

Version 1.12

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Consecutive disappearances *of men and women have become rampant in Karadate City, Hokkaido. Police seem unable to solve or stop these incidents, and what clues they have don't seem to make sense: figures crawling out of bloodstains and sightings of huge animals at night. At least, that's what they say. It seems Karadate City is the center of a rather grand occult conspiracy. In cases like these, the Police call upon the expertise of a beautiful Sweeper by the name of Nosogi Ren.*

Sweepers, those who hunt monsters, are one of but many individuals who call the underworld of society home. Those that hide that the occult is actually more real than anyone could ever imagine. Exorcists, Magicians, and Cults interact with the seedy underbelly that is the criminal underworld.

And this is your destination, Jumper. For the next ten years, you will find yourself in a world filled with Lovecraftian horrors, criminal organizations, and sex — lots of sex. You will witness horrors beyond your imagination and come across beings who want nothing more than to violate your soul.

Karadate City is the center of the story, but you don't have to remain there. I'm certain that you'll encounter plenty of occult activity elsewhere too~. You will arrive a month prior to Nosogi Ren laying waste to the City's Warehouse District and gaining a 2 Billion Yen debt to the Yabu Yakuza Group. Whatever you do, just be prepared to doubt your sanity for the rest of your time here — and don't forget to carry a gun.

|+1000 CP|



Location

In all honesty, there is only one starting location for this World. You will start in Karadate City, Hokkaido, Japan about a month before the events take place. From there, though, you can head anywhere.

Origins

You get to keep your gender going into this World, however, you can change it up for just 50 CP. Any Origin, except Government Agent, is available as a Drop-In.

Criminal [Free]
As a criminal, you are more than just some victim in this world of horrors and magic. You can make your way through dangers through wit and cunning alone (though a good gun often equalizes things too). The best part of being a Criminal is that you honestly don't need a past to succeed. If you want some memories and a past, that's fine. But you certainly won't need them. Your Age is 18 + 1d8.

Government Agent [Free]
Unlike the innocent bystander, you know what you're getting into from the start. Or I hope you do, at least. This is composed of the City Police and Government Black Ops. With Training, Know-how, and a lot of firepower, you should be able to take on any cults or their minions. Spirits, on the other hand, might require some more specialized gear. Your Age is 20 + 2d8.

Sweeper [50 CP]
Sweepers are Hunters, and Monsters are their prey. Some of them are Freelancers with strange powers and detailed knowledge. Others hire themselves out to the Government on Retainer and have specialized skills and abilities to back them up. Either way, Sweepers are on the front lines against the occult activity. Your Age is 16 + 1d8.

Exorcist [50 CP]
Where Sweepers fear treading, an Exorcist normally advances. An Exorcist differs from a sweeper. An Exorcist has morals, or at least — they should. They have the power of Pray and Holy Enchantments to exorcize spirits and heal their allies. Your Age is 18 + 1d8.

Witch [50 CP]
You come from a long line of magicians that date back to ancient times — or maybe you are some crazy off-shoot that recently realized magic. Needless to say, you're what is the good-side of the occult. Whether through the use of tomes or through the newly developed Sorcery Emulator, you can cast spells. Your Age is 13 + 1d8.

Cultist [50 CP]
Well — this is certainly a surprise. Instead of fighting the occult, you're going to join them. How very spiteful of you. Either way, you will get into some crazy stuff. Raping innocent women to have them trigger occult events? You'd love that. Injecting or imbibing inhuman blood to empower yourself? I guess that's what you signed up for, isn't it? Your Age is 20 + 2d8.

Perks

All 100 CP Perks are Free for their origin. All other perks are discounted to their origin.

General:

Pistolero [Free]: It seems like everyone can use a gun nowadays. Even Japanese High Schoolers have experience (even if it's with model guns). Just for entering this world, you gain experience with handguns — like an incredible amount of experience. You now can fire, clean, and even field-strip any pistol/handgun you come across. You can even gain the ability to dual-wield them with enough practice.

