

By Xaldreca

Welcome to the “World” of SMT 3: Nocturne. The world as you would know it has ended, and a new world is going to be born. All of existence is gone except for Tokyo, which has been warped into a spherical world where the sky is another part of the city, known as the Vortex World. In the center of it all lies Kagutsuchi, a sphere of light that whose brightness waxes and wanes as time goes on. At the end of times, it will be the one to determine the new world, based on the Reason it is given.

All of the beings in the world are aligned by a Reason, which is an ideal and cause that will be the basis of the new world. To this end, Demons of different Natures and power will gather around a single Human that has a Reason that appeals to them. Humans are the only ones that can create a Reason and usher in a new world. While this is not currently known by the citizens of this world, it soon will be. Once it is, the Demons will protect and follow the Human that holds the Reason they follow.

This Jump is an unusual one. Due to the nature of this world, you can choose to limit your jump by goals rather than by the normal 10 years. These methods are as follows.

1. If the Reason you align yourself with or have created yourself does not succeed, you fail this Jump and your Chain will end. However, if the Reason you follow does succeed in creating the new world, then you succeed in this Jump.
2. You may choose to destroy all of the Reasons, and have the Vortex World remain as it is.
3. You may choose to not align with any reason, and instead fight to return the world to the way it was.
4. (Demi-Fiend Only) You can choose to align with the Lord of Shadows and fight to destroy YHVH. If you choose to do so, your jump lasts until you complete that goal, but you also get the Lord of Shadows as a free companion.

Of course, you may also choose to ignore all of the options above and simply stay for ten years while living in the Vortex World and whatever world does end up existing afterwards.

This is a very dangerous world, so here is 1000 CP to try and help survive.

Origins

If you're here, then you have to be someone. Be it a Demon, a Human, or something else, everyone is something? So, what are you?

Human (Free): You are a pure Human. While you are weak, you have something that almost nothing else in this world has, the ability to create a Reason. By gathering followers under your banner and by gathering enough energy, you shall become a God that will usher in a New World. You may choose to start at Shinjuku Medical Center for Free. Your age is 12 + 1d8 and your gender is the same as it was last Jump. If you wish, you can change either for 50 CP.

Demon (-100 CP): You are a Demon, the common denizen of the Vortex World. What specifically doesn't matter, but you aren't in the Top Tier of Demons. If you want to survive this world, joining a Reason is your best chance. Your nature as a Demon will influence you, and your growth is rather limited. Your age is irrelevant, and your gender (and entire appearance) is that of your species of Demon.

Demi-Fiend (-200 CP): You are a Human that managed to survive the end of the world and was given a Magatama by Lucifer. As a being with the Heart of a Human and the Body of a Demon, your path is unbound and you have the potential to become even greater than the Prince of Darkness himself. However, you start off weak, and no longer have the capability to carry your own Reason. You may choose to start at Shinjuku Medical Center for Free. Your age is 16 and your gender is the same as it was last Jump. If you wish, you can change either for 50 CP.

- If you take this, you can choose to replace the original Demi-Fiend, or have them exist alongside you.

Locations

Everyone has to start somewhere, and you will start here. Roll 1d10 to determine where you start, or you can pay 50 CP to choose.

1. Shinjuku Medical Center
2. Ginza
3. Ikebukuro
4. Shibuya
5. Amala Network
6. Yoyogi Park
7. Kabukicho
8. Asakusa
9. Chiyoda
10. Free Choice

Perks

These are the abilities that will assist you in your Journey through this world. With what you have, choose wisely.

General Perks

Demon Leader (-100 CP): You now have the ability to lead and recruit your own party of Demons to fight along with you. This also allows you to contract any sort of spirits (i.e. any supernatural creature) that you come across in this and any future Jumps. These contacts, once established, cannot be broken by any method other than your own voluntary dismissal.

Demon-got (-200 CP): You can now talk to every kind of Demon and negotiate with them. You also have gain a sense of what you need to say and how you need to act in order to get what you want. While this sense is not perfect, it's better than you would be otherwise. Post Jump, this applies to all non-human creatures that you come across.

