

Akira Fudo is a young man, currently living in Japan with his family friends, the Makimuras, while his parents work overseas. An average student, poor runner, and very empathetic teenager, Akira's life is turned upside down when his childhood friend Ryo suddenly turns up with alarming news: demons exist, and it's up to them to expose them to humanity. Having decided to help Ryo, Akira joins him as Ryo heads toward the site of one of Japan's newest trends; an underground rave called a Sabbath Party where drugs, sex, and violence are common- as are demonic possessions due to the wild emotions of the party goers. Ryo's attempts to summon a demon succeed, which leads to Akira's own possession by the demon known as Amon. However, Akira retains his human heart, and instead of losing himself to Amon he gains his power, becoming the Hero of Justice Devilman!

It is on that day your stay in this world begins.

Here is +1000 CP to help.

Origins

Any Origin can be a “Drop In”. Roll 1d8+14 for your Age, or pay 50 CP to choose. You can swap genders for 50 CP. You start somewhere in Japan.

Crybaby- As a child, you always possessed a strong empathy for others- crying not just for your pain, but for the pain of others, even animals. It’s a good thing that you’re so naturally good-hearted with how often your parents are away, though your friends help.

Innocent- With both good friends and a loving family, your life could almost be considered charmed, though your family isn’t rich or anything. You’ve had a good childhood and possess a strong sense of right and wrong due to a strong moral upbringing.

Prodigy- Your childhood isn’t nearly as happy as the ones of those around you. Although you showed great intelligence at a young age, you’ve had few positive connections with other humans. You might even be an orphan, or just so cold that you can’t bother to have more than a friend or two.

All Origins, including Devilman and Demon below, which can be taken in addition to these Origins, get their 100 CP perk free and a 1/2 discount on all other Perks for their Origins.



Akira Fudo



Miki Makimura



Ryo Asuka

Demonic Possession

Demons are powerful and terrible creatures, having existed long before man walked the Earth. The only rule their kind possesses is that the strong will survive, while the weak will die out or become a part of something greater, through desperation or assimilation. They vary tremendously in appearance, with no two demons looking exactly the same. Some even possess extraordinary abilities that further set them apart from others of their kind. For the most part demons are cruel, violent, and base creatures, content to feed their hunger and lusts with little regard for anyone or anything else. Because of events before the dawn of man, demons lack bodies of their own- to regain their form, they must possess someone or something else, allowing them to take on their original form. They can also take on their host's form which allows them to blend in better, but the host's personality is completely overwritten.

A Devilman is a human who was possessed by a demon, but was not subsumed by it. Instead, they become capable of taking on the demon's appearance and using their abilities. In addition, some of their new demonic power transfers to their human form, giving them enhanced strength and speed. However, their new demonic instincts are somewhat hard to control and in some cases they become more violent and lustful. A Devilman also needs to eat much more often than a normal human.

Devilman (300 CP)- When you were at your lowest point, awash in a sea of depravity and violence, you were possessed by a demon. But instead of losing control of your body to the demonic influence, you were able to take control yourself- gaining the demon's powers for your own. You are capable of transforming into a demonic form which is many times stronger than a man, which you can customize later on. Your demonic instincts will be strong, but they can be overcome. Incompatible with Demon and Angel.

Demon (0/300 CP)- You're not a Devilman at all; nor are you a human. Instead, you're a demon who has successfully possessed a human. Like a Devilman, you are capable of taking on a demonic form; however, this is your real body, with the human form of your host merely being a disguise. Your memories date back to prehistory, long before man walked the Earth, and are doubtlessly filled with scenes of carnage and desperate survival. You may forgo your other Origin to take this for free. Incompatible with Devilman and Angel.

Crybaby Perks

Sincerity (100 CP)- Your natural empathy is astounding. Unburdened by preconceptions and bias, you find that you can naturally understand the feelings of just about anyone and everyone you meet merely by looking at them. You'll know when they're happy, but it seems that as of late there's been a lot more anger and sadness going around than smiles…

Come, Jumper (200 CP)- Friends and family. There are some who would call these human connections a weakness, but you know better. You help and protect them, and they do the same for you. It seems that this is now a bit easier, as you have a sort of "sense" for when these people are about to be in danger, and have more luck at finding them when they're in trouble. Not only that, but it's a two way street- when you need help, your allies will have a similar feeling that you need them. Be warned that this alone is no guarantee that you or they will be able to survive long enough to be rescued; only that there will be a small warning to the others that you need it.

You're Crying Too! (400 CP)- It's strange; at times, it can be hard to find the goodness and kindness in humanity. But you have a way of bringing out empathy and winning the friendship of others through nothing more than the goodwill you show towards them. And not just in humans, including the worst sociopaths, but even demons and other inhuman creatures that may lack a human mindset, or even the capability for empathy. At first, these feelings may only be directed towards you, but perhaps with enough time you might find it extends to others as well.

Savior (600 CP)- God watches over us all. In particular, it seems that he has a plan for you- or perhaps you're just lucky enough to be in the right place at the right time. In any case, you have a preternatural ability to protect the lives of others. Whenever a demon starts predating on humans, or a group decides to lynch someone, or even something as small as a rapist or killer looking for an easy target, you'll most likely be there to put a stop to it. Furthermore, while actively working to save people you'll find yourself even luckier- discovering friends and family members who you may have thought lost or dead, or even holding off a whole mob by yourself while they escape. However, this same protection does not extend to yourself; there are only so many miracles to go around, after all. In addition, in this Jump only you will find that is possible to achieve a true miracle and avert the worst of the events to come. Does this go against God's plan, or merely bring it to its conclusion? Only time will tell. This perk can be toggled off if you wish.