Black Market Contacts [200 CP]: Let's just say you will deal a lot with the Criminal Underground, Jumper. So much so you'll definitely make contacts to sell whatever strange things you find in your journey. All this does is give you the contact information needed to get a foot in the door, so to speak. With this, you can purchase semi-legal or illegal products and sell just about anything without too much worry from the law. In fact, this actually keeps you anonymous in case of stakeouts and busts hit your local black market.

Criminal:

Improvised Fighter [100 CP]: You seem to have a knack for making anything into a weapon. It could be a pipe, it could be a brick, it could even be that car you're currently driving. Either way, you are adept at making anything a weapon and seem to be a master at fighting by any means necessary. Better yet, as long as the enemy is corporeal, you can hit it with ease. Now you aren't a complete scrub — wait, what are you doing with that pencil!?

I Know a Guy... [100 CP]: You have connections. Criminal Connections. Connections that will get you information or products got through less-than-legal means. There will always be someone that owes you a small favor. It allows you to get detailed information on a situation or specific area. It also allows you to get your mundane equipment, weaponry, and ammunition at least once per week. You might even just get access to a basic vehicle — not a luxury or military vehicle. That will cost ya.

Scrounging [200 CP]: Well, it seems like you're out of ammo after encountering that pack of ghouls. Wait — is that a magazine in that garbage can over there? What a Score! In critical situations, when you're low on an essential, you will find something you need nearby. Low on Ammo, you'll find a magazine when you need one. Do you need some bandages? Where did that first aid kit come from? Scrounging is an essential skill for anyone in a survival horror situation, and now you have an edge.

There are Other Ways to Pay. [200 CP]: Someone owes you a debt? Well, there are more ways than one for them to pay you. With this perk, you can monetize anything. That man's organs? Easy Money. The Lady that owes you a few grand is a pretty little thing? Time to warm up that camera and get her in an AV. Even better, you're able to get away with this shit — or at least cover your tracks a lot better than before.

The Will to Go On [400 CP]: Your will gives you the strength to push through adversity. Whether they injure you in a mundane or supernatural way, you will persevere and reach safety. A broken leg and surrounded by zombies? You'll power on through to safety before setting your leg, the pain is just telling you you're still alive! Has a sorcerer cursed you? You'll make it to someone that has the counter, forcing yourself to endure magically induced agony in order to just stay alive. If you haven't been able to tell by now, this increases your willpower and increases your pain tolerance immensely.

After All, You're Yakuza [400 CP]: Everything you do can be explained by you being Yakuza or Mafia. Seizing the home and bank account of someone who owes you money? Well, you're Yakuza. Breaking that man's kneecaps for wronging your Family? Well, you are a part of the Mafia. You seem to get an out socially for any wrong or criminal thing you do — except for the police. Yep, only the police are immune to this — unless they're dirty. Then maybe a bribe is in order...

Survivor [600 CP]: There's just something about you that makes you a survivor. Zombies could surround you after you've been bit by one and somehow the right person who can kill them and cure you finds you. You could have been kidnapped and gang-raped by yakuza, but someone who is in the area will come by and free you. It won't stop you from dying because of your own stupidity, but you gain a kind of *plot armor* for any situation that is not of your own doing.

The Boss [600 CP]: Well — for some odd reason you have a keen ability to gain the loyalty of the more criminally inclined. You just have a certain charisma that tells them you're the guy to go to when you need things done. You'll have toughs, grunts, and thugs flocking to you and calling you Oyabun or Boss. Who knows, if you already have an Organization, you might become the top dog of the local criminal underworld.



Government Agent:



Government Backing [100 CP]: As an agent or even a former agent of a government agency dedicated to policing and countering supernatural threats, you have credentials and contacts in the government you serve. These contacts will gain your intelligence on local threats/targets of interest. It also gives you carte blanche to do whatever is necessary to carry out your duties — as long as you have some sort of discretion.

