Out of Context:
Nasuverse Holy Church

A Supplement by Sistercomplexkingpin
Version 1.0

Introduction

This supplement allows you to become a member of the Holy Church from the Nasuverse. The primary mission of the Holy Church is to eliminate heresy, with the secondary goal of preaching the love of God and caring for the sick and poor. Those who insult God, kill innocents, mislead the public, or twist the Laws of Nature through supernatural means are marked as heretics. While the Holy Church practices Magecraft, it avoids the terminology used by magi, instead renaming spells as Sacraments and magical energy as holy energy.

The Church forbids the use of Magecraft not sanctioned by its doctrine, deeming members who use such spells as impure. However, some individuals may receive special permission to bend these rules so long as the Almighty's name is upheld and protected.

This document functions as a supplement to any jump of your choice. While you can use the document multiple times, the initial 1000 CP is granted only on the first use. You can spend the CP from the attached jump within this supplement, but CP earned from this supplement cannot be used in the attached jump.

By taking this supplement, you will join the Holy Church and be officially recognized as one of its members if the Holy Church exists in the setting you are in.

Take these +1000 Choice Points to hunt down the heretics of the church.

Origin

Church Executor

Executors are the inquisitors of the Holy Church, tasked with hunting down heretics. Unlike exorcists, who focus on driving out daemons, Executors eliminate them and destroy anything else deemed heretical. The Executor Department is often called the “bloodiest department of the Church” due to its responsibility for punishing heresy. Executors are granted full independent authority to resolve incidents, and this authority remains absolute until their mission is complete. Even high-ranking figures such as Cardinals cannot interfere with their actions while they operate under this mandate.

Holy Knight

The Knights form the Chivalric Order, serving as the primary military force of the Church. Their role is to defend holy ground, and they typically operate in groups rather than individually. While other members of the Church carry out duties beyond church walls, the Knights remain to protect the sanctuaries from danger. Unlike many Church members who favor Black Keys as their weapon of choice, the Knights are traditionally known for wielding halberds, though the weapon has fallen out of favor in modern times.

Exorcist

Exorcists are priests whose duty is not combat, but answering pleas for aid and traveling to places afflicted by Daemons to exorcise them. Their strength lies not in physical ability, but in willpower and faith, for the act of exorcism is so agonizing and exhausting that an ordinary person could not endure it more than once. Exorcists do not fear Daemons themselves, but the possibility of their will breaking, for if it does, the consequences can be catastrophic.

Your age and gender is determined by the jump this supplement is attached to.

Perks

Perks are discounted 50% for their respective Origin, with the 100 CP Perks being free.

General Perks

Markings of a Priest (Free)

You would hardly be a proper priest without knowing how to fulfill your priestly duties. This perk grants you the knowledge and training required to serve as a priest of the Christian Church. You can now deliver sermons, hear confessions, perform baptisms, conduct funerals, and officiate marriages with confidence. You also gain a deep familiarity with the teachings of the Bible and can cite any passage with ease.

Basic Church Sacraments (-100 CP)

The commonly taught Sacraments of the Church. You have mastered these rites and can wield them with expertise. Among them is Reinforcement, which allows you to channel holy energy into your body or objects, pushing them beyond their natural limits. Even in its simplest form, bodily Reinforcement can let you endure without food or sleep for several days, sharpen your vision to see clearly in the dark, and grant sight across long distances. Other Sacraments include a telepathy spell that enables direct mental communication with others, as well as minor hypnosis that can affect individuals or small groups, concealing your activities from the public. However, this hypnosis only works on ordinary people. To fuel these Sacraments, you also gain 20 high-quality magical circuits.

Holy Barrier Technique (-200 CP)

You have learned the barrier techniques of the Holy Church, each designed to safeguard against different threats. These include an anti-vampire barrier that inflicts harm upon the undead when they come into contact with it, and a ward that alerts those inside whenever something enters with malicious or hostile intent. You can also create a barrier that subtly drives away ordinary people, causing them to avoid the area entirely. Lastly, you gain access to a powerful, multi-layered defensive barrier that moves with you, rendering firearms ineffective and granting magic resistance strong enough to cancel any spell ranked A or below, leaving you nearly untouchable to modern magus. All barriers require holy energy to maintain, and some must be anchored with conduits placed around the area to function properly.