Innocent Perks

Super High-schooler (100 CP)- You might not be a demon, but others might think you're a witch with how good you are at one mundane, non-scientific skill. You might be able to run faster than anyone else on your track team, or maybe your cooking skills can make even a demon cry tears of joy. If you play your cards right, it's entirely possible to get world wide popularity and fame with just this skill alone.

You Haven't Changed (200 CP)- With all this talk of demons going around, it's important to keep your friends close. But what if your friend isn't your friend anymore? Thankfully, you know your loved ones well enough to tell when they're feeling like themselves or not- literally. And if nothing's wrong, you'll still be able to notice the changes in their personality or appearance if you're attentive- you'll just instinctively know that they're fine in spite of that. But if they've been possessed or changed in a way that makes them dangerous, even the subtlest hint will send up red flags in your mind.

Keep Going Forward (400 CP)- Despite the best wishes of yourself and those around, sometimes things will head for the worst. But so long as you keep enduring, keep striving to move forward and improve, your situation will get better. And once you do that long enough, when you look back you might just find that things have gotten better for everyone else, too. You'll need to find the inner strength to keep moving onward yourself, but once you do they'll have a hell of a time stopping you in your tracks.

Passing the Baton (600 CP)- An individual human heart can be weak. Battered down and broken by society, stress, and pain until they become fearful of those around them, attacking any perceived threat. Your heart might be weak, but even if it is it has a way of touching the hearts and minds of others, regardless of race, ethnicity, gender, or class. You can turn rivals into friends just by being you, and with a few kind words you could rally an army against a seemingly unbeatable foe. With enough time, you could win nearly anyone over to your side through sheer force of personality and near inherent likability. Demons and those so far gone as to be the same as them will be much harder to convince, calling you naive and foolish for your beliefs, but perhaps with enough time even they can be won over. In addition, with this power of love that you possess you may just be able to prevent the worst of the events to come. It would take a miracle to do so without bloodshed, as some might prefer, but perhaps even that is possible if you just try hard enough…

Prodigy Perks

Therefore There Is No Sadness (100 CP)- While other humans need connections with other humans to stay sane, you require no such thing. You have no need for emotional bonds with others, and furthermore you're capable of muting out your feelings to avoid feeling crippling emotions like despair, horror, or regret. While this might sound bad, you're still fully capable of connecting with other people and feeling sad when bad things happen to them; you're just mentally strong enough to survive on your own as well, and can choose to shut out your feelings when it suits your needs. It would take something truly horrible to rattle you from this state, such as the death of a lover or close friend; nobody is truly unshakable, after all.

I Need You! (200 CP)- It's strange how forgiving people can be when it comes to their friends. Maybe they understand your goals better than you think, or maybe they're just willing to turn a blind eye so long as what you doesn't affect the other people that are close to them. In any case, your friends are surprisingly willing to forgive your crimes and misdeeds. Stab people, allow your fellow humans to get devoured by demons, blow up an old lady; so long as you can justify it as being necessary, they'll tolerate the horrible things you do. Pushing this too far would be unwise, however.



I Must Know Myself (400 CP)- One can never truly know oneself, their own perception tainted by the things that surround them. You, however, are truly yourself, whatever that may be- even if you don't know what that is. You have an iron-clad, unbreakable connection to yourself- one that, even if you were left without any memories or experience, would allow you to act in a way that is identical to how you would act with those things, your personality also remaining much the same. Furthermore, losing your hold on those things won't hold you back for long, as they are always swift to return, your mind restoring itself no matter how catastrophic the trauma.

Professor (600 CP)- Your studies bear ripe fruit, indeed. You are, without a doubt, a genius; possessing an intellect that's almost inhuman, you could make breakthroughs in any field you set your mind to with trivial ease. While there's little you couldn't do with enough time and a laboratory, among the lesser possibilities include glass that even the strongest demons couldn't break, a drug that forces them to return to their demonic form while overwhelming them with emotion, and more. You're also a wizard with the computer, capable of breaking even the strongest encryption or tracking any digital device in seconds with only a laptop. The heavens are the limit, my friend; with your mind, you might just find a way to put an end to the troubles soon to face humanity… or perhaps you'd rather ensure that they proceed in a way that's more beneficial towards your own goals.



Devilman Perks

One Hand Is Enough (100 CP)- The power of a demon is great, even when hidden by a human's form. With just one hand, you could crush a man's skull as easily as a human would a grape. Well, being strong is good and all, but there's something to be said about holding back. It's no good if you kill someone you'd rather not, or end up ripping your partner in half because you're so much stronger than them. Luckily, you can dial back your strength enough not to do things like that. Now, while you still may need to worry about your demonic urges getting the better of you, at least you won't have to worry about concealing your power as much.

Neither Demon, Nor Human (200 CP)- A Devilman is a cross between a human and a demon, possessing the heart and mind of the former and the body and strength of the later. To most people, they'll just see another demon, not really understanding that the monster before them is actually a fellow human. If you're a Devilman, then convincing others of your humanity is of the utmost importance- luckily, you'll have an easier time of this than most. Whether the people around you are more understanding, or you're especially convincing when trying to show your humanity, the result is the same- despite whatever monstrous appearance you have, others will still be able to see the human heart within through your words and actions. This will apply not only to your appearance as a Devilman, but any other form you possess as well.

My Heart is Still Human (400 CP)- To become a Devilman is an arduous process, as not only do you have to enter a dangerous environment like a Sabbath party, but you also have to survive being possessed without losing yourself to the demon. Luckily, even if you haven't already had to fight that battle you'll be much better equipped to now. Your will is strong enough to fight off even the greatest champions of demon-kind, and any forced possessions of your body can now be fought off a battle of the wills.

