

Jumpchain

By Kilanon

The industrial revolution ushered in a new era that risks transforming that which men value. No longer would spiritual abilities be the sole source of great power that man could wield. On one of the islands north of England in the year 1783, demons ushered into the world. The Alchemist Guild fearing their station within this world and after losing their funding, had resorted to drastic and unethical action. The Alchemists created superhumans known as Shardbinders who could harness demonic power after it had been crystalized after they themselves were implanted with a crystal. These Shardbinders were sacrificed thus opening the Gates of Hell and causing the Laki Eruption in Iceland.

The demons were beaten back to the Gates of Hell by the church but not until after England was irreparably damaged and countless lives lost. Only two Shardbinders survived the ritual. The first being a young woman named Miriam, who had fallen into a great sleep and thus could not be sacrificed. The other being a man named Gebel who by some miracle survived the ritual. Ten years since then in the year 1793, demons have returned to the world with a great castle on the very day that Miriam herself awoke. Discovering that Gebel is the architect of this incursion Miriam and her friend Johannes, one of the last alchemists, take a boat to the castle in order to meet a contact from the holy church. Wishing to put an end to the demonic threat.

This is where you will spend the next 10 years.
You can choose to either start on the boat on route to the island that contains Gebel's castle or within the village on that same island.

You Receive +1000 CP.

Origin

Note: You can be Drop-In with any Origin.

Alchemist: Those of the Alchemist's guild stood as the institution of European supernatural expertise. They primarily used the art they are named after for the transmutation of matter to more useful forms. However, that is not their only useful gift as they held many mystic texts and were skilled in rituals. They are unfortunately the cause of the demonic catastrophe but maybe you will cleanse their sins.

Demon Hunter: When the demons came not everyone ran away, some took this opportunity to hone their skills. Perhaps being a lost warrior, a soldier in a military, or a lucky citizen. Demon hunters come from all walks of life and their services are the primary contributions to fighting against some of the strongest demons.

Exorcist: The church were the first to beat back the demonic hordes and they are more than willing to do it again. Their exorcists, highly trained warriors of light are physically capable and mentally flexible being excellent field operatives. That being said, dark times are approaching, and the faith of some might waiver due to nightmares encroaching or since past.

You may choose any age to possess so long as it makes sense. You may freely choose any gender that you desire.

Origin Perks

Perks of your origin are discounted to half price. All 100 CP perks of your origin are free

General

Adventurer (Free): This is not a journey for the faint of heart and thus you have the bare basics. You are acrobatic enough in order to meet the basic platforming challenges of the castle making you capable of jumping a couple of feet off the ground, and an average sized pool of magical energy within your body that will grow in strength as you do.

Vampire (800 CP): Perhaps you are not human, instead you may choose to be a creature of the night. You have been changed into a vampire, with all the powerful innate abilities that come with it. You have magical reserves and physical strength far exceeding most humans at least ten times larger. It is possible to instinctively shoot out powerful magic such as balls of fire, daggers of ice, or pillars of lightning. Transformative abilities are also within your grasp such as the ability to turn into a wolf, turn into bats, or turn into mist. Lastly, you have two final abilities. The first is the ability to revive once from death without failing your chain every jump. The second is that you can craft your own magical ability that is on the magnitude of either O.D. 's ability to stop time for five seconds or IGA's ability to fill an entire room with fire at the simple throw of a glass of wine.

Alchemist

Arise, Our Hero (100 CP): The hand's of the alchemists are far from clean, they conducted unethical magical experiments and have caused the greatest calamity known yet to mankind. Yet you are far from one to be deterred. You can remain cheerful, snarky, and upbeat as long as you wish too without falling to despair or sorrow. This also gives you an improved tolerance to pain, both emotional and physical, though you can still sincerely shed tears when you feel it is appropriate.

Retaining Relevance (100 CP): The modern era is approaching, and though some may object sacrifices need to be made. While there may be some moral types who object you are willing to make the choices that hurt most. Whether that be killing a friend to save many, putting a protege you care deeply for into a coma to sacrifice yourself, or experimenting on others and committing mass human sacrifice. You are capable of seemingly unthinkable acts in the name of something you perceive as necessary by internally killing your attachment for just long enough to go through with the act. Whether the sins you accumulate are what sends you to hell or earns you a place in the annals of glorious history as a savior is up to historians and higher powers. Whether you can forgive yourself afterward is up to you.