Amala User (-400 CP): You now have access to the Amala Terminals and can use them to travel within the Amala Network. This is normally instantaneous, but interference can cause you to need to fight your way through. As a note, without special circumstances, you can only use this method to travel to terminals you have already accessed. You also gain the ability to summon a Terminal once a day that will serve as an access point. This will work in other Jumps as well, but you will have to set up your own network once you're there. The Terminals that you set up will only ever be able to be used by you and those you allow to use it. If a method of transferring from place to place already exists in the world you are in, you may choose to tap into that or to ignore it entirely.

Demon

Demonic Form (Free, Mandatory for Demons, Demon Only): You are a Demon, and this makes it so. You now have the form and all of the starting abilities of your race. You count as a Demon of your particular race for all intents and purposes. You can also be fused and recruited like other Demons. Take the Influenced by the Light Drawback for 0 CP.

Unbound by Form (-200 CP, Discounted for Demon): As a Demon, you would normally be bound and influenced by the nature of your form. A certain Demon would act a certain way, and nothing would change that. Now, no matter that nature of any form you may have, you will never be bound by their rules or influenced by their natural habits and nature. If you are a Demon and you take this, you don't need to take the Influenced by the Light Drawback for 0 CP.

Fusion Master (-400 CP, Discounted for Demon): As a Demon, it's incredibly likely that you will be fused with another being like yourself in the search for a greater power that neither of you have the potential to reach. Fortunately, you will now always be the sole and entire resulting personality from any sort of fusion, and you can willingly choose what you want to inherit from a

fusion when being fused. This also allows you to apply the same principles to others that you fuse.

Ever Evolving (-600 CP, Discounted for Demon): Any Demon has its limits.This is generally worked around in two ways. The first is Fusion between two Demons, and the second is naturally evolving. However the second does have it's limits. Now those limits are gone, and you will always be able to find a greater form that you can bring yourself to that will follow the theme of your previous forms.

Blessings of Amala (-1,000 CP, No Discount, Demon Only): You have been blessed by the Labyrinth of Amala. You now have incredible powers and abilities that far surpass any other member of your species. A lowly pixie that was blessed in such way was able to pull their weight in a battle against the Lord of Darkness himself, which is by no means an easy feat.

Demi-Fiend

Magatama Of Marogareh (Free, Mandatory for Demi-Fiend, Demi-Fiend Only): The Magatama that has turned you into a Demi-Fiend. While relatively weak, it gives you the strength to face weaker demons and holds the knowledge of physical might within it. While it has no elemental resistances it bestows upon you, it imparts no weaknesses either, making it a good base to start from. From now on, you may change your Magatama at will, as long as you have one to change it with. However, finding new ones are entirely up to you.

Candelabrum (-200 CP, Discount for Demi-Fiend): You have been chosen by the Lord of Shadows to receive one of the 11 Candelabrum. If you are a Demi-Fiend and replaced the original, you will receive the one they would have. If you haven't chosen to replace them, they will have to kill one of the other 10 holders to get one as you will take the one they would have gotten. (You may also choose to replace Dante or Raido). If you aren't a Demi-Fiend at all, you can instead choose to take the place of one of the other 10 holders. (As a note, if you lose to the Demi-Fiend as one of the holders, you can choose to join him upon defeat instead of dying.) This allows for you to access the Labyrinth of Amala. There, you can find powerful foes and great treasures, as well as answers about the nature of the universe. This is also required if you wish to ever face the other holders of the Candelabrum or get them to join you.

- Note: This is less about acquiring the Candelabrum, and more being chosen to hold one.

Limitless Potential (-400 CP, Discount for Demi-Fiend): The limitless potential of the Demi-Fiend Is the reason it was created in the first place. A Demon that was created from a Human has incredible potential, and the creation of a Demi-Fiend can eventually lead to a True Demon on the level of the Lord of Darkness himself, or even stronger. This allows you that potential as well, and removes any limits you may have, allowing you to become stronger without limits. Eventually, you may even be able to go beyond anything that has ever existed before.

Pierce (-600 CP, Discount for Demi-Fiend, Requires Candelabrum for Origins other the Demi-Fiend): A power that the Lord of Shadows would give to the Demi-Fiend if he eventually joined him, which you now posses. This ability draws into the ability of Chaos that defies that Natural Order, so of course the Lord of Shadows that defies YHVH would be the one to grant this. It is through this connection that this ability will be granted to you. This ability will allow you to ignore any resistance that your opponents may have and damage them normally, even if they would heal from that attack. Also, this doesn't affect any weaknesses they have, so attacks that would do more damage than normal will still be more effective.