I'm Not A Demon; I'm Devilman! (600 CP)- You are a prime example of what the fusion of humanity and demon-kind can produce. Possessing the best traits of both races, you have completely tamed the demon inside you. Not only does this mean that you'll no longer have to worry about any unsightly urges or the possibility of losing yourself to the demon inside you, but your control over similar instincts are also absolute. Furthermore, you can actually coax and empower the human heart that lies inside of a demon to overthrow their possessor, turning them into a fellow Devilman or a similar being if they weren't possessed by a demonic entity.

Demon Perks

Weak Humans, Wise Demons (100 CP)- Humans are unfit to survive in a world of demons. They lack strength and ferocity, as well as the will to survive and adapt. Demons know what it takes to survive, and are wiser for it. When it comes to matters of survival and adaptation, you are on the level of a demon- not only possessing the knowledge to survive in any environment imaginable, but to thrive and become stronger. You also have a predator's instinct, making it much easier to hunt and kill.

Night Hawk (200 CP)- Until recently, demons were forced to stay under the cover of obscurity; their numbers too few and spread too thin to really challenge humanity. With the modern world that they've found themselves in the fact that demon-kind have gone unnoticed for so long is a miracle. Luckily, you know how to stay out of sight and hide evidence of your existence, and at times some of the stuff you can't hide will be played off as a freak incident or act of God. Feel free to devour and toy with your prey without mercy, as a demon should.

Dreadful Stories (400 CP)- Vampires, ogres, spirits; demons have been called many things over the ages- their odd, varied forms giving rise to countless tales. Like them, you'll find that you will inspire these stories easily, your reputation adding to the terror of your victims. You can also choose to have tales of your demonic visage and deeds preexist in the worlds you visit- and not only that, but you can even go a step farther and choose to have always existed in that form, rather than as a weak human. How this works with any history you have is up to you to decide.

Grand General (600 CP)- You are exalted above all others among demon-kind, on the level of Xennon and Amon, and only a step below Satan himself. Naturally, this means that you hold a great deal of sway among demon-kind and are feared for your strength and prowess. Many demons would be happy to follow and die for you. If you're not a demon, then they will still respect you for some unknown reason. This respect transfers to the infernal beings of other worlds.





Devilman/Demon Form Customization

For every perk you've taken in the Demon or Devilman perk tree you get a discount on a Form Customization option of equal or lesser value. If the discounted value ends in 5 (25, 75…) round down so no DP is left over.

Take +500 DP (Devil Points) to customize your body.

Shared Origin (Free)- Devilman, demon, though their opinions on humans may differ they're both essentially the same when you get down to it. No two are alike, but they all have common traits that unite them as one race. Most obviously, they all possess incredible strength which lets them tear humans apart with ease, as well as enhanced durability that renders small arms fire useless. They also possess enhanced speed that lets them leave even the fastest of humans in their dust and can see clear as day at night. They can also partially transform in and out of their human and demon forms, letting them mix and match the traits of their two bodies to a certain extent. Because demons are instinctual predators, both Devilmen and Demons know how to use their bodies in and out of a fight- no matter how weird they may be.

Finally, the most powerful technique that Demons and Devilmen possess is their power to Merge with themselves and other living beings. In the ancient past, Demons would Merge with each other to gain an advantage in the struggle for survival. The stronger demon would be the one who ended up in control, but the Merge would help ensure that the traits of both Demons would live on. In the war between God and Satan, Demons ended up taking a spiritual form made of pure will. Once life returned to the Earth, they were able to Merge with animals and humans, letting them regain their corporeal bodies. In most cases, the Demon would take

complete possession of their host's body; however, in a few rare cases their host would be able to fight back, turning them into Devilmen. (Or some sort of Devil-creature, as even animals can win against the Demons, granting them human-level intelligence to boot.) Although Demons and Devilmen could theoretically Merge with any living creature here, the process has to be consensual once they manifest into a physical body.



CP to DP (50 CP)- Want even more power? Demon-kind commends you. For every 50 CP you spend on this, you get 50 DP to spend in this section.

Endowed (50 DP)- Want a little more oomph to your punches? Or maybe you want longer legs? Or maybe you have… some other appendages in mind? With a purchase of this, you can make whatever body part you desire much longer or larger, within reason.

Enhanced Senses (50 DP)- Pick one of your five senses to enhance; with each purchase of this your chosen sense will be greatly enhanced in power. Touch and taste will greatly enhance the pleasure you get from eating or… touching, while hearing will make is to that you can hear a pin drop in the middle of a rave. Scent will let you differentiate people by smell and track them, while vision will greatly improve your eyesight and let you see through thin objects such as clothes, if you wish.



Jinmen

Extra Eyes (50 DP)- It never hurts to have eyes on the back of your head. How about eyes all over your body? With a purchase of this, your demon form can have up to two 24 eyes on it. Another purchase doubles this, while a third lets you have as many eyes as you want.

Extra Limbs (50 DP)- Arms, legs… any non-head appendage really, we could always use more. One purchase of this gets you six additional limbs of your choice, a second purchase doubles that, and a third allows you to have as many limbs as you can fit onto your body.

Misc. Features (50 DP)- There are lots of parts that Demons might possess for one reason or another. While these things don't tend to be too useful, with this option you may purchase tails, vestigial wings, antenna, etc. One purchase gets you as many of these things as you want. Note that when it comes to your demon form's appearance, you already have a great deal of control over customization when it comes to determining the specifics of what you already possess; this is just for additional features beyond that.