Combat Techniques (200 CP): Magic is all well and good, but martial combat can make for an excellent expedient and tool for self-defense. To that end you have training with a wide variety of weapons and even finding new exotic weapons will see that you have no problem using them. As an added benefit your scholarly nature lets you understand how to make use of martial techniques after just having them explained to you once, letting you execute them. That being said your application may be decidedly amateur doing far less damage than those who have mastered the technique in addition you will need to use a weapon made for its use. To really get the most of it you will need to put the training in, after which you should be able to use it at full effectiveness with any weapon of the same type.

Cooking Savant (200 CP): It's important to eat well when exploring a castle full of evil demons! It helps keep the stamina up. You are something of a master chef, able to make a wide variety of tasty treats! This food will greatly aid short term healing and mana regeneration and it tends to be very nutritious with even junk food being good for you now. It is even to the point where if someone tries your cuisine they might grow permanently stronger, though there is a limit as it can "only" take an ordinary person as far as the power of a midrange demon. Isn't this quite bizarre? It may have something to do with cooking with an alchemy kit or using magical ingredients. This also makes learning new recipes a snap with some instruction.

Alchemical Creations (400 CP): Alchemy, an art nearly lost to the world. Working on the art of equivalent exchange and the removal of impurities, it can create magical wonders. Like the last remaining alchemists Johannes and Alfred, you are fully capable of crafting magical items from materials harvested from demons or created through the use of alchemy from mundane materials. While you are not yet on the level of Johannes when it comes to the creation of magical weapons, you are not far off and could obtain that level of skill with a year of study.

You are also gifted in the mixing of potions to achieve magical effects, being able to do this quickly and within combat. Though, these lesser creations usually don't last long, they also don't take us much reagents, however they do use a large amount of blood as a placeholder. Think of them as grenades you can create on the fly for self defense.

Enochian Scholar (400 CP): Enochian Script, the language of Angels, is understood by few, but to those who understand and master it a whole host of potential is open to them. While most of everyone has a bit of magic in them, very few can actually tap into it. This puts demons at a distinct advantage since they are natural users of magic. But this knowledge puts you on an even playing field and even gives you a distinct advantage. Whereas most demons can use only a single type of magic, you fully understand Enochian Script allowing you to craft your own spells though speech or runes, though the more powerful ones require increasing effort to devise. You are already capable of enhancing your strength and speed, summoning fireballs, falling ice, spikes of lightning, orbs of darkness that curse others, and your crowning achievement: a sphere of enochian script you can deploy to slow time in nearby areas.

Shardbinder (600 CP): The discovery that started this bloodstained night. Shards are pieces of demonic energy and contain their essence and pieces of their innate magic. The ability to bind these shards is rare with most attempts to create a shardbinder having fairly high fatality rates and requiring one to be both a virgin and an orphan. You are one of those who have survived and are capable of binding shards to your body allowing you to make use of this magic. Most do not handle this well as their bodies will slowly be corrupted by the demonic energy accumulated. Oddly, you seem immune to this particular corruption though you can choose to manifest or retract the crystalline growths that occur if you wish to for aesthetic purposes. Absorbing shards is usually quite painful but thankfully you have become so used to the process it only feels like a sharp pinch when entering your body. You can also retrieve shards from demons in future worlds.

Magical Powerhouse (600 CP): Magic is in everyone, while it is possible to increase your magic supply through physical and mental training few have gotten as far as you have. This magic supply could have been achieved from a long life or by just being born with it but it has some pretty amazing benefits. Your magical energy is potent and immensely dense, increasing the power of your spells and magical attacks by a fair margin for example taking a fireball the size of your hand could instead see it being equal to the size of an adult human. In addition, this increases your magical reserves by a decent chunk outweighing that of twenty fully trained alchemists and increasing the rate at which you recover this magical energy.

Demon Hunter

Battle Hardened (100 CP): When the demons came you trained to be one of those in the first line of defense. Perhaps you are a veteran of wars, or are a local warrior with a long heritage, perhaps even just a civilian who decided to pick up a sword one day and fight the supernatural. Regardless, you have weapons training with one weapon type such as swords, axes, lances, guns, etc. With this weapon type you are equal to a trained master with that weapon type.

Physical Fitness (100 CP): Demons are far from weak, even the weakest enemy type Mortes are capable of tearing a man's arm off. In order to combat this you are far from weak as well, after intense training you have ascended to a level achieved by few possessing a physicality equal to olympic gold medalists. This is far from the strongest in this world but it will get you started.