Anti-Daemon Possession (-400 CP)

You are now completely immune to all forms of possession. No being, regardless of their power or the nature of their abilities, can take control of your mind, body, or soul. Attempts to overwrite your personality with their own will fail, efforts to become a parasite that slowly replaces you will not work, and even trying to seize your body when your soul is absent will be impossible. No matter the method or approach, nothing can ever take over your body or mind.

Scriptural Weapon Forging (-600 CP)

The Church forges most of its weapons from holy scriptures, and you have now learned the technique to craft these tools for hunting heretics. By combining materials with passages from the Bible, you can create a wide variety of holy weapons. All weapons forged through this method carry the holy attribute, allowing them to harm spiritual beings and deal greatly increased damage to unholy creatures such as vampires, undead, and devils. The effects of each weapon depend on the scriptures used. For example, passages that speak of the denial of reincarnation will grant the weapon the ability to deal extra damage to the soul. The stronger the tool you wish to create, the rarer the required materials will be. If you aim for particularly powerful effects, you will also need to incorporate multiple specific scriptures in the process.

Church Executor

Black Key Proficiency (-100 CP)

You have become highly skilled in the use of Black Keys and other throwing weapons. With Black Keys, you can fight with equal expertise in both melee and ranged combat. You can hurl them with pinpoint accuracy, launch them like arrows, or even throw them in a spinning arc that curves back toward the target like a boomerang. You also learn two rites exclusive to the Black Keys, though you can use these rites with similar weapons with reduced effect. The first is the Cremation Rite, which causes a struck target to burst into flames. The second is the Internment Rite, which petrifies the target upon impact. In addition, you can wield up to four Black Keys in each hand and have mastered the Burial Agency's secret throwing technique known as Iron Bore. This martial arts method multiplies the force of impact many times over, allowing your throws to pierce even reinforced concrete with ease.

Super Bajiquan (-200 CP)

This is the ultimate technique of a certain priest, fusing Bajiquan and magecraft into a single Internal Art that transcends the traditional External Art. It is a self-destructive fighting style focused entirely on attack, unlike conventional Bajiquan. The style targets the inside of the body rather than the exterior, taking the shortest route to inflict internal damage without preparatory movement. A single strike can incapacitate ordinary humans and even damage the internal organs of those whose skin is tougher than steel. Key techniques of this style include: the Moving Stance of Bajiquan, which allows you to advance stealthily toward an enemy, closing the distance without revealing your speed; Six Grand Opening – Elbow Upthrust, a maneuver that blends offense and defense simultaneously; Eight Grand Openings – The Standing Upward Cannon, a powerful upper hook capable of shattering an opponent's skull; and the Eight Postures of the Buddha Guards, which allows punches to extend their "power to infinity in all eight directions" once optimal Bajiquan distance is achieved.

Executor Training (-400 CP)

You have completed the grueling Executor training, and your body has achieved supernatural capabilities. Your punching strength now reaches five tons effortlessly. You move so fast that you can create afterimages, leap between rooftops, run along walls at high speeds, and possess the stamina to complete a marathon without rest. Your reaction speed is sufficient to dodge bullets. Your body will retain this strength regardless of training or diet. Your muscle mass is condensed, so your physique remains exactly as you desire. Your body will not change shape, no matter how many calories you consume.

Gift: Idea Blood (-600 CP)

Like someone from the Burial Agency, you have acquired three Ideal Bloods converted into spells by unknown means. The first, Bell Tower, inflicts unending pain upon a target. The second, Gothic Fort: Cathedral, creates a magical barrier that isolates a single object or person from the outside world. Despite containing only one target, the barrier can distort space within, allowing you to alter the size of the enclosed area at will. The third, Calvaria Galgalim: Star of Calvaria, deploys reflectors into the stratosphere to converge sunlight into a wheel of holy light that strikes the target like a descending guillotine. This spell rivals the power of Excalibur, capable of cleaving an entire city in half. As long as the Star of Calvaria remains visible to the target, evasion is impossible due to its blinding speed. It also ignores durability and deals increased damage to demonic beings. Additionally, you gain a special ability: whenever you defeat an enemy, you acquire a spell derived from that enemy's main power. This ability works even on unique or one-of-a-kind abilities that usually cannot be copied.