Magatama of Masakados (-1,000 CP, No Discount, Demi-Fiend Only): You now have the Magatama of Masakados, the most powerful Magatama. Buying this perk will give it to you as you would normally obtain it, and it holds up its title of the ultimate Magatama. However, if you also complete the method in which you would normally get it, you may choose to improve this instead of gaining a second one. If you do so, you may change the nullification granted to you to any other type of resistance at will, be it normal resistance, absorption, or reflection. This will also grant you resistance to Almighty attacks and double the might it grants to you.

- If you wish to get the Magatama of Masakados without this, or you want to upgrade the one you already have, you will have to get it normally, which goes as follows:
    1. Obtain all of the 24 Magatama that are scattered around the Vortex World, which includes the Magatama of Marogareh.
    2. Talk to the Minister at the Cathedral of Shadows, who will give you the Lord's Sword.
    3. Visit the Grave of Masakados with the sword, and you will be transported to the Bandou Shrine, which functions as a Dungeon.
    4. Complete this Dungeon, and Masakados will give you his power in the form of the Magatama of Masakados.

Human

Reason (Free, Required for Human, Human Only): You now have a Reason, the belief and philosophy that a new world may be built around. This must be a belief that you can devote yourself to fully and believe in without reservation. This is the most important decision you could make, as it will determine everything from here on out.

Charismatic Leader (-200 CP, Discount for Human): You are a master of getting others to follow you. A sentence can cause someone set on killing you to spare you, and a speech can sway others to your side and create eternal loyalty. . . for Demons at least. Your talents are far more suited for creatures like Demons that are bound to their individual natures than Humans, who are free to change and choose who they are. For them, you're simply a person that speaks well. Post Jump, this applies to any creature bound to their nature like a Demon.

Dungeon Maker (-400 CP, Discount for Human): As a Leader of a Reason, or in defence of yourself, you will need to make defensive measures. With this, you now are unparalleled in making dull, expansive, frustrating, time consuming, and tedious dungeons that will tempt even

the most patent of people into just giving up. You also now instinctively know how to use various enchantments and other supernatural methods in these.

Outside Power (-600 CP, Discount for Human): In this world of Demons, you may feel insecure about being a “Squishy Human”, or angry at your lack of personal agency. However, you will now be able to do what others in your position have done: obtain power without becoming a Demon! This can be done in one of two ways. Upon buying this Perk, you can choose one of two ways this will manifest:

1. Upon arriving in this world, you will quickly find an incredibly powerful Demon that has beliefs that aligns with your own. Unfortunately, it is either recently killed or in the process of dying. Upon seeing your shared beliefs, it will bestow its power upon you, in hopes that you can carry out its will for it and create a world build on the beliefs you both share. This will cause a large mutation within you for the duration of the Jump, such as an entire arm turning into a black tree-like limb and having your hair turn white. Post Jump, you can cause a similar situation to occur in any Jump you go to, although you will need to suffer mutations for the duration of that Jump as well.
2. You will arrive in an area that is full of wandering spirits and untapped power. You now have the ability to pull all of that power into yourself and force it to work for you. This will give you great power, but will force you to undergo mutations for the duration of the Jump. These mutations are along the lines of several moving faces on your chest. Post Jump, you can choose to appear in an area that is overflowing with the local variant of Power that flows through the world, and a hotspot of the weakest to the weak spirits and being made from that power. This perk will work on them, but do be aware that using this will will cause mutations for the duration of that Jump.

God of a Reason (-1,000 CP, No Discount, Human Only): You seem to have gotten a headstart on your path to bringing your Reason to fruition. Your form is now a lesser version of the Reason God you may one day become. While still need to consume an incredible amount of energy to ascend to your true form, you currently have the power to stand toe to toe with the majority of the Demons that roam the land. This will also let you get used to the power that you have before the time comes when you will need it most.

- If you somehow manage to complete this Jump without becoming a full Reason God, you will gain your full power Post Jump.
- It should be noted that purchasing this perk will give you two things that you could not gain by normally becoming a Reason God. To start, becoming a Reason God like this will give you far greater power in your true form than you would have normally. Secondly, you will be able to remain yourself even when you have become a God that represents a Reason.