Designated Marksman [100 CP]: To call you a Sniper is a misnomer. You are a marksman. Give you a rifle and you will hit your target with great accuracy no matter the distance. You are also quite capable of maintaining said firearm with ease. It wouldn't be hard to consider you have the same skill as great marksmen in history such as the White Death of Finland.

Mastery of Traditional Martial Arts [200 CP]: For some reason or another, you have become infamous for your ability in Traditional Martial Arts. Which Martial Art, you may ask? We don't know — you're the expert! Either way, you have the body, mind, and capacity to face anyone in hand-to-hand combat. You can even fight inhuman monstrosities with your bare freaking hands. Now that is pretty hardcore.

Perks of Military Training [200 CP]: Drill after Drill, Exercise after Exercise. It has given you incredible endurance, and a ripped body. Seriously, son, you are jacked! You could grind rocks on your abdominals and make Arnold Swarzenegger cry like a baby with your muscles. Of course, this also has the added benefit of being able to go *all night long* when you're with a partner. You will wear them out long before you even get tired.

Detective Jumper [400 CP]: Allan Pinkerton. Sherlock Holmes. Hercule Poirot. Your ability to investigate crime scenes or other locations for clues is on the level of legends. You could walk into an area with a purpose and find all the clues you need to figure out a who, what, and maybe even why for any situation. Even better, you can use the clues you find to track your culprit down no matter where they may hide. You are also quite capable of telling who is lying to your face or who is being honest.

Hand Loading [400 CP]: Now isn't this the most broken thing ever. The ability to assemble ammunition on the spot. With the right materials, you can assemble any ammunition in both safe areas and hostile terrain. It can even work on those rockets and missiles. Don't expect it to work on laser weapons, though — this is a projectile-only technique.

Ninja Heritage [600 CP]: You come from a long-lineage of Ninja, Jumper. It shows in your abilities too. Wielding a sword on the level of masters is child's play to you. Sneaking past not only mundane humans but also eldritch abominations is right on your level of skill in stealth. Your ability as a ninja is on par with legends such as Hattori Hanzo and Ishikawa Goemon.

Ex-JSDF Ranger [600 CP]: Did you know the Japanese Self Defense Force has special forces? Well, they do and you are a former member of the JGSDF Rangers. Unlike their USA counterparts, Rangers are deployed to intermingle with the regular SDF forces and when they gather, it is normally in platoon-size and merely temporary. Other than that, you are a highly competent commando capable of assaulting targets from air, land, and sea. Your survival skills are top-notch as well as your combat ability. You are the Japanese Rambo — have fun!



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Date Juuzou on left

Nosogi Ren next page

Sweeper:



Encyclopedia Monstra [100 CP]: As a Sweeper, your primary prey is often the things that go bump in the night. You have an encyclopedic knowledge of all corporeal, supernatural entities along with their weaknesses, strengths, and preferred hunting practices.

Lotus of the Night [100 CP]: You are a rare flower. Whether you are male or female, straight or gay, you are beautiful/handsome to all who witness you. However, even a lotus can hold a deadly poison.

Shotgun Queen [200 CP]: Your preference for shotguns is easy to see, for your ability with them is now in the realm of the gods. With a shotgun, you can take anything down with efficiency. But it's not only your skill that is great. You can also maintain your shotgun easily and even fill/make your own shells with the right materials. You can make some rather exotic ammunition like Mercury-Sulfide Shells enhanced with magic.

Red Light Shuffle [200 CP]: The oldest living profession in all of Humanity: Prostitution. Some believe it objectifies women and is a disgusting practice. Some believe when legalized it will protect those stuck in the profession and those that partake in their services. You know all the tips and tricks of the trade. Whether you take part as a Prostitute or manage one, you will always know the right pricing to give to a John and how far to take negotiations while still sealing the deal. This also allows you to avoid any legal troubles involved in such a practice, regardless of local standards.