Hunting Party (200 CP): For most hunting demons alone is suicide, when the demons first invaded men gathered into groups to take down large targets or hordes. You are well experienced in fighting in such groups able to fight with others quite efficiently and can direct your movements and those of your allies to avoid interference from each other. With some added work it would not be difficult to find synergies between the abilities of yourself and allies and are quite skilled at thinking outside the box in this regard.

Sense Deceit (200 CP): While some may see you as a mere killing machine with a sword, you are far smarter than that. Having been in the business of hunting demons, you are well acquainted with the fact that they are not exactly predisposed to fair play. Thanks to your experiences you are adept at feeling out a situation to find if there is more than there seems on first glance. It may not happen immediately but you will be able to instinctively feel that something is wrong, whether that be errors in an illusion, small hints from those who are mind controlled and even a seemingly reasonable battle plan that just doesn't make logical sense on further examination from a traitor.

Ofuda Inscriptions (400 CP): Fire, Lightning, Ice. The bare basic elements of this world, you would hardly be a demon hunter if you could not exploit them at will. However, whether you have magical talent or not you have learned how to draw ofuda. Inscription upon paper which will change the element it explodes into upon impact with a target. You have even learned how to apply this to your weaponry though you will need to channel your spiritual energy into it by focusing your will. You can also apply ofuda to the ground as you move, letting you create pillars of fire behind you.

That Whom Demons Fear (400 CP): Most wouldn't have lasted as long as you have. Having killed hundreds of demons, maybe thousands, your experience against them is a potent weapon just as strong as any enchanted sword or magical spell. You can find their strengths and weaknesses with ease, discern their best ability at a glance and know where you are in relation to them. With this you will never be caught off guard from an unknown ability that a demon possesses and can even help others by pitting allies against demons you know they can handle in order to accelerate their growth into hunters as strong as yourself.

Surpassing Human Limits (600 CP): This doesn't make any sense. You are capable of really bizarre feats that completely break common sense like Zangetsu. Some examples of which include the ability to double jump without magical assistance, putting all your focus into a dash to make yourself temporarily invulnerable. For now that is all you can do but you can with training go even further beyond this, some examples of this with some sword training, could include learning to block fast enough that a gatling gun wouldn't even be able to get a single bullet through or performing an uppercut with your sword fast enough to fly into the sky.

Peerless Warrior (600 CP): You have trained your entire life for this purpose, hunting demons is your calling. You are an impossibly strong warrior, capable of barreling through most demons on your own. But you can take your proficiency much further, by focusing your training on just one weapon, this would let you easily decimate even powerful demons such that even some of the strongest demons like Gremory would be absolutely terrified if you were to fight them.

Exorcist

Business Woman (100 CP): Donations to the church are all well and good for the Lord but one of the flock must be savvy enough to generate revenue in order to make such donations. Supplies when fighting the demonic are not cheap, thankfully you have that front quite well handled. You are excellent at finding suppliers, stockpiling and logistics for healing and magical potions, common materials and even some minor mystical weapons. They may not be cheap but you could run a profitable business by selling these to aspiring demon hunters.

Acrobatic Excellence (100 CP): Working for the church lets many become closer to the Lord through study. You on the other hand have taken becoming closer with the Lord quite literally. You are extremely acrobatic and flexible, capable of maneuvering in the air far easier then most. While you are not to the level of Zangetsu and his ability to fly, you can jump far higher than him normally using much less effort. You can even apply this to weaponry, with a long spear or pole you could contort and spin around it as you lift yourself up in order to get far greater lift than most would see as humanly possible.

Scheming (200 CP): The Lord works in mysterious ways. Like him you are skilled at the art of deception. You are capable of hiding your true feelings from others and are excellent at twisting stories and words to your advantage. This makes you adept at pitting those you take advantage of against their possible allies. Should your intentions be less sinister you are also a deft strategist capable of making sound tactical decisions in the heat of the moment.

Exorcist's Training (200 CP): The church often sends exorcists to handle demons. As most demons are far beyond the capabilities of most of mankind you have trained for long periods of time to where you are now. You are an expert combatant, capable of using whips, swords, spears and a variety of other melee weapons with skill surpassing more mundane weapon masters. Should this not be enough or should you even be disarmed of the tools of the Lord, fear not as you have been trained in a special hand to hand combat style capable of physically matching demons and launching smaller foes across the room by focusing magical power into your knees and elbows.

