the Jump. Also doubles research speed for supernatural subjects while using the facility.

Item Capstone Booster
Appropriate for the Meteor Fragment's boost to Gate-related phenomena, you may now have an infinite amount of any material you bring in, though you can't use the created material for anything other than research within the facility. Additionally, the research speed boost is now increased to ten times.

Contractor

Porcelain Mask [100 CP | Free for Contractor]
A round white mask with a pattern of your choice painted on it. You can see through it from the inside, even though it covers your eyes.

Grappling Hook [200 CP | Discounted for Contractor]
A grappling hook launcher that works perfectly every time. It will always hold your weight, it will never slip from its connection point, and whatever it's connected to will never break off.

Black Dandelion [400 CP | Discounted for Contractor]
You now have a black flower that you can plant and cultivate, though its seeds can't grow into another black flower. If you harvest its seeds, you may use them to grant others Gate-based powers, whether they be Contractors, Moratoria, or Dolls. Alternatively, you may use one seed to combine with various other unknown ingredients to create a serum that, when used, grants the user random Contractor powers. Guaranteed not to turn you into a mindless slave under an unrememberable being.

Saturn's Ring [600 CP | Discounted for Contractor]
Looking like a massive particle accelerator, this allows for the accumulation and conversion of Anti-Gate Particles. Anti-Gate Particles are particles able to negate or destroy the Gates and related phenomena, making them extremely valuable for the study of Lancelnopt Synchrotron Radiation and Contractor powers. With enough time, you could allow other particles to be created or collected.

Item Capstone Booster
With the Meteor Fragment added, you may now fire collected particles at a single point to destroy its supernatural properties. You may use Saturn's Ring to transmute particles into other particles, even changing mundane particles to exotic ones, and create anti-particles to negate or destroy their counterparts.

Moratorium

Uniform [100 CP | Free for Moratorium]
A shirt that, when worn, may be turned into any type of uniform for a group you are a member of as you wish.

Memory Extractor [200 CP | Discounted for Moratorium]
A machine looking somewhat like a slab of steel with a circle of metal with lasers mounted on it. If it gets connected to a network of organic minds, in can extract, store, and implant memories, including for the recently-deceased, though the last of the three functions likely wouldn't be useful here. If you were to connect this to the Doll Network, you could also store the memories of the Dolls. All extracted memories are erased for the person whose memories were extracted.

Convenient Store [400 CP | Discounted for Moratorium]
Some sort of chain-style store, by default a convenience store, is now under your ownership. At least once a month, a powerful customer will arrive and bring attention to themself in some way, whether it be purchasing a high amount of merchandise or an attempted shoplifting, and you will have the chance to get in their good graces in some way. This is only a *chance,* so if you don't know how, you might offend them by accident.

Suppressant Seeds [600 CP | Discounted for Moratorium]
You now own a potted plant that grants two seeds every week, as well as a bag of ten seeds. Ingesting one seed disables Gate-based powers for one week, including the powers of Contractors, Moratoria, and Dolls. It may be possible, with enough research and time, to find a way to grow these seeds into a new plant and distill the seeds into a more-efficient serum.

Item Capstone Booster
This plant can now grant seeds disabling powers from any source, as well as produce up to ten seeds per week.

Doll

Grand Piano [100 CP | Free for Doll]
A high-quality grand piano. Always tuned perfectly and immune to natural decay, including things like 'normal' mold and termites.

Shipping Crate [200 CP | Discounted for Doll]
A wooden crate filled with straw, with the perfect proportions to fit you comfortably inside. Any living being sealed inside this crate has their state essentially 'frozen,' with no need for things like food or drink until they are unsealed.

Honeymoon District [400 CP | Discounted for Doll]
A series of fancy restaurants and hotels perfect for honeymooners. If you decide to appear as a honeymooner with one other person, whether you really are one or not, you will blend in with the crowd for at least one month every decade. If you or the one who appears as your spouse would normally be persecuted for some circumstance of your birth, such prejudices will never apply in this area.

Observatory [600 CP | Discounted for Doll]
You now own a massive building filled with capsules large enough to contain a human. Inside of one hundred of these capsules are unresponsive Dolls, only able to be used with the computer systems the capsules are connected to. The capsules provide for all of the needs of those inside while keeping the occupant unconscious. The computer system connected to the capsules allows the user to direct the Dolls and observe the sky in incredible detail. With the power of one hundred Dolls, you can essentially view any place in the world visible by a physical non-gaseous material - while you could decide to choose a medium for each Doll, this facility would, by default, allow viewing through any possible medium. With enough Lancelnopt Synchrotron Radiation, though, the Dolls would go through immense pain when attempting to send their Specters through it, enough to stop them from being able to see anything inside. Adding other clairvoyants or seers to the network would allow them to work together and extend their range as long as their powers are similar enough.