Encyclopedia Demonica [400 CP]: Unlike **Encyclopedia Monstra**, this isn't just knowledge on incorporeal beings and their weaknesses. No, this is so much more. For knowing is just half the battle. The other half is having the ability to take it to incorporeal creatures. Now — that's what this is all about. You know can strike at the incorporeal even using the most mundane of weaponry.

Ability over Strength [400 CP]: You're not the strongest or the toughest of fighters, but you've got a certain flare. Your melee attacks rely upon speed and technique, which you have in spades. However, your actual ability comes from your supernatural capability. Any abilities you have that are supernatural (magic, ki, etc) gain greater potency, allowing you to use stronger abilities with less cost.

Sexual Relief Worker [600 CP]: Sex Sells, that's a given, but sex can also be used for other things. Been a hassle to the police? Offer yourself as an apology. Those Yakuza looking to mess you up? Let them *mess* you up in a more fun way. Basically, you use sex to relieve the stress of those that might wish you physical or financial harm. With the proper persuasion, you may even calm enemies with a good and proper fucking. To top it all off, you may use sex in a manner to *purchase* information. Some got a bit of dirt on that politician? Suck his dick and he'll provide. Is a nurse involved in a medical experiment? Ream her good and you might get some raw data on that.

[Blank]-kinesis [600 CP]: Pick an element — any element. You now have control over that element. How much control? You could make more of it, use it as a weapon or a skill in some way, and you are immune to that specific element. It doesn't even have to be a normal element, like fire or water. Nosogi Ren can do this with Toxins and Poisons. You could even do this with milk or some other really weird substance — if you prefer.



Yuuki Ayumi on left

Yabu Mikan on right

Yuriya Mihailovskaya next page

Exorcist:



Sacred Rites [100 CP]: Incorporeal beings have been the bane of humanity for millennia. While it wasn't just the Church that dealt with them, it was the Christian Church that propelled it to a holy new level. You are knowledgeable and capable of certain Holy Rites that protect locations and individuals from possession and hauntings.

Exorcism [100 CP]: Possessions and Hauntings are rather common in these parts. It's quite unfortunate for others. However, you have quite the ability, Jumper. You can exorcize spirits and incorporeal demons from individuals and locations. A bit of holy water, some holy power, and a lot of prayer can go a long way. Or maybe the spirit just needs a bitch slap.

Confess Thy Sins [200 CP]: Yuriya was a kind soul that got caught up in some rather awful situations. This Nun had to make do with what she had in order to keep her Church open during a financial crisis. One such service ended up being rather — lewd. With the usage of oral sex or paizuri, you may cleanse an individual of sin, curses, or taint of some sort.

Spiritual Relief [200 CP]: Sometimes, a person just needs a little pick-me-up. Apparently, you can charge an individual with your holy powers. You may recharge anyone who has exhausted their own magic, ki, or other supernatural powers by simply laying hands upon them.

Salvation from Wounds [400 CP]: As an Exorcist, your duty is not just to banish or destroy the incorporeal, but also heal and tend to the injured. With the power of God (or some Deity), you have been blessed with potent healing magic. At this level, you can heal moderate wounds such as fractures, lacerations, and even puncture wounds. Basically, any combat wound is within your ability to heal — but it's an energy-intensive process, so be warned.

My Body is a Temple [400 CP]: While this phrase normally means to care for your body, this perk is more than just having a good body free from genetic deformity and illness (which this perk includes). It also increases the durability of your body as well. Your body is a lot more bullet-resistant now. Small Arms just bruise you and shotgun pellets just seem to tickle. Long Arms might penetrate a bit, but they won't break through the bone or go very deep. And considering this, bludgeoning damage and blunt force trauma are just a joke now. Explosions and Slashing attacks? Well — those might be an issue...