Gear

Ah, Stuff. How useful you are. How much we desire to collect you. How much we obsess over you. Do you happen to want stuff? Well, here's your chance to get some stuff!

50,000 Macca (-100 CP): Cash is something very important in this world, more so than you may think. You can get many goods, services, and even servants with enough cash.

20 Lifestones (-100 CP): Ah, the ever classic item. They are potent healing items that restore 25% of one's health upon use, but they are also among the most requested items in Demon Negotiation. These fully replenish every week.

20 Chakra Drops (-100 CP): Items that restores 25% of your magical reserves on use. They can be incredibly useful. These restore weekly.

10 Revival Beads (-100 CP): Sometimes you die or get knocked out. Well, this will let you get back up!

3 Beads of Life (-200 CP): Ah the Bead of Life. This item will fully restore the health and magical reserves of everyone fighting with you. Use them wisely, cause these things are valuable! They refill weekly for you.

10 (De-) Buff Kits (-200 CP): Want to Buff yourself or Rebuff your enemies? Well, you now have 10 Buff and Debuff kits. These contain two items for each type of Buff and Debuff, as well as items that will cancel each. These can be used to stack the deck of any battle in your favor. These restock weekly.

Fountain of Life (-200 CP): Throughout Tokyo, random doors will lead to a fountain. There, you can pay the lady that resides there to heal your wounds. Now, your warehouse has one of those doors in it as well! Plus, you don't have to pay when using that door.

Cathedral of Shadows (-200 CP): Welcome to the Cathedral of Shadows! Here, you can fuse Demons together to create new ones! Now that you've bought this, you now have access to it from your warehouse. Furthermore, you now have access to a new function. You can now summon a copy of any non-companion Demon you have ever summoned, as long as you no longer have the original with you. This does also work with any other Demons or spirits you have join you in any other Jump.

The Labyrinth of Amala (-400 CP, Discount Demi-Fiend): Your very own version of the Labyrinth of Amala, as if you never touched it. With this, all of the riches and challenges that exist there are still there for you to claim. This becomes a part of your warehouse, and you can reset it at any point in time.

- Note: If you didn't take Candelabrum, you will have to wait until after this Jump to access it.

The Vortex World (-400 CP, Discount for Demon): A perfect copy of the Vortex World as it was when you started this Jump. It is now a part of your warehouse that you can access at any time, and you can do with it what you please. It is full of all of the Demons and other creatures that originally resided there, but none of the Humans still exist. You may contract Demons from this world.

- Note: Kagustuchi can either be a perfect copy that simply lacks the power to create a new world, or it can simply be a light in the middle of the world.

Large Amount of Magatsuhi (-400 CP, Discount Human): For a Human to become a Reason God, they need an absurd amount of power. Well, worry about finding it no longer! Now, you have a red and black Cube about the size of a baseball that contains all of the power you need. This is a one time use item, but it cannot be stolen from you, destroyed, or used without your will.

- Note: If you are a Demon or a Demi-Fiend, this can instead be used to give yourself an incredible amount of power, although it's nothing close to The Blessings of Amala or the power of the Magatama of Masakados.

The Resulting World (-400 CP, Free Human, Required for Human if you became a Reason God, Free if you have taken the Companion Reason God): Be it the Vortex World, the World that existed before, or a World built from a Reason, a resulting World appeared. You can now access this world from your warehouse at any time. Of course, the Reason God must take this, as they are the cornerstone of their world.

Companions

You may want to take people from this world with you. This is the way to do so. It's important for you to know that if someone can be bought here, it is the only way to take them with you.

Demons Summoned (Free, Mandatory for All): You may keep any Demons you have contracted with you. They don't take up companions slots, but you can only have 3 summoned at a time.

Demon Crew (-200 CP): You can insert 3 companions that will start with you. They start with the Demon Origin and 600 CP to spend. They cannot take Companions. They cannot be Fused. If you wish, you may take a lower number of companions at a discount of 50 CP less for each companion you don't take.
-A Full Crew (-300 CP, Requires a full Demon Crew): You can now insert 5 more companions to serve under you as Demons. They naturally have the Demon Origin, and all have 600 CP to spend. They cannot take Companions. They cannot be Fused. If you wish, you may take a lower number of companions at a discount of 50 CP less for each companion you don't take.