Holy Knight

Recommended Almsgiving (-100 CP)

You have mastered a powerful negotiation tactic once employed by the ancient Chivalric Order. This method centers on preaching the mission of your organization and persuading others to contribute their wealth to your cause. It proves exceptionally effective when used on nobles or those with significant resources. Depending on the situation, the approach of this tactic can be calm and persuasive or forceful and coercive.

Knightly Constitution (-200 CP)

Your body has become highly resilient, granting you immunity to all non-supernatural poisons, diseases, and viruses. Your body will always perform at its peak, no matter how old or young you are, though this does not stop you from eventually dying of old age. In addition, you have gained exceptional skill in hand-to-hand combat, making you capable of taking on multiple unarmed opponents at once.

Pèlerinage du Temple (-400 CP)

A Noble Phantasm born from the long history of the Knights Templar, manifested as holy flame. You can command this flame to envelop your weapons, cloaking them in fire. Any strike with these enhanced weapons ignites enemies, engulfing them instantly in burning flames. A single blow can unleash a towering pillar of fire, and the flames themselves can be shaped and controlled at will. Against Daemons and other unholy beings, this sacred fire burns with even greater potency. However, it takes a considerable amount of holy energy to activate this ability.

Pinnacle of Technology & Mystery (-600 CP)

Your body has been enhanced with numerous cybernetic implants crafted by the Holy Church, granting you superhuman physical abilities along with a wide array of specialized functions. One of your arms is replaced with a cybernetic limb that can extend up to three meters, rotate at unnatural angles, and houses a grenade launcher that fires warheads infused with holy water. One of your legs contains a consecrated chainsaw, while a powerful drill is concealed elsewhere in your body that can either be used directly or launched as a projectile. Your feet are equipped with mechanisms that allow you to sprint up vertical surfaces, and a hidden blade embedded in your wrist carries magical properties similar to a Black Key. In addition to these, your body hides many other consecrated tools, waiting to be discovered by you. These cybernetics require no external power or maintenance, possess infinite ammunition, and repair themselves in accordance with your regenerative abilities.

Exorcist

Spiritualist Constitution (-100 CP)

You gain a modified version of the genetic ability known as Masochistic Spiritualist Constitution. Instead of causing you to feel the same pain as those possessed by daemons when you're near them, this version allows you to choose the sensation you experience in their presence. It could be a surge of adrenaline, a feeling of unease, pleasure, or any other sensation you decide. This ability also lets you detect other unholy beings beyond just daemons, and you can activate or deactivate it at will.

Baptism Rite (-200 CP)

A Spell that draws from the Church's Teachings and the Holy Words of the Bible, this rite allows you to exorcise Daemons and return spirits to the world of the dead. It is the only spell freely taught to every member of the Church. The chant is highly effective against beings with Spiritual Bodies, though it has no effect on spirits at the level of Servants. However, it can still exorcise or damage unholy beings such as vampires, devils, and undeads, and is powerful enough to kill a Servant that is a vampire. You also learn the method of creating holy water, which can enchant tools with holy attributes and carries the similar powers as the Baptism Rite.

Iron Will Training (-400 CP)

Through the Church's training, your willpower has become able to endure supernatural levels of pain and stress. You now have an unbreakable will, making you completely immune to mental pressure, confusion, and addiction. You can ignore pain and mental suffering as if they do not exist, allowing you to exorcise daemons without worrying about their effects on your mind. Your willpower also grows alongside your body, becoming stronger as your body does.

Four Great Daemon Beasts (-600 CP)

Similar to a certain member of the Burial Agency, you now have four daemons bound within your limbs. Each is a Divine Beast-class entity, equal in power to a Dead Apostle Ancestor. Unlike the original user, these daemons will not harm you and will obey your commands without question. Once summoned, they continue to exist independently and remain alive even if you die. If destroyed, you can resummon them through holy energy. However, because they reside in your limbs, the destruction of a daemon causes the corresponding limb to rupture and become immobile for a time. You may either design your own daemons or use the original user's set, though their power and abilities cannot exceed that of a Dead Apostle Ancestor.