Item Capstone Booster
With the boost from the Meteor Fragment, your Dolls' clairvoyance is no longer limited by interference - if something would normally be hidden or otherwise kept from your sight by excess 'energy' or 'noise,' you may use the Observatory to see through it with perfect clarity. As an example, if there's a room surrounded by the core of a star, you can look inside and see everything as it would look under reasonable lighting instead of a white screen.

Contract

This is where you'll build your Contract. Contractors and Moratoria start with a 400 CP stipend for this section only. The combination of Power and Obeisance will be considered one singular Power or Perk for the purposes of other Jumps. Dolls and Mundane Humans will receive their Contract after this Jump. You may only gain one Contract here unless you have the 'Izanagi' Perk. There will be an extra section near the end with examples of existing Contractors and their Contracts.

Power

Negligible Power [100 CP]
A power that has little to no common use. An example is the ability to trap a Doll's specter and track them through it.

Weak Power [200 CP]
A power that can be useful, but only elevates a person to a minor superhuman level. An example is the ability to mildly enhance one property of an object, such as durability or sharpness.

Average Power [400 CP]
A 'normal' superhuman power. Examples include throwing explosive bubbles or summoning handheld weapons.

Strong Power [600 CP]
A high-level superhuman power. An example includes the ability to cut off blood flow to the brain.

Overwhelming Power [800 CP]
A nearly-unbeatable power. An example could be total control of sound waves.

Peak Power [1000 CP]
A power that, when mastered, can only be matched by a power in the same tier, and, even when not mastered, could compete with an Overwhelming Power. Examples include the ability to pause/rewind time then bring others along with you or the ability to totally control and transmute quanta such as photons, electrons, protons, and neutrons, though that would require unbelievable focus and processing power to do at any major scale in any reasonable amount of time.

Obeisance

Obeisances that can't be paid through human action will instead happen automatically, as if they were a law of biology or nature.

Negligible Obeisance [+0 CP]
An Obeisance that can be paid either through living life normally (such as breathing ten times) or using your power (such as bleeding for explosive blood).

Minor Obeisance [+100 CP]

A task that requires focus, but could be completed easily in your spare time. An example could include pulling out one of your hairs from its root.

Annoying Obeisance [+200 CP]
An easily-completed task, but one that interrupts normal life. This includes an Obeisance that requires acquiring something that can be found relatively easily. An example could be arranging a hundred pebbles in a ten-by-ten square grid.

Average Obeisance [+400 CP]
A difficult task, but one that could be easily done given enough time, effort, and/or common resources. Examples include folding a hundred paper cranes or swallowing ten cigarette butts.

Difficult Obeisance [+600 CP]
An Obeisance that has a temporary detrimental effect on your quality of life, such as forcing you to stop using your legs for a month or falling asleep for at least an hour within an hour of use.

Crippling Obeisance [+800 CP]
An Obeisance that has permanent negative effects on you. An example is regressing in age every time you use your power, to the point where five years of use would turn you from a twenty-year-old to an unborn fetus.

Near-Unpayable Obeisance [+1000 CP]
An Obeisance that's nearly impossible to complete and stay alive. An example would be removing your head from your neck for a week through mundane means, fasting for a year without assistance, or taking down a world government without using any powers or Perks. It should be noted that, should you use your Contractor power even once, this will slowly become your obsession over the course of a day, to the point where, no matter how many Perks you have, completing this Obeisance will be all you can possibly think about.

Paid Obeisance [1000 CP]
For one reason or another, your Obeisance is considered paid. Whether this is a body-shifter being stuck in a body not their own or a Contractor somehow disappearing and gifting their power to another, you no longer need to feel any compulsions to use your power.

Companions

Companions can purchase more companions.

Import [50 CP Per Purchase]
This option allows importing any of your preexisting Companions for 50CP each to a maximum of 8 for 200 CP. Each Companion gets 600CP each, gaining or losing as much as directed by their Origin, Perks, Mandatory Drawbacks, and, if applicable, Contract.