Hammer of God [600 CP]: Smiting is a time-honored tradition for Exorcists. With a weapon in hand, or maybe even a fist, you can charge an attack with divine might and strike down any target in your way. Demons both corporeal and incorporeal are your bitch. How much of your bitch, you might ask? Well, if you get a good hit on your opponent, you'll certainly vaporize anything weaker than an Outer God in a single strike. For Outer Gods, they'll be sent back whence they came, thoroughly injured and cursing your name.

Salvation of the Soul [600 CP]: The Light of God does more than strengthen the body and heal wounds, it can also protect and save the soul as well. With his word on your lips and his love in your heart, you are immune to possession of demonic entities and their foul taint (sin). You can also place this protection onto others (if temporarily for them) and even recall a lost soul to its intact body. This essentially revives the recently deceased or recalls those suffering from an out-of-body experience. The body must be intact though, since chunky salsa cannot hold a soul.



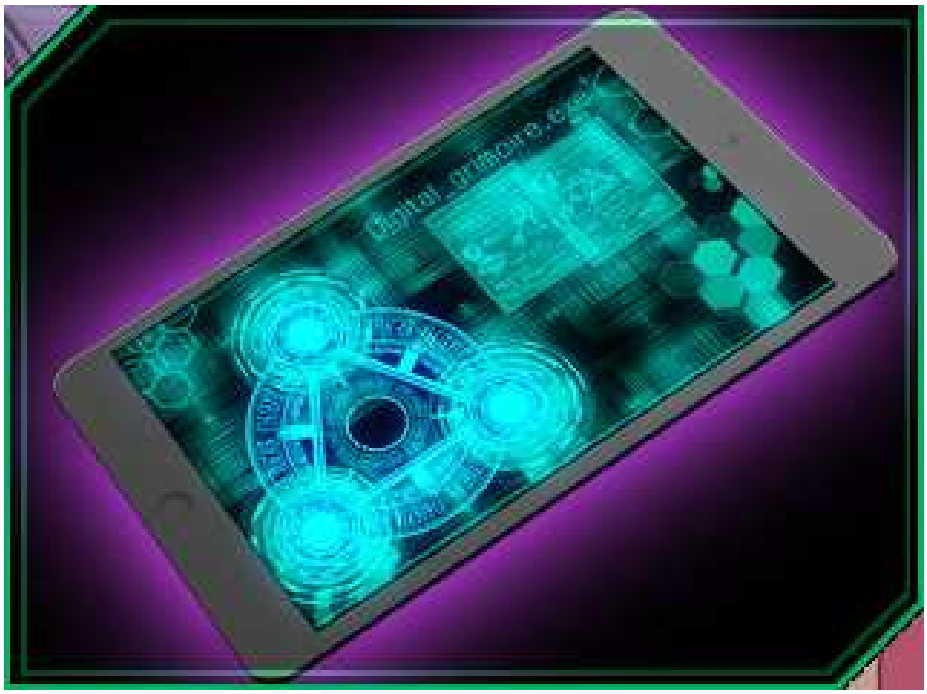
General Magic:

The Witch and the Cultist have very similar capabilities in magic. The major difference is just how far they go and what methods they use. These perks are discounted for both Witches and Cultists (100 CP ones are free).

When you Stare into the Abyss... [100 CP]: A neophyte in the arts of the occult, you have basic knowledge in legends, myths, and lore in the occult. If there is a book about the occult, you know about it, even if you don't know all of its contents. This gives you the knowledge to do alchemy and magic — but knowledge doesn't necessitate ability.

The Magic Touch [100 CP]: Guess what, Jumper, you're a Wizard! Well — you can use magic, anyway. With the aid of tomes, sorcery emulators, or other foci, you can draw upon the powers both ancient and possibly dark in order to cast a variety of spells and curses.