Exorcist's Blood (400 CP): The blood of exorcists is special, they are not merely the average members of the flock. They are instead blessed by bloodline by God. They possess an abnormally high amount of magical energy and physical strength, about double that of a normal person but more importantly they are resistant to spiritual and bodily corruption. This resistance is not absolute but with strong willpower, training and knowledge of enochian script even extreme amounts of corruption can be kept in check.

A Kind Heart (400 CP): God's loving embrace encapsulates all. That is the impression many get from you. Put simply you are a very charming individual, with a quite appealing appearance. But more than that, you are capable of being the heart of every team you are on. Perfectly capable of putting hearts at ease, assuaging worries and even helping others ascend to new heights of competency when you are in danger. Should you prove yourself a loyal friend then your allies would walk into hell and back for you, and would prove themselves stronger for it.

Holy Healing (600 CP): A dedicated shepherd tends to the flock and you are nothing if not a good shepherd. You are a skilled healer, practiced in medicinal techniques far above the current era, making you a physician comparable to the modern day. Capable of blessing water both for offensive purposes against demons and to act as antiseptic for wounds. You are also capable of using your magical power to cause seeds to grow into large heart shaped fruits that allow those who consume them to regenerate stamina and close wounds. The height of this culminates with your ability to expend a large portion of magical energy in order to resurrect the recently deceased though using such would be extremely taxing should you not have sufficient magical energy and even with the bloodline of Exorcists you would only be able to use it once in combat before needing to rest though with more magical energy this ability could be performed more frequently.

Penchant For Learning (600 CP): Knowledge is power as they say and you are quite good at accumulating knowledge. Whether for the Lord or yourself, you are able to quickly learn how to understand magical processes. This allows you to compress years of study into multiple fields of the occult into less than a week assuming you have a teacher to aid you, and a month otherwise. Learning Enochian Script shall be easy given a bit of time to read through it, replicating a ritual would be a breeze after having it described to you, and even the complex and mentally intensive art of using alchemy would not take long.

Items and Equipment

Items of your origin are discounted, becoming 50% cheaper. All 100 CP items of your origin are free. Every weapon and armor piece can be imported into by the appropriate item.

General

Traveling Equipment (Free): It would be foolish to be walking into this perilous situation unprepared for even the most basic of self-defense. You at the very least come armed with some traveling clothes, an iron sword or spiked boots, and a backpack.

#-Bit Weapon (100-300 CP): There are many weapons in this world, but none so odd as this batch. Here you can purchase a weapon hailing from another world. They are all of equal quality but they do come in varying levels of power. There is 8-Bit, 16-Bit and 32-Bit, the more bits the stronger the weapon. They are purchasable for 100 CP, 200 CP and 300 CP respectively.

Hair Apparent (100 CP): Numerous magazines detailing various haircuts and a pair of magical scissors that allow you to change your hairstyle, hair color… outfit color, eye color and skin color? Well they are magical scissors. Regardless this makes self grooming quite easy, and allows for some nice cosmetic changes.

Shovel Armor (200 CP): The armor of a demon acting as a twisted parody to a mighty hero who ventured into countless worlds, shovel in hand. Now that the armor has been liberated from the demon and been purified it can be freely worn and grant some of the abilities of this hero. Such as calling upon earth magic or pogo hopping on monsters with your shovel.

Library (300 CP): A library befitting that of a vampire, filled with books of various authors throughout. While most of these books are fairly benign and non-magical, there is a particular set that strikes the eyes. These books are magical and provide a potent variety of buffs when carried by an individual. This library will update in future jumps to contain most forms of non-magical literature. It can be placed in the real world or the warehouse and when a book is removed from the library you can magically track with ease the person who removed it. Any damaged or destroyed books will be replaced at the end of the week.

Sword Whip (400 CP): The weapon used by the terrifyingly powerful IGA. It is a whip that is also a sword and can switch between them at will. It is not only extremely light but it can be mentally controlled to bend, extend and flex to the user's will. Not to mention that it is much longer than most whips when fully extended easily letting strike from one end up the dining hall to the other at a moment's notice with speed faster than that of a musket ball and strength to crash through stone walls with the added benefit that it can strike when extending, then tear through on the way back.