Canon Companion [100 CP]
With this option, you may take one canon human character as a companion, excepting full-power Hei, Bai, Mao, full-power Yin, Amber, and Shion Pavlichenko (Izanagi). You may take a version of Hei with only electricity manipulation abilities with this option, as well as a version of Yin with only basic Doll abilities. These alternate versions will effectively be the ones you see in this Jump, but downgraded/limited afterwards, so they'll remember everything that happened here, including the upgraded versions of their powers if they used them.

Paid Obeisance Companion [400 CP]
Allows taking Mao and similar Contractors as Companions.

Strong Contractor Companion [600 CP]
Allows taking Bai, Amber, or a similar Contractor as a Companion.

Peak Contractor Companion [1200 CP]
Allows taking full-power Hei, Izanagi (Shion Pavlichenko), Izanami (full-power Yin), or a similar Contractor as a Companion.



Mundane Human Companion [100]
Create a Companion with the Mundane Human Origin, as well as 600 extra CP to spend on Perks. They will gain CP from their Origin and Mandatory Drawbacks.

Contractor Companion [100]
Create a Companion with the Contractor Origin, as well as 600 extra CP to spend on Perks and 400 CP to spend on a Contract. They will gain CP from their Origin and Mandatory Drawbacks.

Moratorium Companion [100]
Create a Companion with the Moratorium Origin, as well as 600 extra CP to spend on Perks and 400 CP to spend on a Contract. They will gain CP from their Origin and Mandatory Drawbacks.

Doll Companion [100]
Create a Companion with the Doll Origin, as well as 600 extra CP to spend on Perks. They will gain CP from their Origin and Mandatory Drawbacks.



Scenarios

Main Character

This series originally has (arguably) three main characters: the main Contractor, Hei; his 'coworker' Contractor, Mao; and the Doll, Yin. Now, you must not only find out a way to join their group in some way (or create your own group with them inside it), you must assist them in stopping the activation of the Saturn Ring during the Solar Maximum to stop the destruction of Hell's Gate.

Reward

For becoming a part of the first main cast, you can now bring them with you! In addition to the free Companions of full-power Hei, Mao, and full-power Yin, you also gain a copy Hell's Gate and related facilities as a Warehouse connection, including the Observatory, a place filled with Dolls meant for large-scale monitoring.

Rise & Fall [Contractor/Moratorium Only]

Instead of starting ten years after the Gates open, you start the night the false sky appears. During these ten years, you will not only need to survive, but also personally ensure that Heaven's Gate and Hell's Gate aren't destroyed. While they still wouldn't be destroyed if you did nothing, you'd lose the reward you would get from this if you'd made a personal contribution.

Reward

As a reward for saving Contractors around the world, your Contract is now considered fulfilled, meaning that the power you chose for your Contract no longer has an Obeisance. Alternatively, if you chose Paid Obeisance, the level of your Power increases by one. If you chose Paid Obeisance and have a Peak Power, you may create a second Contract. Additionally, you also gain the rewards outlined in the Scenario 'Main Character,' though you wouldn't necessarily have the same background with the Companions you gain as you would with just 'Main Character.'

A Normal World [Mundane Human Only]

The Gates have only brought chaos and evil to our society. The Contractors are all selfish, entirely unable to understand emotions. The Moratoria go into random trances where their powers go off without warning. The Dolls don't have emotions in the first place, and they can't even think for themselves! What we need is a total reset.

Here, you need to successfully destroy one of the Gates, resulting in the destruction of all Gate-related phenomena, such as the Gate you hadn't attempted to destroy, Contractors, Moratoria, and Dolls.

Reward

As a reward for destroying the source of powers for the human population, you now have the ability to not only instantly know when a human has supernatural powers, you also know if those powers are affecting their mind. If their powers are altering their thoughts or actions, you are now able to easily research a solution, whether that is a way to remove the source of their powers or modify their powers so they won't affect them anymore. Other 'scientific' superpower sources are also much easier to research, with

‘impossible’ black boxes being merely extremely difficult and research taking multiple lifetimes now taking around ten years.



Drawbacks

You may take as many Drawbacks as you wish.

Interesting Times [+100 CP]
A very mild form of them, anyways. Whenever you're doing something peaceful and relaxing, something will come up that will force you to turn your attention to it. You could theoretically finish some things after being interrupted, but you can't continue while the crisis is ongoing.