Sharp Teeth (50 DP)- Exactly what it says on the tin; on purchase of this gives you a sharp set of chompers that could slice a human in half if you got your jaws around them. Another purchase will get you as many sets of sharp teeth as you have orifices to put them in and want.



Ghelmer

Spikes (50 DP)- Another simple option; purchasing this gives you a set of up to 12 long, sharp spikes. Another purchase nets you as many spikes as you can handle.

Talons (50 DP)- You know the drill at this point; this gives you talons, or claws if you'd prefer, on your hands and/or feet. If you've purchased Extra Limbs, an additional purchase of this will allow you to put claws and/or talons on all of those, too.

Tentacles (50 DP)- Now we're getting somewhere. Every good monster in Japan has a set of these babies, and now you can too. One purchase gets you up to twenty tentacles, suckers optional, doubling with another purchase and netting you as many as you want with a third.

Acid Spit (100 DP)- Not necessarily spit; a purchase of this will make any or all of your bodily fluids highly acidic, enough that you could melt through flesh and bone in a matter of seconds.

Animal Host: Small (100 DP)- Not all Devilmen are men, and not all Demons take human hosts. If you wish, rather than having a human as your original form you can choose to be an animal instead. This will obviously affect your history in this world, and the animal you choose can be no bigger than a large dog.

Elastic Limbs (100 DP)- Having long limbs is good and all, but it might also be nice not to have to carry it around all the time- not to mention the difficulties you'll have with clothes. With this, you'll be able to expand, elongate, and contract the limbs of your choice at will.

Death Mask Collector (100 DP)- One of the most horrible and sadistic adaptations possessed by demon-kind, and the signature ability of the turtle demon Jinmen. With this power, any person you kill will have a copy of their face added somewhere onto your body where they will be unable to do anything other than talk… or scream.

Flamethrower (100 DP)- An organic flamethrower; what more could you ask for? It's hot enough to burn a human to the bone, but using it too often could tire you out. You don't necessarily have to shoot fire from your mouth, either.

Healing Factor (100 DP)- Most demons don't develop abilities like this, the brutality of their prehistoric existence rewarding all out attacks vs defensive abilities like this. Ironically, this means that the strongest demons are the ones most likely to develop this power because they're the ones most likely to survive their injuries. In any case, with this you can heal from small wounds like bullet holes in minutes and missing limbs in hours.

Multiple Heads (100 DP)- They say that two heads are better than one. Well, with this you can have up to three, with all that entails- though your total brainpower will be split between them. A second, discounted purchase gets you three more, while a third discounted purchase gets you as many heads as you could ever need or want.

Natural Weapon (100 DP)- Humans may be weak, but they have good ideas when it comes to making weapons. Swords, axes, spears, arrows, even guns or cannons… if a human has used it in battle, a demon can use it to slaughter. One purchase of this gets you one natural weapon such as this, while additional purchases come at a discount.

Size: Large (100 DP)- Demons should be big. It's just a fact that bigger demons are often stronger than the smaller ones. With this, you're either built like a tank- like Lord Xennon- or are about as big and heavy as one.

Telepathic Limb Control (100 DP)- Lost a limb? With this, you can still put it to use by telepathically controlling it at speeds equivalent to a bullet. You might still bleed out, but at least you'll have another weapon to use, right?

Wings (100 DP)- The ability to fly is an invaluable one, developed by many demons for the advantages it brings in a fight. Although some have developed a way to fly without wings, there's something to be said about a classic pair of bat wings. One purchase of this gets you two wings, while a second, discounted purchase gets you up to six. A third discounted purchase doubles that for twelve, while a fourth gets you as many as you want. Your total speed will depend on many factors, including how many wings you have, how big they are, where they're positioned, etc. but these will somehow let you fly no matter how impractical they look.

Animal Host: Large (200 DP)- Want a host that's bigger than a human? While it might not be as convenient as being smaller, there's something to be said about being a demon-possessed lion or bear. With this, any animal up to an elephant in size can be possessed. You might have to escape from a zoo, though.



Beautiful Silene

Elastic Body (200 DP)- Maybe you want more than just your limbs to stretch, or maybe you're looking to squeeze into some tight places. Buying this will allow your whole body to stretch and contort like rubber, giving you much more range and versatility and more trauma resistant.

Flight (200 DP)- Somehow, your body has naturally gained the ability to fly- without wings. Perhaps you've tapped into some sort of strange power, or maybe your body is simply lighter than air without being any less tough- in any case, you can now fly at high speeds regardless of your size, capping out at about Mach 1. Flying tires you, but can be sustained for hours.

Light Flash (200 DP)- A strangely non-lethal ability for a Demon to have, you're capable of unleashing a burst of light from your body that is capable of knocking most living beings unconscious.

Resilience (200 DP)- Your flesh is protected by powerful armor made of bone, stone, or even metal. While most demons can shrug off small arms fire, it would take explosives or a high-powered sniper rifle to even faze you.

Size: Huge (200 DP)- Demons can grow to great sizes. With this, your demonic form is now around the size of a bus, with all the added strength and resilience that comes with that.

Amorphous Body (300 DP)- There are some advantages to not being solid; for one thing, melee attacks are all but useless against you, and for another an amorphous body can physically possess living beings by crawling inside of them. Whether this is the state your body is in all the time or something you turn into is up to you, as is what your body is comprised of- you could be water, blood, even liquid shadow if you want.

Electricity Control (300 DP)- A powerful ability unique to Kaim; you're capable of generating bio-electricity to attack your enemies, and can also manipulate electricity from other sources- even summoning clouds to call down lightning.