...Beware the Abyss Staring Back. [200 CP]: Delving further into the depths of occult knowledge, this allows you to do two things. First, it allows you the ability to work with ritual-styled magic, which can affect entire areas (normally the size of a large building). Secondly, this allows you to digitize all magic tomes and grimoires in a manner that allows for their usage in rituals or with sorcery emulators.



Witch:



It Looks Like She Hasn't Aged a Day! [100 CP]: Magic does some strange things to the body. With you, it halts the aging process for you at whatever age you prefer. This is technically only an appearance-based thing as you can still grow old, you just won't look it.

Blood is Magic... [200 CP]: This quaint ability is something all Witches can do. The ability to regain magical power through the bodily fluids of others. Without a **Magical Back-Up Battery**, this is a rather inefficient process, but it is still viable. While you could gain quite a bit of magic from the blood of others, it is considered quite a taboo. Normally, the blood would need to be fresh and become worthless if allowed into blood packs or unenchanted storage mediums. You, however, can gather magic from blood just perfectly without those drawbacks. Still, if blood is too much for you and you're into that sort of thing, the easiest and most benign way to regain magical power is through semen, the fresher the better.

...Magic is Power [400 CP]: You know how Blood and Semen can be used to regain magical power, right? Well, turns out it can also improve magical power (increasing reserves and potency) — with the proper rituals. Well, you know those rituals now and you're able to improve your magical prowess. And that Taboo about fresh blood? Well, let's just say no one will complain if you were to drain a few individuals here and there now. You're a fairly powerful individual now, after all. Just don't slaughter innocents en masse, though. Some things just simply can't be ignored.

Lore of the Forbidden Arts [600 CP]: Now, some would think this is something a Cultist would like to have. In actuality, a Cultist can be kind of an idiot with rituals and stuff. More often than not, they try to accomplish great things without all the information in their possession. A Witch sometimes finds it necessary to delve into Forbidden Lore in order to counter these cultists. You gain an encyclopedic knowledge of lore that's forbidden for its extreme depravity or just because it plain makes people insane. This comes with resistance to insanity-inducing knowledge to stay sane from some sick shit you now know. On the plus side, you now can counter most of these depraved rituals. Or, if you prefer, you can cast some of these dark rituals yourself.

Lineage of Witchcraft [600 CP]: You come from a long family line of magicians and witches, Jumper. Because of this, you have dozens of generations of knowledge and lore in your possession, especially in a specific magic your family found a niche in. This means spells from that niche were many times more potent than some average scrub would cast them. It also means you have reserves of magic power greater than many of those cheating cultists and their inhuman blood. To make it even better, the efficiency and potency of the **Blood is Magic…** and **...Magic is Power** perks that have greatly increased as well.

Cultist:

Drug Pusher [100 CP]: Who knew being a cultist came with knowledge in chemistry? Well, you certainly had that knowledge now. The knowledge and ability to brew natural and chemical compounds into the form of narcotics and drugs to suit your own purposes.

Sex is Might... [200 CP]: You have the capability of conquering anyone through sex, consensual or otherwise. With the power of sex, you can literally turn anyone docile and obedient. They won't be your slave or anything, they'll just not fight back as much. Be warned, you must fuck them senseless regularly for this to work.

...Might Makes Right. [400 CP]: There are times where you need to go farther than just making your victim docile. Sometimes, you want to change them. Should they be forever loyal to you? Should they gain an addiction to your sperm? Should they just become a cumdump? Well, you can now fuck someone into whatever mindset you want them to have, so long as it doesn't involve them inflicting self-harm or cause suicidal tendencies. After all, self-preservation is a powerful thing.