Items

All origins gain a bonus of +300 CP to spend in the Items section.
Items are discounted 50% for their respective origin, with the 100 CP Items being freebies.
These Items cannot be purchased multiple times, unless stated otherwise.

General Items

Clergy Attire (Free)

This outfit can shapeshift into any of the Holy Church's uniforms, such as the habit of a nun, the cassock of a priest, the leotard of a female exorcist, or the armored white robe of a templar. If none of these appeals to you, you may design your own attire so long as it fits the Church's theme. Whatever form it takes, it will always be recognized as the proper uniform, and no one will question or ask you to change it while carrying out Church duties. The outfit fits your body perfectly, remains comfortable in any environment or temperature, cleans itself, and fully repairs within a few hours.

Holy Burial Artillery Scripture: False (-100 CP)

A holy shotgun designed to slay even Dead Apostle Ancestors. Its bullets are extremely effective against unholy beings. A vampire touching the weapon suffers a burning sensation, and if an unholy creature attempts to wield it, their arm will rot away. The shotgun can also damage spirits and other incorporeal beings. It never runs out of ammunition, requires no maintenance, and fully repairs itself within a few days.

Jumper's Holy Church (-200 CP)

A large church that serves as both a place of worship and a monastery, capable of housing several hundred people in comfort. Beneath it lies a training ground for executors, fully equipped with everything needed for their training. The church is protected by a barrier that alerts you whenever a being with spiritual corruption, such as a vampire, enters. It requires no maintenance, provides unlimited utilities, and comes fully furnished. You may design its layout and appearance, and if desired, you can also attach it to your warehouse.

Public Support (-400 CP)

To conceal paranormal activity and preserve the status quo, you require loyal agents within the local government to ensure the public never learns of the supernatural. This item grants you a large group of such agents, all completely loyal to you and embedded in positions of authority. They can be identified by the crosses they wear, either as jewelry or as accessories, such as pins. Each holds a high-ranking role in the local government, giving them significant

influence in society. They count as followers, and at the start of a new jump, they will once again occupy high-ranking positions in that setting's government. While most are no stronger than ordinary humans, all of them have learned the Baptism Rite. If any perish, replacements will arrive within a few days.

Copy Bible (-600 CP)

The Holy Church forges some of its most renowned weapons from scriptures and sacred manuscripts, and now you can do the same. You gain a Bible with infinite pages that can store any weapon you own. By tearing out a page that contains a stored weapon, you can create a copy of it. These copies are slightly more fragile than the original but are imbued with holy attributes, making them especially effective against spirits and unholy beings. You can think of the passage you want, and it will automatically turn to the correct page. It requires no maintenance, is self-cleaning, and has an indestructible cover.

Church Executor

Black Keys (-100 CP)

The Black Keys are the signature weapons used by the Holy Church. Each one is a short red hilt that produces a slender, rapier-like blade. They are forged from holy scripture, with litanies and laments for the dead serving as their foundation, and the hilt itself being a page from a manuscript. Executors channel their holy energy into the handle to manifest the blade.

The Black Keys are designed primarily as throwing weapons, functioning more like bullets than swords. They are extremely sharp, capable of slicing through concrete with ease, and are especially effective against spirits and those deemed evil. When a Black Key pierces a person's shadow, it immobilizes them completely, and only you can remove the weapon once it has anchored to a shadow. Upon purchase, you receive ten Black Keys. If any are damaged, they will repair themselves within a day.

Ash Lock (-200 CP)

The Ash Lock is a favored weapon of the Executors, able to take many forms such as knives, crossbows, gauntlets, and other tools of war. Like all weapons of the Church, it is highly effective against spirits and unholy beings, including the undead, daemons, and vampires. The Ash Lock can disguise itself as gloves or boots marked with a tag, which, when removed, reveals its weapon form. You can freely design both the disguised form and the weapon form to your preference. The Ash Lock requires no maintenance, is extremely durable, and will repair itself within a few days if damaged.

Torture Instrument: Virgin Pain (-400 CP)

This special armor, designed in the likeness of the Iron Maiden, was not created for protection but to judge whether the wearer is a witch. Once put on, it cannot be removed until the judgment is complete. If the wearer is declared a witch, they die, and attempting to remove the armor early has the same result. While the judgment is ongoing, the wearer cannot die by any means. In this version, instead of killing you, the armor leaves you near death, but still able to fight. It is nearly unbreakable and requires no maintenance.