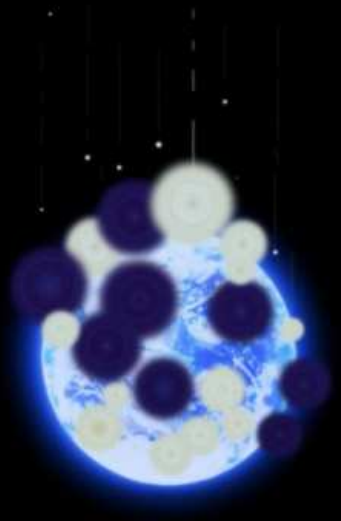
Fire Control (300 DP)- Another powerful elemental ability, this one possessed by Amon himself- with this, the user can summon and control a vast amount of fire that is hot enough to incinerate a group of humans in seconds. They can also raise their body temperature, giving themselves a fiery aura.

Size: Giant (300 DP)- At this point, you've gone from being a bull in a China shop to being a bull that towers over one. Your demon form, if humanoid, is about four stories tall with all the power that you'd imagine from a body that big.

Super Speed (300 DP)- Demons are already some of the fastest creatures on Earth, but some like Amon or Silene take this a step farther. With this, you're capable of moving at Mach 1 on the ground, with heightened reaction speeds to help you use your speed. If you can fly, you'll be capable of even faster speeds- to the point that Demons who are as fast as you can be caught off guard.

Water Control (300 DP)- You are capable of controlling water, using it to drown and crash into your enemies. While the amount of water you can control is limited, you have a great deal of control over the water you can manipulate and if you have Amorphous Body you can blend in with it.

Devil Power (500 DP)- Sometimes, the most powerful demonic champions are capable of punching far above their weight class. When driven to desperation against a powerful opponent, they unlock a hidden reserve of power that supercharges their powers and muscles. A strong demon could defeat an army of their lessers in this state,, and could even go toe to toe with one of God's Angels… Their strongest blows will even be capable of being seen from space as a crackling orb of dark energy.



Extreme Strength (500 DP)- Demons have the capability to achieve great power. Although most are weak in the grand scheme of things, there are a few Demons whose power shakes the very Earth itself- not with their footfalls, but with the slightest movement of their body. Amon, the champion of demon-kind, is perhaps the only example of this strength, having the ability to throw his enemies through thousands of feet of glacial ice, and rock, creating massive shockwaves when striking an opponent, and nearly splitting a cliff in two with movement from his wings.



Psycho Power (500 DP)- One of the most overtly supernatural abilities to be possessed by Demon-kind; the development of what can only be called psychic powers. Levetate objects to crush your enemies, or levitate yourself to fly at high speeds. By unleashing a rainbow light, you can even directly attack the minds of your enemies- driving them to suicide or insanity in a manner of seconds as reality warps and twists before their very eyes.

Size: Massive (500 DP)- The largest demons don't just reach the top of buildings, but are the same size as them as well. Hiding in a city is all but impossible- but the power you wield due to sheer size alone is immense.



General Perks

Jumper no Uta (50 CP)- This series does have some nice tunes, doesn't it? With this, you can bring them with you wherever you go- and you'll even get a theme song for yourself as a bonus. You can choose who hears this music as well, though it'll only play withing a few hundred feet of you.

Rapping Skills (50 CP)- Looking to join Wamu's gang? Hell yeah, man. Everyone likes music, and everyone loves a good song, especially if you made it for them. With this, you'll be able to rap with great skill and speed, and even the the stuff you come up with on the spot will have a lot of heart.

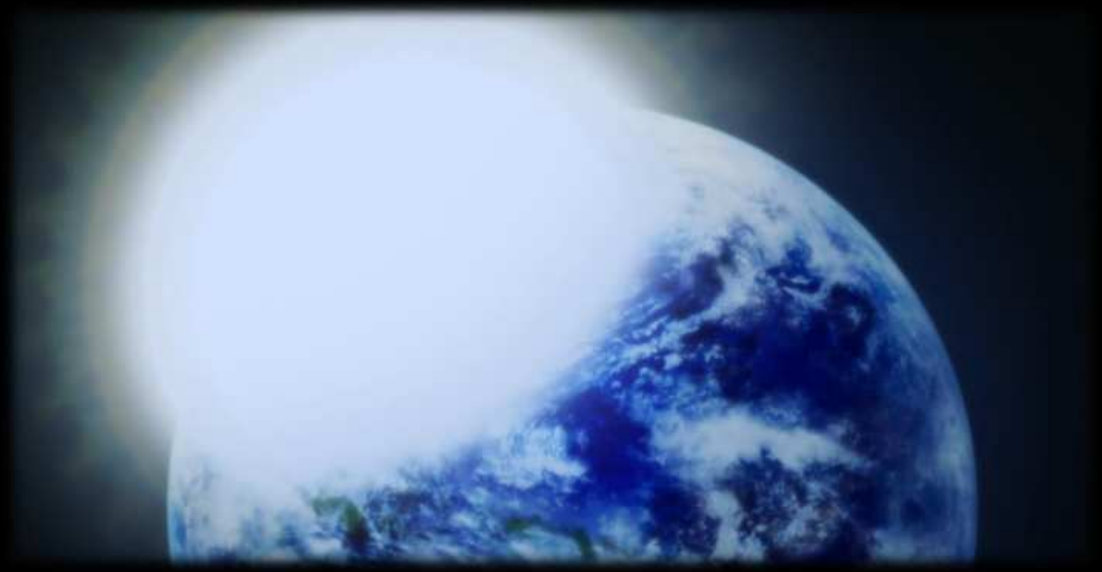
Rapper Gang (50 CP)- Of course, if you'd rather have other people do the rapping for you, you can just purchase this and summon a group of five to rap for you whenever you want. Don't expect them to do much more than that though. You can also choose to make these rappers companions, in which case they'll all share a companion slot and divide the power of perks between them. If you really want, you can even take all of Wamu's gang with this, minus a few members if you'd prefer not to have them along.