Beyond Neophyte, Beyond Human [600 CP]: You may have been a normal human before this, but you're not anymore. Your delve into the depraved and forbidden lores have given you the perfect idea: injecting/consuming the blood of an eldritch abomination in order to gain/improve your magic capability. The good news is that it worked! You not only have greater magical reserves than before but also gain resistance to curses and darker magics. Your physical capability has also increased to inhuman levels as well. Even better is that your ability to cast curses and dark magic increases in power and potency. Even better, it has not transformed your appearance into an abomination. Well, it could if you wanted it to, but it's not automatic like the other poor saps. The Bad News is that everyone that knows about it is going to either hate you or be wary of you, but who cares about those pansies, right?

The Gods Wish to Meet Us [600 CP]: Well, you've made it to the pinnacle of forbidden knowledge. You now have the capability and the know-how to summon demons and deities. Through the usage of complex rituals and plenty of sacrifices, you can operate and maintain the ritual through your own force of will and magical might. While others might need countless believers to accomplish such a thing, you only need yourself. To make things even sweeter, the demon or deity you summon cannot harm you at all. So instead of ending up as some accidental sacrifice, you will be alive and well, cackling like mad as your summon devastates the land.

Items

You can import items of similar type into these items for no additional cost. All 50 CP items are free to their origin, while all other items are at a discount to their origin.

General:

Ith-Video Account [Free]: A strange website that has no known owner or even actual content providers. Yet, for some strange reason, random videos keep getting added to the site. To make matters even stranger, they can come from all points in time, location, and even plane of existence. More often than not, you will find videos involving your companions and you involved in all sorts of strange moments of debauchery and adventure. Essentially, you get an account of a strange online video site that will randomly post videos of your companions and you in sexual moments or moments of violence. You might even see glimpses into the future or a future that will never come about, but you'll get no context of how your companions or you ended up in that situation.

If you have the "**Got to Pay the Way"** Drawback, this will also be a distribution site for any Adult Videos starring you.

Where there's a Will, there's a Yen [50 CP]: You've come into money Jumper. Well, just a little investment on my part, anyway. You get 1,000,000 Yen in order to get the ammo and drugs you need to survive in this world. You can purchase this multiple times. Take care not to spend it all in one place~.

Tablet PC [50 CP]: An indestructible, hardened Tablet that comes with WI-Fi and maybe even a few basic programs: calculator, chat, e-book reader, etc. However, the major benefit of this is the Occult Encyclopedia App that will literally give you information on all potential monsters and occult enemies you may come across in a jump. This includes giving you their potential weaknesses and strengths.

M1911 Custom [100 CP]: A customized M1911 that's great for a rookie in the occult world. It uses high-powered .45ACP rounds that are imbued with consecrated silver dust. Great against both corporeal and incorporeal beings. It comes with five free magazines that will restock each day after they're all used up. If you need more ammunition, buy some.

Watch of de Marigny [200 CP]: A magical device that allows the wearer and any allies nearby to teleport out of a dangerous situation and back to a designated point. This point can either be a safe house, another property you own in the jump, or even your Warehouse. It cannot be used in a direct combat situation, though.

Criminal:

Emergency First Aid Kit [50 CP]: A well-stocked First Aid Kit that can help heal most mundane wounds. A rather essential tool to survive the horrors of the supernatural world. Its supplies are restocked once a day after usage.

Professional-grade Camera [100 CP]: A high-quality, multipurpose camera great for taking both still shots and movies. The camera will always produce perfectly edited footage and cutting stuff you don't want out of said production. It's a digital tool which allows you to upload content to a computer or the net. It also has unlimited space. If it gets broken, a replacement will appear in your warehouse. Now go film Ren Volume One~!

MP5K SMG [200 CP]: A short-barrel model of the ubiquitous MP5, this submachine gun fires 9mm rounds blessed by a priest and filled with mercury. This makes this normally mundane weapon great against corporeal demons and other supernatural creatures. It comes with 5 magazines of 30-rounds each, which are restocked in the warehouse at the end of the day when all are used up.