Unavailable [+100 CP | Unavailable to Doll | Requires at least one Companion]
During your stay, any extended peaceful interactions with your Companion(s) will be interrupted when they have to leave halfway through. It can be for any reason, but the interactions will never be able to finish from where they left off, whether it be a dinner, a dance, or simply a long debate.

Emotional Disconnect [+100 CP | Mandatory & 0 CP Contractor/Doll]
While you can feel your emotions at full strength (except for guilt), you can no longer act on them, and you can no longer emulate the emotions of others, whether from special abilities or normal human empathy. This effectively makes you a clinical psychopath with no concern for anything but your own life.

Emotionless [+200 CP | Mandatory & Half CP Doll | Requires Emotional Disconnect]
Now, instead of simply acting without concern for emotions, you can't feel any emotions in the first place. While this technically means you can't feel any negative emotions, including boredom, you also can't feel any pleasure. If you don't think this seems too bad, remember that our feelings are basically the only reason we eat and drink to stay healthy - after all, if you have no real care for whether you live or die, would you take the extra effort to survive? (This Drawback may be negated over time by Evolving Doll)

Stalker [+200 CP]
A normal human has an interest in you - whether it's to 'bring you to justice' or 'expose your crimes,' there's going to be one person who knows at least one of your appearances and wants to get as much information as possible about you for some self-righteous purpose.

Radioactive [+200 CP]
You will constantly be giving off some sort of harmless radiation. Whether it's a slight glow that can barely be seen in daylight or a full constant Lancelnopt Synchrotron aura, people can tell you're different with their eyes or the right instruments.

Destructive [+400 CP | Mandatory & Half CP Moratorium]
If a power you have is automatic, its automation will be altered to function in a way that causes the maximum amount of local property damage when it activates.

Forever Alone [+400 CP]
Any friends and family you have will inevitably be lost to you forever (or at least for the duration of this Jump). Any friends, family, and Companions you gain during or bring to this Jump will either die or be removed from existence somehow, with the latter

including things like being de-aged to a time prior to their conception. The specific time and method of death will not be certain, except for the fact that it will happen before this Jump ends. Any and all Companions affected by this Drawback will be revived as they were at the end of the last Jump once your time here is finished.

Targeted [+400 CP]
You are now in the sights of a large organization. Whether they want to kill you or recruit you, they'll be chasing you down during your stay here.

Puppet [+600 CP | Mandatory & Half CP Doll | Requires Emotionless]
Unless another directive is deemed more important, you must follow any orders given to you. You may choose the method in which you complete the task, but you must adhere to the spirit of the order unless it would likely result in your death directly because of it. You may choose to have the orders of certain people deemed more or less important based on their 'authority' over you, with those in the same organization as you being protected from their enemies and automatically negating orders coming from outside the organization that would harm it, with those of a higher level within the organization generally being of a higher priority unless there is another who would be considered more 'appropriate' as a leader for you. You may be forced to perform extremely-painful actions as long as they aren't near-guaranteed to cause your death.

Where-House [+600 CP]
You no longer have access to your Warehouse or any Items from previous Jumps. If an Item is integrated into your self, you will have them safely removed with any effects resulting solely from their use reversed until the end of the Jump.

Normal Human Body [+600 CP]
In exchange for gaining 600 CP, you lose access to any boosts from your Bodymod. While it may affect your Origin's past history and starting point, you will no longer have any combination of Bodymod abilities that a normal mundane human from normal mundane Earth could not reasonably have. 'Normal' and 'mundane' are still somewhat flexible, though - a normal mundane human could eventually eat an airplane, lift 1,900lbs, convert lactic acid fast enough that you never get muscle cramps or soreness and could theoretically run forever, and even massively slow your heartbeat for a few seconds.

Power Loss [Variable]
All powers, Perks, and Items from previous Jumps (including Gauntlets) are now unavailable to you for the duration of this Jump. This grants +100 CP for each Jump negated, to a maximum of +1000 CP.

Autohypnosis [Variable | Mandatory & Half CP Moratorium]
At random intervals for random amounts of time, you will go into a trance where you will randomly use your power(s). This Drawback grants you half of the CP cost of the Power chosen for your Contract, if you have one, and half of the CP cost of out-of-Jump Perks that could be reasonably called 'superpowers,' up to a maximum of +1500 CP if you chose 'Peak Power.' If you become a Moratorium during this Jump, this Drawback will apply to you. If you are a Moratorium and become either a Contractor or Doll during

this Jump, this Drawback will no longer apply to you, though you will regain this Drawback if you become a Moratorium once more.