Beautiful (50 CP)- A lot of the people here are surprisinly hot. Well, at least if they're a part of the main cast they are. Even a few of the Demons aren't all that hard to look at, if you're into that sort of thing. With this, you can be equally as sexy. You can also choose to be cute instead. Or both.



Judgement (1200 CP)- God's wrath is not easily brought down, but even the anger of the Almighty can be stirred with the most serious of transgressions. With this alone, you may in fact be the most dangerous person on Earth beyond Satan himself. Once every ten years, or once a Jump- whichever comes first- you can call down God's holy light upon the Earth, sparing no one who is touched by its radiance other than yourself. All life captured within the white sphere of light will be turned to salt, killing every man and beast. Not even plant-life will be spared, and with the Earth salted even the land will die. The total area affected by God's judgement exceeds 10,000 kilometers, maxing out at the size seen above. An indiscriminate attack that few can resist, but is it worth the cost in life?



Fallen Angel (1500 CP)- You are an angel now, supremely beautiful and supremely powerful as well. Although all angels normally look alike, you can choose to have a unique appearance if you wish. Your strength and durability is beyond anything that any Demon could ever throw at you. Even the strongest champion of Demon-kind couldn't hope to harm you. You have incredibly powerful telekinesis, capable of slicing through flesh or remotely detonating dozens of nuclear bombs as they rocket towards you. You have a personal force field that can withstand any earthly force, including bombs, and can even redirect projectiles. You have a great amount of control over the natural world, creating water from nothing, growing plants in seconds, and even triggering natural disasters like volcanoes, tornadoes, or lightning storms on a global scale. Your twelve wings allow you to fly at high speeds, navigating the globe in a matter of seconds. Furthermore, you can generate and manipulate massive amounts of holy light, hardening it to pierce the Earth or even slice the moon in two. You can also surround yourself with a halo of golden white light, the edges of which are lined with golden symbols; this light can be seen from space.

However, this power does not come without further cost.

You must make a choice as to what your mission on Earth will be during your stay here; failure in your chosen mission not only returning you to your home, but also stripping you of your powers as an Angel as well.

1. Enact God's will. Cooperate in Satan's punishment on Earth, for however long God deems it necessary that the rebellious angel should pay for his crimes.

2. Redeem Satan. You must find a way to turn Satan back towards God, and must also ensure that God accepts Satan back into His host.

3. Kill God. God is a cruel being, allowing the suffering of so many just to punish one person. Like Satan, you must rebel against your creator- and unlike Satan, you must win, for failure would surely result in you being smited to the earth and destroyed by God and His horde of angels. Satan would gladly help you with this task, as would most of Demon-kind- it is possible that even Akira would join you if he knew what God has done, or will allow to happen on Earth. Succeeding in the monumental task of killing God could also unlock the power of your Planeswalker's Spark, if you wish, and would also empower you to the point that you match this world's God in power.

Items

You get one 100 CP item free, as well as a discount on two 100 CP items and one 600 CP item.

Bag of Convenience Store Food (100 CP)- It's not much, but this plastic bag never runs out of tasty snacks. Candy bars, plastic-wrapped pastries, even fresh hamburgers, hot dogs, and soft drinks. This is more than enough to feed a hungry Demon or Devilman, even if the food's quality isn't that good.

Cool Bike (100 CP)- This is very nice motorcycle, in the color of your choice. Not only is it stylish, but it also won't run out of fuel on you, ever. Comes with a pair of helmets.

Devilcat (100 CP)- An adorable cat wearing a Devilman costume, this fluffy guy is actually a Devilman. Because it was a cat originally, it still enjoys all the stuff that cats like; however, it's also as smart as a human thanks to the Demon possessing it. It looks like a cat in its Devilman form as well, and possesses a pair of bat wings as well as a glowing orb that emits a flash of light on the tip of its tail. Anyone who sees the light gets knocked out, although this is Devilcat's only offensive ability. If you'd prefer, you can import a pet for this role instead- and if you pay an additional 50 CP, instead of these abilities you can recieve 500 DP to spend on customizing their Devilman form.



Devil Killer (100 CP)- This trusty firearm may make even a devil cry. It's got a lot of power in a relatively small package, letting it splatter just about any demon you set your sights on. For an additional 200 CP, you can get a whole arsenal of these weapons. Sniper rifles, machine guns, pistols, even grenades and C4. With all these weapons, you'd make a fine devil hunter.

Devilman Series (100 CP)- Maybe a recap would be nice, or maybe you just want to watch the anime that has a happier ending than this one. By buying this, you'll get all media related to the Devilman franchise, along with all the related merchandise. Oddly enough, you could probably find some of this stuff somewhere here anyways.

Memento (100 CP)- An object of some sort of sentimental value. Looking at it fills you with nostalgia and warm feelings. It could be as simple as a necklace or an earing, or even a phone that's loaded with family pictures and videos.

Nice Car (100 CP)- Having a car is better than just having a bike. Sacrificing none one the speed for added comfort, utility, and passenger space can't be beat. Like the Cool Bike, this car never runs out of fuel and is in the color and make of your choice.