Pixie Partner (-200 CP, Requires Candelabrum, Discount for Demi-Fiend): Upon entering this world, you will quickly meet a pixie who will join you. She will have the Demon origin, the Fusion Master Perk, and 600 CP to spend. If you manage to get her or a Demon fused from her to the fifth kalpa of the Labyrinth of Amala, she will gain the powers mentioned in the Blessings of Amala perk. You can choose whether or not you want her to take up a companion slot or a Demon slot at any point in time, and can freely switch between them. She cannot take Companions.

Dante or Raido (-400 CP, Requires Candelabrum, Cannot have chosen to replace them): These two are a strange part of this world. Only one can exist at any point, so you can only take this once. If you want them to join you, you will need to defeat them first. They have the Demon origin and 600 CP to spend. You can choose whether or not you want them to take up a companion slot or a Demon slot at any point in time, and can freely switch between them. They cannot take Companions.

Holder of the Candelabrum (-400 CP, Requires Candelabrum, Cannot have chosen to replace them): Of the nine holders that are not already covered, you may choose to take them with you here. If you want them to join you, you will need to defeat them first. They have the Demon origin and 600 CP to spend. You can choose whether or not you want them to take up a companion slot or a Demon slot at any point in time, and can freely switch between them. They cannot take Companions.

Reason God (-600 CP, Cannot have Human Origin, Must follow that Reason): As you have joined a Reason, it would only make sense that you would want to bring the one you followed with you. Taking this will also allow you to take The Resulting World for free. They have all of the perks of the Human Perk Tree. They cannot take companions or drawbacks.

Demi-Fiend (-800 CP, Cannot have chosen to replace them): The Demi-Fiend, a being with the body of a Demon and the Heart of a Human. Choosing this will make them on your side, no matter what side that is. He starts with all of the perks in the Demi-Fiend Perk Tree except Magatama of Masakados, which he obtains normally. He also starts off with a Pixie Partner, who will work like in the game. These two take up one Companion slot. He cannot take any other companions or drawbacks.

Lord of Shadows (Free, Can only be taken of you side with him): The Lord of Shadows himself. Lucifer, Satan, or any other name he may be called, it doesn't matter. If you have helped him succeed in his quest to kill YHVH, he will follow you on your quest. He has the entire Demon Perk Tree. He cannot take companions or drawbacks.

Drawbacks

You may only take up to 1500 CP in Drawbacks.

Influenced by the Light (+100 CP): You are also influenced by the light of Kagutsuchi, being far calmer while the light is at its lowest, and are without restraint and out of control while the light is at its fullest.

Directionally Impaired (+100 CP): You're bad with directions. While not bad enough that you couldn't find your way to a giant obelisk in the sky without much difficulty, you will find yourself getting lost often and wasting a lot of time.

Puzzle Blind (+200 CP): This world has a lot of puzzles in it. Too bad you're crap at solving them. Yes, this world is a special little hell for you, as you are guaranteed to take at least twice as long as your average person on each and every puzzle you come across.

Enemy of Reason (+200 CP Each): You are now the enemy of a specific Reason. You will no longer be able to join that Reason, and rather than just being another enemy, you will be their number one priority to eliminate. This can be taken up to three times.

- Curse of Reason (+600 CP Each): You have gone farther than simply being an enemy of of a Reason, and are now actively cursed by their very concept. The curses are below, but you must have become an enemy of this reason to become cursed by it.
    - Curse of Shijima: You are bound to the will of the world, and cannot change it. You are unable to take any actions of your own initiative, and cannot go out of your way to change events.
    - Curse of Musubi: You are alone in this world, and nothing will change that. You may not take or import any companions or gain any Demons on your side. Furthermore, you will not be able to join any Reasons. You will also be unable to consider the opinions or feelings of others.
    - Curse of Yosuga: This World only needs beautiful and strong things, and you will make this happen. You now have an instinctual hate for anything you find unappealing visually or weaker than you. The weaker of more unappealing they are, the greater this hate. It will quickly grow to the level where you will lash out at anything and everything that qualifies for this in a mindless rampage to destroy it all.