Alchemist

Potions (100 CP): A set of five high potions and five high ethers. These will allow you to recover your health and mana. In addition to that, this set also contains three panacea that will cure you off all moderate afflictions like mundane poisons, petrification and moderately powerful curses. These potions replenish daily and you can choose whether they are automatically consumed when afflicted by an ailment that does not allow you to move such as petrification.

Silly Novelties (200 CP): Why would anyone use alchemy to make these? Here we have a collection of silly knick knacks such as convex glasses and a monocle that changes your field of view, a mask filled with helium that safely changes your pitch. This collection also contains more valuable items like a set of three rings each tied to fire, ice and lightning; or a belt that increases your running speed, also curiously a belt that lets you moonwalk just as fast.

Aegis Plate (400 CP): An enchanted suit of armor that lets one ignore environmental conditions and traps. Spikes layed on the ground do no damage and even lava barely leaves you sweaty. In order for you to take damage in this suit of armor someone must attack you with intent. It is sadly quite bulky and is otherwise an ordinary breastplate.

Blue Rose (600 CP): This sword is a simple white blade curved at the end to a sharp point. The wider end of the blade towards the hilt is decorated with a multi-colored stained glass design that resembles crystallized rose patterns. It represents the finest in alchemy, it is enchanted to instantly freeze the area that is struck with the blade which is then cleaved through by the wielder aided by the immense natural sharpness of the weapon already capable of slicing through enchanted steel. If you wanted something with a bit more weight you can instead swap it for the greatsword version Eternal Blue

Demon Hunter

Ranged Tools (100 CP): With most demons capable of ripping apart humans it is important to have an armory's worth of tools to let you keep your distance. This kit includes a grappling hook to grapple onto enemies or the terrain in addition to a ranged weapon.

This weapon can either be two fast firing flintlock guns with unlimited basic ammo and 30 rounds of every other ammo type that replenish once a week. Or a set of throwing swords you can pull from seemingly nowhere and enchant with basic magical effects on the fly. You may purchase this again for both, if you are a Demon Hunter then it will be half off on the second purchase.

Prosthetic Ofuda (200 CP): The demons have killed many and maimed that many more. While not much can be done for the former, those maimed can be healed and maybe even become stronger. Here is a collection of Ofuda carefully inscribed to act as prosthetics. Some examples are ofuda that can be applied over a prosthetic limb to simulate feeling and muscles or an Ofuda that can be applied over a blind eye in order to see auras of living and death.

Alchemical Armor (400 CP): Isn't this powered armor? Strange that cameras have yet to be invented but we have magical mecha. Regardless this is an incredibly heavy alchemically treated suit of armor twice the size of a man. It is capable of flattening most demons under it or punching them to death and can transform to create a variety of mobility systems such as spider legs, jets for hovering or flying short distances, and tank threads. It is extremely durable but isn't nearly as agile as you would be on foot and it does make for a big target.

Zangetsuto (600 CP): A fairly unremarkable-looking katana, with a white-edged silver blade, a simple bronze-colored guard and a black-wrapped grip. This is regardless, a magical weapon though not in a way that is apparent to most. While sharp enough to cut through steel and some of the most durable demons, that is due to craftsmanship rather than enchantment. No, instead the sole enchantment placed upon this blade is that it is a remarkable bane against those beings with direct connections to the moon like werewolves or demons with lunar associations such as Gremory. It will stop any regeneration they might have and shear through all their defenses, regardless of what kind they put up.

Exorcist

Camera (100 CP): It seems there has been a mistake, you see humans have not yet invented this peculiar device. It is able to take photos of an individual or landscape. The pictures taken by this camera do not degrade with time, and it can be used with silver bromide. Oddly, it seems to have two peculiar properties. First, it is capable of taking photographs of things that do not appear in a mirror yet still exist like vampires and ghosts. Second, it is capable of printing photographs that are able to be placed in forged I.D. cards, if they are placed within these forged I.D. cards, they become official.

Holy Garb (200 CP): What we have here is an entire wardrobe of clothes. They are padded and capable of holding up to attacks from lesser demons. But more notably they always fit your form and allow for unopposed flexibility without ripping. They come in a variety of stylish and sexy appearances. Being tight enough to prominently display curbs while also having enough coverings to not appear indecent. This comes in multiple styles such as noblewoman, exorcist, nun and and most other “fine and proper” outfits. For men it will probably take the form of cleric robes, or tuxedos. All clothing here can be replaced when destroyed and is magically cleaning.