Seventh Holy Scripture (-600 CP)

The Seventh Holy Scripture is one of the Church's most treasured relics. It can take seven forms: rifle, bayonet, pilebunker, segmented greatsword, armor, and the core. This Conceptual Weapon denies reincarnation, dispersing the soul itself struck by it. Each form symbolizes a specific cause of death: immolation, affliction, exsanguination, traumatization, damnation, excruciation, and execution. You can combine its forms into a single multi-purpose weapon, such as a ballista. It uses holy scripture as ammunition, and the effect depends on the passage

used. The Seventh Holy Scripture's ballista form is powerful enough to break through spacetime and suppress Principles, the power wielded by Dead Apostle Ancestors, similar to the Authority wielded by a God. A fully powered shot fired from it is even capable of piercing through a continent. You can also spend holy energy to create temporary copies of each weapon form to dual-wield the same or different forms. As a holy weapon, it is overwhelmingly effective against spirits and unholy beings. It never needs maintenance and is nearly indestructible.

Holy Knight

Shroud of Martin (-100 CP)

The Shroud of Martin is a Holy Shroud Mystic Code that can seal a “certain event” or restore it to normal. It can halt the progression of corruption in a person for up to ten years. The shroud is large enough to wrap around an entire body, but you can tear off smaller pieces for individual use. It requires no maintenance and repairs itself within a few days.

Piano Machine (-200 CP)

This Mystic Code takes the form of a pair of gauntlets resembling a musical instrument. Each gauntlet produces five piano wires that let you manipulate the limbs of your target. Anyone under your control becomes unable to move their own limbs temporarily. The wires can also be used to slice and ensnare enemies, or as mobility tools to swing yourself around and launch into the air. Additionally, you can control your allies with the wires to guide their movements and help them fight more effectively. The gauntlets require no maintenance and repair within a few days.

Jumper’s Chivalric Order (-400 CP)

You gain your own personal Templar Order, with yourself as the Grand Master. Each knight wears full plate armor and wields a consecrated halberd. They are all trained in the Baptism Rite and the standard Sacraments of the Church. These knights are far stronger than ordinary humans and are fully capable of battling Dead Apostles with ease. Their loyalty to you is absolute, bordering on fanaticism, and they would not hesitate to launch a crusade at your command. You command ten thousand knights as followers, and any who fall will be replaced within a few weeks.

True Apocrypha (-600 CP)

A Conceptual Weapon shaped like a string instrument, it can function as both a pile bunker and a shield. Forged from two apocryphal scriptures, the Apocalypse of Paul and the Greek Gospel of the Egyptians, this weapon possesses extraordinary power. The shield can negate magecraft and even resist true magic to a certain extent. It can also manifest large glyphs that counter enemy attacks, damaging the aggressor in the process.

Beyond defense, the shield grants its wielder eternal youth by halting the aging process, while also providing resistance against mind control. As it's created from holy scriptures, it's especially effective against spirits and other unholy beings. The shield requires no maintenance, is nearly unbreakable, and if broken, it will repair itself within a few days.

Exorcist

Sympathy for the Devil (-100 CP)

A state-of-the-art eighteen-wheeler with a 30-ton trailer, capable of storing weapons, equipment, and even multiple people. Despite its size and load, the vehicle maintains impressive speed and performance regardless of the weight it carries. This vehicle requires no maintenance, runs on infinite fuel, and repairs itself within a few days if damaged.

Right Hand of Glory (-200 CP)

A Mystic Code crafted from the severed right hand of a sinner who was executed by hanging. Shaped like a human hand, it carries the power to induce sleep in anyone who lacks sufficient magical resistance. Although regarded as a common tool within the Church, its creation is a complex and demanding process. The artifact requires no maintenance and will repair itself within a few days if damaged.

Shroud of Valentinus (-400 CP)

A transformed version of the Holy Shroud of Magdalene, altered by a certain exorcist. Unlike the original, this shroud can both bind enemies and protect its wielder. Anyone who has a lover becomes completely immobilized when ensnared by it, and the shroud itself cannot be torn by those who are under this condition. The wielder can freely manipulate the shroud as though it were an extension of their own body. It requires no maintenance and will repair itself within a few days if damaged.