Decisions

You have three choices …

Next Jump
Continue on to your next Jump.

Stay
Stay in this world with all you've collected.

Return
Quit while you're ahead and go back home with all you've collected.



Contract Examples

These are assuming that the Powers and Obeisances are being used to their 'full potential,' meaning maximum exploitation and utilitarianism.

Peak Power

–Chronokinesis & Aging Backwards (Amber): In return for freezing and rewinding time, as well as being able to being another person in contact with her into the time freeze, Amber must age backwards each use. **Peak Power with Crippling Obeisance.**

–'Molecular' Manipulation & Sleeping/Nothing (Bai/Hei): Listed as molecular manipulation, but actually the control and transmutation of subatomic particles or quanta. Most commonly used to create directed electrical attacks, but can turn enough Anti-Gate Particles to destroy Hell's Gate into a group of essentially-harmless quanta. While Bai needs to fall asleep as her Obeisance and stay in what is basically a coma for an unspecified amount of time, Hei uses it without needing to pay the Obeisance. **Peak Power with Difficult/Paid Obeisance.**

–Copying + Telepathy & Not Using Legs (Shion Pavlichenko / Izanagi): Allows the ability to project your voice into those you wish to communicate with and create flawed copies of anything as long as it has one difference, such as a copy of a person with fake memories or an Earth without the Gates, making Shion lose control of his legs after each use, bypassed by using a wheelchair. **Peak Power with Difficult Obeisance.**

–Black Flower Generation & Being Forgotten (Black Flower): Not applicable during this Jump, the Contractor using this ability could generate black flowers that grant Contracts to those that use them while making them totally loyal to the creator. Cost of being forgotten, to the point that creating enough flowers made the user forget who they were and lose all their memories, but 'paid' by turning the user into a sapient black flower after gaining a Meteor Fragment. Peak Power for potential to create multiple Peak Powers subordinate to the user. 'Negligible' Obeisance for automatic completion of Obeisance without any input. Contractors created by this power appear to have no Obeisance. **Peak Power with 'Negligible'/'Paid' Obeisance.**

Overwhelming Power

–Magic & Revealing a Magician's Secrets (August 7): In return for being able to perform real versions of magic tricks (item creation, intangibility, flight, etc), August 7 must reveal the truth behind a magic trick. Overwhelming Power because this technically allows something like summoning a miniature nuclear bomb with a Davy Crockett and becoming entirely intangible to avoid the collateral for the cost of the secret to a magic trick, or even making a Meteor Fragment. **Overwhelming Power with Minor Obeisance.**

–Atmospheric Pressure Control & Drinking Alcohol (April): In return for being able to control atmospheric pressure and weather, April must drink an alcoholic beverage. This can be anything from making a slight breeze on a still day to making a hurricane to even forming a ball of rainwater to drown somebody. **Overwhelming Power with Annoying Obeisance.**

–Electrokinesis & Placing Victims' Shoes Upside Down (Nick Hillman): In return for manipulating electricity, Nick must place the shoes of those he killed upside down next to each other. Overwhelming Power because scale isn't specified. If power is restricted to creating electricity to harm people, this would be an Average Power with a Negligible/Average Obeisance due to the requirement of killing a person. **Overwhelming Power with Average Obeisance.**

–Gravity Manipulation & Breaking Own Fingers / Removing Piece of Clothing / Eating Fruit (Luise/Xiao/Unknown): In return for manipulation of the fundamental force of gravity, the user must either break their own fingers, remove a piece of clothing, or eat fruit. Overwhelming Power because scale isn't specified. If limited to a scale allowing flight or increasing gravity so a person couldn't move, this would be an Average Power. **Overwhelming Power with Difficult/Minor/Annoying Obeisance.**

–Insect Manipulation & Tearing Out Hair (Tanya Akulova): In return for being able to totally control insects in her surroundings, Tanya must tear out one or more handfuls of her own hair, seemingly scaling with the amount of time the power is used. Overwhelming Power due to the abundance of insects. **Overwhelming Power with Minor Obeisance.**

–Pyrokinesis & Humming a Song (Mai Kashiwagi): Originally the power of a Moratorium. As a Contract, allows creation and control of flames, with a possible intensity high enough to totally incinerate an enemy in a very short period of time in return for having to hum a song. **Overwhelming Power with Minor Obeisance.**