Divine Weapons (400 CP): The church has gifted you with a holy weapon from their vaults. This weapon is a powerful tool to snuff out evil and darkness from the land and will be especially potent against demonic enemies. Such a weapon could possibly be a powerful holy sword, a whip of light that is able to be wielded at short ranges, or a lance that can extend its length a short distance with enough force that you may pogo off the ground, to give a few examples. You may purchase this multiple times.

Liber Logaeth (600 CP): A book filled with Enochian Script, the language of Angels. It serves as a threefold holy text, introduction to learning Enochian Script and can even be used to call benevolent demons to this world as familiars. Those are of course only its most basic uses. It can also be used as a ritual component in order to enhance the power of summoning rituals by a large degree though with a large source of demonic energy this could be further enhanced. This would be most terrible for servants of the Lord were it to cause another demonic invasion so try to avoid that outcome. Unless of course that is what you were aiming for.

Companions:

Companion Import (50/300 CP): A castle such as this need not be tackled alone. You may bring companions into this world by spending 50 CP for each of them, alternatively you may spend 300 CP to import eight such companions. Each such companion brought into the world in such a manner receives an Origin, 600 CP, and a background within this world if they choose to possess one.

Canon Companion (100 CP): Perhaps you may want to bring one of the many figures in this world with you. This can be any one of such figures including powerful creatures of the night such as Bloodless, Gremory or O.D. assuming you can convince them to join with you. Though not all are within your grasp.

A good rule of thumb is that if they are friendly at any point in the story or are within the Boss Revenge game mode they may come with you.

Familiar (50 CP): Not all demons are evil, there are a couple benevolent ones and even those who are malicious may be fine working with humans, assuming there is a contract involved. Here you can purchase a follower to accompany you into future worlds. These familiars are loyal to you and their power is based on your own and will grow with you albeit only possessing a small fraction of your strength. You can summon and dismiss them at will. This can be purchased twice.

The available familiars in order of intelligence, include a demonic wheel named a Buer, the floating head of a Dullahammer, a flesh taut cursed book called a Dantalion, a possessed flying sword called a Bloodbringer, a magical floating Silver Knight, and a cute fairy called a Carrabouse.

Drawbacks:

There is a drawback limit of +1000 CP. All drawbacks go away Post-Jump

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Bloodstained (Free): The long night is full of blood, it can all seem rather grim to see the streets run red. So why not choose a different color? At the start of this jump you can take this drawback and choose another color for blood. This might change the way a certain monster operates at your discretion.

Castle Shuffle (100 CP): Unlike in other worlds with unorthodox castles, this one is decidedly more mundane. It was the home of alchemists once upon a time and also was not sapient. It appears that the demonic infestation has since changed that. Now the layout of the castle of this world is drastically different than it would be. It will still be possible to go through normally without any rooms that are impossible to get to, but it won't be familiar at all.

The Long Night (100 CP): The summoning of demons into this world was a time of darkness and chaos and it has since returned. Such massive changes have weakened the veil in this world. Even after the events of the game demons will spawn into this world. Not often but there will probably be a small demonic attack every other week and a moderate sized attack once a month wherever you go.

Rare Drop Rates (100 CP): With the encroaching demon horde there has never been a better time in order to get magical materials from beyond this world. Rare elementally inclined gemstones, rare ingredients and magical reagents are all extremely valuable and can drop when monsters are killed and their bodies disintegrate. Unfortunately for you they just don't seem to want to drop. Expect such items to be far rarer with you needing to kill double the amount of enemies you would normally need to. Such bad luck even applies when trying to gather shards of demonic power.

100% Completion (200 CP): Greed and Pride are sins you know? Well, regardless you won't settle for anything less than the best of this world. You won't rest until you have obtained every item in this world and defeated every enemy. This includes maxing out your shards, eating every food item at least once, possessing every weapon, possessing every piece of armor, possessing every accessory, possessing every consumable, and possessing all the medals by defeating every "boss" enemy without taking damage. If you fail to have the Shardbinder perk, worry not, you will still receive shards from defeating demons you will just be unable to use them. Likewise if you fail to get a medal on your first runthrough of the castle you will be thrust back in time to the start of your adventure. But be warned the clock is still ticking even after your NG+ and if you fail to reach 100% completion by the end of your time here then your chain will end for your sins.