Lance and Rocketpad (100 CP)- An experimental weapon that was created to combat a certain flying demon; this lance has a wide shield built into it that is capable of shielding the wielder from psychic attack, so long as it's between them and their attacker. Also included is a sort of board that attaches to the feet of their wearer, allowing them to fly long distances quickly. Somewhat cumbersome, but highly effective when mastered.

Long Coat (100 CP)- A very nice coat in your choice of color. White is the color that Ryo prefers, but you might want to go with something else- maybe red or blue? In any case, this coat has a surprising amount of space in it, with enough room to stash a machine gun, a camera, as well as all the normal stuff you'd expect.

Revealer Chemical (100 CP)- A strange chemical developed by Ryo, this chemical- nearly unnoticeable in water- causes any Demon or Devilman that imbibes it to transform into their demonic form, driving them into a frenzy at the same time. Not only does your bottle replenish once a week, but it also works on any shape-shifter or creature with alternate forms.

Vegetarian Restaurant (100 CP)- A vegetarian restaurant that enjoys surprising popularity. You own it, and can also operate it if you wish.

Wealth (100 CP)- $50,000,000.000 in whatever monetary form you desire. What more is there to say? If you have any left over at the end of a Jump, it will update to the most common currency used in the next world you visit, all totally legal and accounted for.

Apartment 666 (600 CP)- The presidential suite at a classy apartment, at the very top of the building with the best view that money can buy. Not only is it fully kitted out with the most high-tech appliances and devices that money can buy, it also has a swimming pool on the roof. More importantly, there's also a laboratory space. Although you'd need to be a genius to take advantage of it, it has pretty much everything you'd need to study demons and includes insanely valuable, replenishing materials both natural and man made. There's also a safe room protected by reinforced glass that even Amon would be hard pressed to break into if he wasn't going all out.

Sabbath Party Hangout (600 CP)- A seedy, underground location forgotten by society. It might be an abandoned church; it might literally be underground, like some sort of bunker or even a cave. What it is isn't important; what matters is that it includes an absolutely mind boggling amount of drugs and related materials. If it can get a person high, wasted, or stoned, it can be found here. The whole space is kitted out so that hundreds of people can rave and party inside it at once. However, should the party go on long enough, it will attract partiers of a different sort- Demons. The Demons will start to possess people, most likely turning the whole event into a bloodbath. It's also possible that a Devilman will be created instead, though this is of course rare. No matter how many people die here, it will be cleaned within a week and it will quickly become a popular party destination once again.

TV Show (600 CP)- Got something important to say? Well, now you have the world as your stage to say it. You now operate your very own, popular TV show. It might be like Ryo's, where he conducts scientific interviews or dispenses information to the public, or it might something more family friendly- you might even produce episodes an anime. In any case, most work is handled by others, though you're always welcome to step in.

Companions

Companion Import/Creation (50 CP)- For 50 CP, you may import or create one companion, giving them a free Origin as well as 500 CP to spend. This CP can be used to buy the Demon or Devilman origins in addition to their own, or you can spend an additional 50 CP to buy it for one companion. You can import or create as many companions as you would like. You may recruit any canon character for this same price save for Ryo or Akira, who cost 300 CP instead, and God who cannot be bought with mere CP.

Devil Lady (300 CP)- No, not THAT Devil Lady. As far as you can tell, this young woman is, essentially, an opposite gender version of Akira Fudo. It stand to reason that her Devilman form is an opposite gendered version of Amon. She possesses the first three perks in the "Crybaby" perkline, as well as Akira Fudo's habit of crying over other people's pain, as well as the first three perks of the Devilman perkline. Her appearance as a Devilman is similar to Amon's, though she also possesses large- well, you know what I'm getting at. She also has his powers of Elastic Limbs, a Healing Factor, Flame Control, Super Speed, Devil Power, and Extreme Strength.

Old Flame (300 CP)- Ah, I see you are cultured as well. This demoness has somehow fallen head over heels in love with you. Luckily, unlike the fatal attraction that Silene had for Akira, she's a little more reasonable about her affection and honestly surprisingly innocent for a demon. That's not saying much, but it does mean that she'd rather snuggle with you and disembowel your enemies then rape and disembowel you. She has the first three perks of the Innocent perkline as well as the first three perks of the Demon perkline. She also has a pool of 1200 DP that you can customize her Demon form with, as well as a discount on any one form customization option of choice.



"Satan" (300 CP)- A massive, winged demonic being that wields a flaming sword, wrought from stone and iron by their own hands. One of the largest demons on Earth, and wearing a fiery crown along with his obsidian black battle armor, this being claims to be Satan himself… to the amusement of his fellow demons. In truth, he is nothing more than a pretender, trying to cow the few demons who don't know of Satan's true nature into serving him. That being said, he's nothing to sneeze at; in addition to his massive size and strength, he also has the ability to fly at shocking speeds and manipulate fire. He also has the first three perks of the Prodigy perkline, as well as the first three perks of the Demon perkline.

Guardian Angel (500 CP)- How strange; it seems that one of God's angels has taken a shine to you. Did they fall from grace like Satan did? I hope for your sake that isn't the case. They have all the powers of an angel, as described above, as well as the first three Devilman perks. However, in addition to their powers they also have a mission to fulfill; one of the very same listed above. While them failing won't necessarily end your Chain, it will result in them losing their angel powers- although they'll still join you.





Drawbacks

You may take an additional +1000 CP in drawbacks.

Another Time, Another Place (+0 CP)- Obviously, this isn't the only Devilman continuity. There's the original manga, the original anime, several crossovers, adaptations, alternate universes, and even a few spin-offs. With this, you can visit one or all of them, your stay in each one lasting the standard ten years- although your other drawbacks will only apply in the first one you visit.