–Teleportation & Kissing / Inability to Keep Secrets (Brita/Unknown): In return for the ability to teleport living matter along with at least one person touching her, Brita had to kiss somebody, though this did not include clothing. This teleportation is entirely unlimited by things like distance or line of sight. As this could theoretically allow infinite teleportation anywhere you wish as often as you wish as long as you have another person to kiss, this is considered an Overwhelming Power. **Overwhelming Power with Minor/Negligible Obeisance.**

–Vacuum Creation & Drinking Children's Blood (Havoc): In exchange for the ability to create vacuums, Havoc had to drink the blood of human children. With the assumption that these vacuums could replace the entirety of the user's surroundings, this is an Overwhelming Power due to the ability to entirely erase the user's surroundings from existence. **Overwhelming Power with Average Obeisance.**

–Water Manipulation & Cooking (Michiru): In exchange for being able to sense and control water, Michiru had to cook food. With the abundance of atmospheric water and plumbing, this could very easily be used to massively alter the environment, though this was mostly used to sense and attack people with existing liquid water. This ability did not affect the water inside living beings. **Overwhelming Power with Annoying Obeisance.**

–Mental Manipulation & Eating a Flower Petal (Claude): In return for being able to totally control the perception of any and all surrounding humans, Claude must eat a flower petal. **Overwhelming Power with Annoying Obeisance.**

Strong Power

–Matter Substitution & Arranging Things Then Ruining The Arrangement (Jean): In return for being able to switch the spatial positions of two different things, Jean must methodically arrange various objects and ruin the arrangement afterwards. This allows for replacing a person's heart with a rock, and could theoretically allow for creating one-use objects and rebuilding them after they get destroyed. **Strong Power with Annoying Obeisance.**

–Brain Asphyxiation & Drawing (Ilya Sokoloff): In return for being able to totally cut off blood flow to the brain, Ilya must make a drawing. **Strong Power with Annoying Obeisance.**

–Disintegration & Swallowing Round Objects (Harvest): In return for being able to disintegrate anything in physical contact with them to grains the size of a fine sand, Harvest must swallow round objects around the size and roundness of a golf ball,

though larger round objects may theoretically work as well. This allows for disintegration of bullets shot at him, making them unable to harm him. **Strong Power with Average Obeisance.**

–Force Field & Unknown (Unknown): While the Obeisance is unknown, this is a Power allowing the creation of a force field strong enough to block automatic weapons over an area large enough to protect multiple other people while allowing their own abilities through. **Strong Power.**

–Hallucination & Unknown (Abigail Croft): While the Obeisance is unknown, Abigail Croft can cause hallucinations of warped/shifting vision strong enough to keep others from moving. **Strong Power.**

–Remote Spontaneous Combustion & Drinking Hot Liquids (Maki): In exchange for being able to cause any object they marked by placing their hand on it to explode when they want it to, Maki must drink a hot liquid, and is usually paid by drinking hot milk. Explosions may be mistaken for bombings. **Strong Power with Annoying Obeisance.**

–Internal Organ Rupturing & Regaining Emotions (Shihoko Kishida): In exchange for being able to cause another person's internal organs to rupture with only leaking blood as an outwards sign, Shihoko must regain all of his human emotions, including the guilt from killing others. **Strong Power with Negligible Obeisance.**

–Spatial Teleportation & Wearing Animal Ears (Parcel): In return for being able to create large black spheres creating links between two places for teleportation, Parcel must always be wearing animal ears, making it a prerequisite for the Power. While only Parcel can use the spheres for teleportation, she can bring anything or anyone inside along with her, and may choose where the second sphere appears, making this a somewhat-lower-tier version of Teleportation. The power cannot be used if Parcel is not wearing something appearing as animal ears, though a properly-folded pillowcase counts. **Strong Power with Negligible Obeisance.**

–Telekinesis & Unknown (Unknown): While the Obeisance is unknown, this is a Power allowing the telekinetic control of non-living objects. Controlling strong-enough objects could allow destruction of the environment to create even more objects to control. **Strong Power.**

–Rope Manipulation & Unknown (Top-Rope): While the Obeisance is unknown, Top-Rope is able to control a rope he holds. The rope is extremely strong and tough, able to hold two tons of weight and block bullets. **Strong Power.**

–Small Object Manipulation & Unknown (Unknown x2): While the Obeisance is unknown, the user can 'energize' small objects such as nails and stones to telekinetically control. Called 'Weapon Manipulation' by the wiki. Due to the abundance of small objects like pebbles and twigs, this could be extremely useful. **Strong Power.**