Crystal Corruption (200 CP): It seems that the crystal curse has infected your body. You may or may not be a Shardbinder but this variation of the curse would do nothing to change that if you were one or the other. Instead you need to be drastically more worried about your safety as overuse of your supernatural abilities will see you turn completely into crystal killing you outright. You will only be able to get away with attacks on the scale that Gebel uses and even then only for a short period of time.

The Worst Curse Ever (200 CP): You have quite possibly the worst curse ever, specifically you at some point have picked up two pairs of cursed scissors and you can't put them down. This prevents you from even using other weapons like spiked boots and due to needing to hold them it also makes casting spells difficult as you can't make the hand motions properly. Thankfully these scissors are sharp enough to be used as decent weapons being about as strong as a mildly enchanted iron sword but they are quite unwieldy. Worry not though as there is a way to free yourself from this curse. All you need to do is give 666 unique haircuts to a willing participant and then you will be able to put them down, do the haircuts poorly however and they will kill the person you are giving haircuts too.

Possessed (300 CP): It appears as though Gremory got to you. Your body and mind are being controlled by that demonic moon goddess and your power has been turned to her whim replacing Gebel as her puppet. Worry not as your companions and Miriam will be made aware of your situation, but without Zangetsuto you will be unable to be free. They will need to make it through the castle to save you and then they must weaken you enough in order to free you from Gremory. This might be grave indeed if you are too strong, however you can hold your power back though to what degree depends on your strength of will though it would be impossible to hold back to the point of inaction. Should you remain in Gremory's possession for the duration of this jump you will fail your chain and be sent to your original world.

IGA (300 CP): As long as he is called, he will keep resurrecting. You seem to have angered one of the strongest beings of this world by your intrusion upon his creation, the vampire IGA. He is extremely deadly, can only be damaged by attacking his head, and is easily an equal to the strongest demon Bael. In addition to this he learns from each battle with you and will grow stronger, though only by moderate increments. Some of your abilities may even stop working after you use them too many times against him. Something about them being patched out of the game. You can expect a fight every four months.

Ritual of the End (300 CP): Miriam didn't make it. She died during the ritual that summoned the demons into this world in the first place. She was not put into magically induced slumber and instead her power as a Shardbinder was used as energy for the ritual. This is terrible news, as when the demons were first summoned into the world in the original timeline they were able to take over Britain. But now with Miriam, whose power as a shardbinder is so great that she alone constitutes more than half of the ritual's planned energy the situation has devolved to an all-time low. Demons have taken over the continent of Europe and more powerful demons are pouring out constantly at a much faster rate than before. Zangetsu has also been killed. slaughtered by Bael brought into this world without a human controlling him to act as a point of weakness. You must close the portal Jumper, without the aid of this world's greatest chance for salvation.

End Choice:

Now it's time to make your choice.

Will you **Go Home**, return to the world you have come from?
Will you **Stay Here**, in this land?
Or will you **Move On**, to your next adventure...?

Notes:

-On the 100% completion drawback: As a point of mercy, you do not need to kill IGA for his shard or for the sword whip in order to finish this drawback unless you take the IGA drawback. You will still need to defeat 8-Bit Overlord and O.D. however. You can still fight IGA if you want however. To clarify it is referring to 100% completion in the game world not in the whole world.

-Shardbinder and Magical Powerhouse: Shardbinder on its own makes you about as strong a Shardbinder as Gebel. Shardbinder with Magical Powerhouse makes you as strong as Miriam.

-On Curse of the Moon: While I did draw some ideas for perks from there I am totally fine with someone making a Curse of the Moon jump as they are two separate timelines.

-On cutting the Moon: I am aware that in the secret ending of Bloodstained: Curse of the Moon II Zangetsu cuts the literal moon in twain. I am not going to outright say this is impossible in this jump if you do a full Zangetsu build. But you would likely also need his sword, his perks and the aid of magically powerful allies going on what is available here alone. What I am basically saying here is that cutting the literal moon in half probably didn't happen as it was probably symbolic and there was no narration explaining what happened afterwards. But I am also not calling it impossible.

-On creating Shardbinders: If you are a trained alchemist it is completely possible to learn how to make Shardbinders in future worlds. However, it will probably take quite a bit of study and the conditions of being an orphan and a virgin, not to mention the demonic shard will need to be met.

-On Vampire: Vampires can walk in daylight but being creatures of the night are weak to light magic.