Scripture of the Stomach World (-600 CP)

This coffin contains one of the Church's ultimate weapons against Dead Apostles. Sealed inside is a Dead Apostle who embodies the concept of refraction. The coffin's interior is lined with mirrors that reflect only the vampire within, keeping them bound and suppressed. This being, often called the "Annoying Doppel," can almost certainly erase any opponent in one-on-one combat, though doing so destroys their body each time. Unlike the original Dead Apostle they were copied from, this one is loyal to you, though they dislike leaving the coffin. After using their ability, it takes a full decade for them to recover. You are free to choose their appearance, personality, and gender.

Companions

You may use this section to import companions into the attached Jump if there's no import option.

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items. **This option can be purchased multiple times.**

Drawbacks

A Holy World (+0 CP)

This toggle allows you to treat this document as a standalone Jump rather than a supplement. The setting will be a generic modern-day Earth within the Nasuverse, with the focus placed on the Holy Church rather than Dead Apostles, Magi, or Heroic Spirits. If you select this option, you cannot attach this document as a supplement to other Jumps.

Rated 18+ (+100 CP)

This drawback shifts the tone of the Jump toward a darker, more adult theme, resembling something out of a hentai. The world becomes more lewd and twisted, with people acting more violently, less empathetic, and excessively lustful. Generic hentai tropes will occur frequently and almost unnaturally, as if the world itself is eager to force them into play.

Curry Addiction (+100 CP)

You are now hopelessly addicted to curry. Whether it is Japanese, Indian, or any other variety, the moment you see it, you will feel an overwhelming urge to drop whatever you are doing to get some. While you do not need to eat curry every day to satisfy your cravings, going too long without it may cause withdrawal-like symptoms.

Mandatory Sermon (+100 CP)

You are now obligated to perform your duties as a priest. Every Sunday, you are required to hold Mass and deliver a sermon. If you fail to do so, this drawback will take control of your body and perform the task in your place, carrying it out perfectly. It will also handle additional duties such as officiating marriages and funerals, and hearing confessions.

Masochistic Energy Constitution (+200 CP)

You now suffer from a condition similar to the Masochistic Spiritualist Constitution. Instead of experiencing the pain of a daemon-possessed host, you feel overwhelming pain whenever you are near corruptive energy or unholy beings. The pain is intense enough to be almost unbearable, making direct combat against such entities highly infeasible. Without a strong will, you function more as a detector of the unholy rather than a combatant.

Local Knowledge Lost (+200 CP)

You forget all the information related to the current setting. Any books, notes, or other materials that would provide setting details become inaccessible until the Jump ends. Allies are likewise restricted: they cannot share any setting information they did not personally learn during this Jump. If the Jump is in a generic setting, you'll lose all Nasuverse knowledge instead.

False Daemon Possession (+200 CP)

You gain the symptoms of someone possessed by a daemon. Your ability to reason weakens, causing you to act unreasonably hostile or coercive toward those around you. You also begin to hear sounds that do not exist, such as knocking or water splashing on the ground. In addition, you experience chronic pain that appears unpredictably in different parts of your body.

Total Secrecy (+400 CP)

Much like the Holy Church, you must keep any supernatural or out-of-context abilities hidden from the public. A few individuals learning about them is acceptable as long as they do not spread the information further. However, if an entire city or country becomes aware of the supernatural because of your actions, you will fail the jump.

Templer Crusade (+400 CP)

The extremist faction of the Holy Church, known as the Order of the Templars, is now present within your jump. Its members are very skillful and notoriously difficult to reason with. Their methods are extreme to the point of resembling terrorism, and they are willing to employ or even recruit criminals to further their cause. The Order relentlessly hunts and kills those they consider heretics, and they will attempt to cleanse the world if they believe it is necessary.

Daemon Infestation (+600 CP)

Daemons are now present in your jump. They are passively called forth by human desires, taking shape from the wishes that dwell within a person's psyche. Due to their alien mindset, daemons never fulfill these wishes in the way the host intended. In the later stages of possession, the host's body transforms into a grotesque monster, serving as the vessel to bring the daemon fully into the world. You yourself cannot be possessed by a daemon by this drawback, though others around you can.