Average Power

–Animal Possession & Paid Obeisance (Mao): In return for being able to possess an animal by creating a 'server' connecting his own mind and an animal's and allowing control over the animal's mind, Mao was able to effectively possess any animal he could see. His Obeisance is considered to be paid, as he lost his human body and is now possessing a black cat as his main body. The loss of the original body is a common method of paying a Possession-type Contract. **Average Power with Paid Obeisance.**

–Blood-Induced Disintegration & Spilling Blood (Wei Zhijun): In return for being able to disintegrate anything his blood spills on, he must spill his own blood. As his Obeisance is necessary to activate his Power, this is a Negligible Obeisance. **Average Power with Negligible Obeisance.**

–Bubble Combustion & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to create bubbles to send at others and blow up like grenades. **Average Power.**
–Compression Sphere & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to throw an object and remotely create a sphere extending two meters from it that takes all matter within it and turns it into a small black sphere. **Average Power.**
–Concussive Blasts & Eating Boiled Eggs (Amagiri/Unknown): In return for having to eat boiled eggs, Amagiri can make concussive blasts from his palms. These blasts are especially useful against mid-range and long-range targets. **Average Power with Annoying Obeisance.**
–Cutting Grenade & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to surround round objects with a black energy and cause them to explode and release a cutting disk soon after being thrown. **Average Power.**
–Displacement Orb & Neck Cracking (Unknown): In return for being able to mark and remotely activate round objects to create a sphere of spatial displacement extending a few feet from the origin, the Contractor must crack their neck. It is unknown where the displaced matter goes. **Average Power with Minor Obeisance.**
–Heat Generation & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to form extreme levels of heat in their hands. This heat can melt concrete. **Average Power.**
–Icicle Generation & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to generate a large amount of icicles that are then fired at a target. **Average Power.**
–Liquid-Induced Cryokinesis & Smoking (November 11): In exchange for being able to freeze liquids, November 11 must smoke. This is assumed to be a need to smoke a cigarette, but may also include other drugs. **Average Power with Annoying Obeisance.**
–Invisibility & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to become totally invisible, along with all clothing and held objects, though they still make sound and affect their environment. **Average Power.**
–Material Manipulation/Absorption & Moxibustion (Genma Shizume): In return for being able to form armor out of the surrounding materials to defend from bullets and increase the weight behind melee attacks, Genma must have another person burn dried mugwort on specific points on his body. **Average Power with Average Obeisance.**
–Matter Holes & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to create sinkholes under their targets. **Average Power.**
–Anti-Tank Rifle Materialization & Constructing Origami (Suou Pavlichenko): In exchange for being able to create a Degtyarov PTRD Anti-Tank Rifle with one chambered shell and five shells in her pocket, Suou must create origami swans. **Average Power with Annoying Obeisance.**
–Possession & Painting Nails / Paid (The Dog / Amitabh Kapoor): In exchange for being able to enter and control another person's body while leaving their original body vacant/unconscious, The Dog must paint their nails, while Amitabh Kapoor lost their original body due to its death. Returning to the original body requires a conscious decision. Losing the original body is the most common way a Possession-type Contract is paid. **Average Power with Annoying/Paid Obeisance.**
–Projectile Enhancement & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to fire rubber bands enhanced with a special energy causing them to act like armor-piercing bullets. **Average Power.**