No Reason (+400 CP): You are not allowed a Reason of your own, or even allowed to join one. In fact, you are not even able to participate in the battle for the creation of the new world, or even enter the Tower of Kagutsuchi when it descends. This goes as far to even cover Reason such as the recreation of the new world and keeping the Vortex World as it is. However, you may still manipulate events in your favor.

Vortex Interference (+400 CP): The chaos of the Vortex World caused some issues with your insertion into it. You can no longer access any of your out of Jump powers, your Warehouse, or any of the Gear you have previously collected. Normally, I would have just forced through it, but if you're willing to save me the trouble, I'll give you a little extra CP.

Plot Bound (+400 CP): The plot of SMT 3: Nocturne is now guaranteed to happen, up to the Tower of Kagutsuchi. Everyone that would die, will. Every plot point will play put as it would. However, once the Tower of Kagutsuchi descends, you may change things. You may also work in the background, but no matter what you do, the events of Canon will go unchanged. (If you choose to replace the original Demi-Fiend, you will be locked into his place).

Weakness (+600 CP): You are weak. No matter what methods you use, you yourself will never be stronger than the average Human. In this world, that could be considered the equivalent of a death sentence. You may be able to get around this, but your life will be harder regardless.

Consumed by Reason (+600 CP): Now, whatever Reason you've joined or philosophy you believe in will be taken to its logical extreme. A desire for peace and stability will lead to the desire to control everything. A desire for change and free will will lead to the desire for anarchy and a World where there is no law. This desire will be all consuming to you and your actions, and there will be no escaping it.

Demi-Fiend's Foe (+800 CP, He must exist): For some reason, You are now a sworn enemy of the Demi-Fiend. At every turn he will appear to stop whatever you are trying to do, and there will be no reasoning with him. Furthermore, he will never even consider joining whatever faction you are in, even if no one knows you are in that faction. You will be unable to kill him until the very top of the Tower of Kagutsuchi, where you will have a climatic battle where he is at the very peak of his power, as well as having the Magatama of Masakados and his Pixie Partner with the Blessings of Amala. Naturally, you will be unable to gain him as a companion if you pick this.

Hard Mode (+800 CP): R-Really?! This world is dangerous enough as it is and you want to take this as well? Ok then, I can't stop you from being an idiot. All opponents now deal twice as much damage, and you and your allies deal half as much. Any expenses you may have had are tripled, and traps and poison deal twice as much damage. Instant Death attacks are now 25% more likely to hit you and yours, and all of your healing items are half as effective. All of your techniques also now cost twice as much energy to use as well. And, if all of that wasn't enough as is, your enemies will grow stronger over time and adapt to your fighting style and strategies.

Army of Darkness (+1000 CP, Doesn't count towards the total, Cannot be taken with By His Command): I'm afraid I made a terrible mistake. You've been put into this world too late, and the Demi-Fiend has chosen to become a True Demon and fight alongside the Lord of Shadows. You will now have to survive 10 years while the Army of Darkness fight against the forces of YHVH. Be warned though, simply by existing you are a part of this war, and there is nowhere

you can go and nothing you can do to get away from it without ending the war itself. Here some extra CP, you'll sure as hell need it.

By His Command (+1000 CP, Doesn't count towards the total, Cannot be taken with Army of Darkness): Oops, that's not good. Not good at all. YHVH has a vested interest in where this is going, and has decided to send His best to assist one of the Reasons of this world. The Reason He aligns with will never be the one you choose to fight with, and you can never join the one He supports. You cannot just survive for 10 years here. If you want to survive, you will need to make sure your Reason succeeds. This will also force you to fight YHVH at some point, so good luck with that. Here, take this extra CP, you'll need it if you want to make your own path out of this mess.

Ending

So, you've survived this world. I'll admit, I'm a little impressed. Now, the time has come to choose what road you with to take from here. All of the Drawbacks you have taken are now removed.

Go Home: All this death, destruction, and chaos made you want the comforts of your old life huh? Oh well, I don't blame you. You get to keep all of your companions, powers, and your Warehouse and will return to your world. Have a good life Jumper!

Stay Here: Perhaps you finally found (or created) the world you wanted to live in, or perhaps you found something here that you simply can't live without. Regardless of your reasons, I'll respect your decision. You get to keep all of your companions, powers, and your Warehouse. I hope you have a happy life here Jumper. Farewell.

Move On: The usual, huh? Ok then, let's go. New worlds await us beyond this place!