Sabbath Glutton (+100 CP)- There's just something about the Sabbath parties that makes you want to go to one. Is it the boobies? The booze? The blood? All of the above? No matter the case, you just can't stay; you'll hunt one down if you have to, or even start your own just to get your fix.

Envious Rival (+100 CP)- Someone wants you… not dead, but very humiliated. You've got something that they want, and they'll do anything to get it. It might be your popularity or even your name, but whatever it is they won't rest until they have it… although, at times you feel like they want more. Their looks, strength, and skill will skyrocket at some point as well.

Lustful Beast (+100 CP)- You have a bit of a problem with controlling your… baser urges. To put it frankly, you crave sex like a drug addict craves their next fix. You'll even go as far as to solicit sex from prostitutes or strangers you find attractive, or watching porn on the family computer.

People Hated Me… (+100 CP)- People don't seem to like you all that much. It's less that they hate you, and more that they just don't want to have anything to do with you. Of course, it's also easier to get on their bad side now that they're inclined to dislike you, so you might want to be careful.

…And You Were A Crybaby (+100 CP)- You just can't help it; you cry at the drop of a hat. Your tears never seem to dry up. You'll cry over spilled milk, spilled blood, spilled tears; anything remotely sad.

Demonic Admirer (+200 CP)- It seems that a powerful demon has taken a shine to you. And quite an attractive one, at that, almost as if they were designed perfectly to your tastes. Sadly, their heart is far from human, and they'll simply try to rape and devour you if they can. Don't be tempted.



Go To Hell, You Mortals! (+200 CP)- Humans are merely demons that have yet to wake up. This is what you believe now, as you are made a victim of your fellow humans again and again. The worst dregs of humanity will be the first to torment you; rapists, murderers, thieves all. Then they'll suspect you of being a Demon, and whether you are one or not soon your neighbors will target you, or random people on the street. And if they can't get to you? Well, your loved ones will suffice…

Demon's Wrath (+200 CP)- Demon-kind craves your blood. While Devilmen and the Demons most committed to staying hidden will resist, all others will attack you as soon as they can in the hopes of devouring you.

Slothful Defenders (+200 CP)- It seems that the police and military are slow on the uptake now. While crime will surely spike due to the lack of attention, once demons come out in force it seems they'll all end up quitting or deserting, leaving the civilians and Devilman as the only defenders of humanity. The chaos caused by this alone is sure to cause huge problems.

Oblivious to Greed (+200 CP)- It seems like you've become hopelessly naive and gullible. While you won't necessarily let someone take advantage of you in the more obvious ways, it seems that more cunning individuals will come out of the wood work to exploit your naivete. It'll be hard for you to discover their abuse of your trust, but if you do you'll still be wise enough to do something about it… though that won't help when the next one shows up.

Pride of the Fallen Angel (+300 CP)- Satan, the fallen angel who was banished to Earth by God for his sins, has somehow learned of your existence and deemed you a threat. No matter what form he takes, he'll aim to kill you and sabotage you in any way he can- and once he goes all out, there's very little in this universe that can even hope to take him out.

Heart of a Demon (+300 CP)- Oh, dear… it seems like you weren't stronger than your demonic side after all. Or maybe you're just an evil, evil bastard. Your heart's as black as they come, and while you don't necessarily have to indulge your urges to violate and destroy, the idea is tempting. Giving into your urges will be easy, and coming back from that dark place hard.





Jumperman Crybaby (+300 CP)- It seems that things have taken a turn for the strange for once. Rather than being possessed by Amon, champion of Demons, it seems that Akira Fudo has been possessed by… you. Like before, he was able to win the control of his body from you. He can now transform into a creature evocative of your strengths and powers. However, the downside is that you're now trapped within his body, only able to affect the outside world by influencing Akira's instincts. Another thing to consider is, now that Amon's fated vessel is occupied, it is highly likely that he will find a new host- one that might not win like Akira did.

The Age of Horror Has Begun (+300 CP)- Humanity is already on the path to destruction. Somehow, the existence of demon-kind has been leaked to the public, whipping the people of the world into a frenzy. Wars have started, escalated, and are on the brink of going nuclear, trust in one's fellow man is at an all-time low with paranoia and violence running rampant, and through it all the demon's feast and pick humanity apart.

From Here To Eternity (+300 CP)- Deja Vu; the sensation that one has done something exactly like this before. You'll be feeling this a lot, during your stay here; something nagging at the back of your mind as you go about your life. You still remember your Chain, of course… but you'll be here a lot longer than ten years. It seems that someone or something has it out for you; even if you somehow discover what's happening early on, you won't be free until this strange force is somehow satisfied… but with what?



Endings

Effects of drawbacks disappear. If you died or failed in your mission as an angel, it’s time to return home. Otherwise, choose one of the following:

Return Home

Stay Here

Continue to the Next Jump

Notes

-YJ_Anon

-Angels who chose to enact God's plan will be "reincarnated" by God to do so, so long as they are not killed by Satan or something else during their mission. It is likely that you will be participating in Satan's punishment for thousands of years, each loop only lasting a few decades from your perspective, to say nothing of the time spent waiting for the Earth to recover as a shapeless entity.

-You can take your Envious Rival or Demonic Admirer with you as a companion if you somehow befriend them and they're still alive at the end of the Jump. Be reasonable when designing their demonic forms. Befriending your rival will be much easier than befriending your admirer, who will probably want to violate/eat/kill/all-of-the-above you until you beat some sense into them, repeatedly.



Fin.