–Shape-Shifting & Aging (Alma): In return for being able to perfectly imitate the appearance of another human, Alma ages each time they change. **Average Power with Crippling Obeisance.**
–Shockwave Creation & Unknown (Unknown): While the Obeisance is unknown, this allows the Contractor to create destructive shockwaves that can demolish walls and floors. **Average Power.**
–Sound Resonance Manipulation & Ingesting Then Vomiting Something (Bertha): In return for being able to control things through using her voice to imitate its resonant frequency, Bertha must ingest something and then vomit it out. This allows her to stop a person's heart by finding its resonant frequency and copying it for long enough. This is considered an Average Obeisance due to the tendency of the human body to dislike vomiting and the detrimental health effects of doing so regularly. **Average Power with Average Obeisance.**
–Super Speed & Eating Hamburgers/Unknown (Goran/Dash): In return for being able to remove at extreme speeds, Goran must eat hamburgers. The extreme speed allows the ability to dodge bullets, but hitting anything while moving, including rain, can cause extreme damage and even death, and maneuverability is hindered because of conservation of momentum. **Average Power with Annoying Obeisance.**
–Weapon Energizing & 'Sexual' Contact (Mina Hazuki): In return for being able to infuse objects, especially wooden weapons, with energy in order to maximize one aspect of their existence, Mina must have 'sexual' contact with a man, though this includes simple kissing. Mina could theoretically make a sword sharp enough to cut through steel. **Average Power with Annoying Obeisance.**
–Wind Manipulation & Creasing Book Page Corners (Luco): In exchange for being able to turn wind into weapons such as knives and whips, Luco must crease the top corner of every page in a book. **Average Power with Annoying Obeisance.**
–Fog Generation & None (Unknown): A power given by the Black Flower, allowing the creation of an extremely-thick fog. **Average Power with Paid Obeisance.**
–Sonic Kicking & None (Azusa Tsukimori): A power given by the Black Flower, granting extreme speed and strength in the user's legs. This allows the Azusa to use her legs to dismember and impale people. **Average Power with Paid Obeisance.**
–Uber-Sense & None (William Perry): A power given from a solution made from the Black Flower, granting superhuman senses and reflexes, allowing William to dodge bullets and read his opponent's attacks.
Weak Power
–Information Absorption & Karaoke (Luke Price): In exchange for being able to absorb information and memories from the corpses of those he killed, Luke must sing karaoke. **Weak Power with Average Obeisance.**
–'Sound Manipulation' & Unknown (Unknown): While the Obeisance is unknown, the user may use a clapper in their hand to cause intense ear pain in those who hear it. **Weak Power.**
–Cutting Elongation & None (Unknown): A power given by the Black Flower, allowing the user to massively extend the cutting edge of a sharp object that may only cut moving things. **Weak Power with Paid Obeisance.**
Negligible Power
–Doll Specter Capturing & Writing Poetry (Itzhak): In exchange for being able to capture a Doll's Specter in a limited range and using them to help find Dolls, Itzhak must write poetry. **Negligible Power with**

Notes
-When this document says 'control,' this includes manipulation (such as movement), creation, and destruction.
-Post-Jump, all abilities gained here will be yours, entirely independent of the Gates.
-Main Character Scenario Rewards: Hell's Gate is a large area where physics is essentially void, where portals randomly appear to move you to random places, including to the sides of walls where you can walk as if gravity were sideways, and it gets progressively more difficult for Dolls to see the closer it gets to the center. The Observatory was mostly used for observing Contractor stars, and, after the addition of the Meteor Fragment or something similar, could use the power of multitudes of Dolls to look into the near-center of Hell's Gate. Mao is a Contractor in the body of a black cat, with his Obeisance considered to be paid, who may swap bodies with any non-human animal he sees. Yin is a Doll considered to be 'evolving,' slowly gaining emotions and self-sufficiency over time, with the ability to send a Specter through water. Hei is a human who has had a Contractor merged with him, with the ability to control any subatomic particle, though this is most often and most easily used to release directed electricity that can be conducted through water such as puddles, and has the 'mundane' abilities of extreme physical fitness, stealth abilities, and use of 'gadgets' like a grappling hook, to the point that some fans have compared him with Batman (though the style and attitude certainly contributes quite a bit as well).
-Outlined by the Negative-Tangerine Template
-Looked through Darker Than Black Fandom site for more examples of existing Contracts
-Thanks to Chiri for suggestion to change background color
-Thanks to Asdas for suggestion to change into style/format
-Thanks to Grimms-VI for suggestion to specify mandatory Drawbacks in Origin section
-Thanks to Nerx for suggestion to add more examples for Contract tiers
-Big thanks to Astrangeplaytomake for many suggestions and requests for clarification, including things like a whole section for Contract examples and adding versions of the main characters that have an actual reasonable expense
-If you want to use the Bodymod Negation Drawback and/or the scaling Power Loss Drawback for one of your own Jumps, feel free - they felt like good extensions to existing Drawback themes already, and the Power Loss scaling feels like it could be an option for people who want to make a Power Loss Drawback but feel like the existing 'tons of points or no points' convention wouldn't be fair or wouldn't fit
-If you want to make a Darker Than Black: Black Flower Jump, feel free - this is focused on the anime series, not the manga, and anything making a reference to it is just a reference

Change Log

v1.0
- Creation

v1.1
- Added some clarification for Perks and Companions
- Added Contract Examples section
- Added less-powerful Hei & Yin Companion options

v1.2
- Added images - complete