Bondage Gear [400 CP]: Whether it's binding an unwilling participant or making someone look sexy, you can't go wrong with a collar plus chain leash and handcuffs. They're durable enough to withstand most abuse, and if they break, a new set will appear in your warehouse. They have the added function of negating supernatural abilities and to make unwilling participants more docile towards you or a designated group. The wearer of this cannot strike anyone but has just enough feistiness to talk back (if you're into that sort of thing). What wonderful fun~.

The Honorable Jumper Organization [600 CP]: Well, Jumper, I didn't think you'd go this route. Apparently, you're the head of a Yakuza Organization and all the benefits that come with it. You will gain a few dozen followers starting out with the potential for growth. You also gain a Headquarters Building that can be imported to future jumps or stored in its own personal reality until it is needed. This Headquarters will have storage for your illegal goods and facilities for your operations. Anyway, this Organization calls you Oyabun and will net you some nice income.

With the perk **Black Market Contacts**, this Organization will also become the center of the Black Market in the Current and Future Jumps. If you have the "**Got to Pay the Way"** Drawback, this place becomes a filming location for any Yakuza/Mafia-run Adult Video starring you. Why a Crime Boss has debt like this, I have no clue, but it's there. This Film Shoot Location is available after this jump without drawbacks.

Government Agent:

Government ID [50 CP]: Literally what it says. You gain an Identification that lists you as an agent of a local or national government based upon the setting. This includes all the basic benefits of being an agent of the government. However, you're only allowed access to stuff that a middle management agent could get.

Consecrated Power [100 CP]: A consecrated silver dust that can imbue melee weapons with magic for a full day. This makes even the most mundane of melee weapons able to counter incorporeal creatures. You get one vial of this, which restocks once a day after usage.

Retirement/Slush Fund [200 CP]: Whether you are retired or active, your job pays a lot in hazard pay. More often than not, you end up with more money than your weapon, food, and hospital expenses. This is especially true if you're damn good at your job. The Retirement/Slush Fund is a set of bank accounts that are black (meaning hidden) and allows you to live a comfortable life without having to work. Having such a thing might annoy those with serious debt, though.

Government Resupply [400 CP]: As a Government Agent, you have the connections and the clearance to gather whatever heavy munitions you require in order to take down the Occult and their demonic creatures. This allows a stockpile of explosives (grenades, charges, mines, etc) and munitions (rockets, missiles, bullets) will appear in your warehouse. The exact composition of the resupply is up to you, but cannot involve any vehicles or vehicle-mounted weaponry. In future jumps, this can include future-tech weapons based upon the destination. You will be resupplied after you use all of your initial stock the next day.

Dojigiri Yasutsuna's Lost Shadow [600 CP]: The Dojigiri Yasutsuna is a national treasure in Japan, which is understandable considering it is the oldest surviving katana-style blade in Japan. This is its *lost shadow* or a combat-capable sister blade with a rather unique ability. It may instantly kill any corporeal creature with a single swing.

Sweeper:

Ren's Collar [50 CP]: A simple leather collar with a fine gold chain, it's a beautiful decoration. It also has a subtle effect that charms individuals around you. While you can't literally control them with said charm, they seem to favor you a bit more. Good for calming others and getting the upper hand in negotiations.

Lifetime Supply of Scarlet Bull [100 CP]: A semi-legal energy replenisher that is only available with a doctor's prescription due to how uncomfortably energetic it can make an individual. What it does is replenish one's magic power, ki, or other supernatural power. It comes in cases of six that restock every day after it is fully used up.

Powder of Ibn-Ghazi [200 CP]: A mystical substance in a powdered form that is used to reveal invisible and incorporeal entities. It is also used to allow any mundane weapons used by you, your companions, or any random schmuck in the area to strike those entities. Someone has conveniently placed it into a grenade for easy deployment, however; the powder is so difficult to make that you can only have one on your person at a time. However, you will get a new one in your warehouse by the end of the day.

'Dagon Killer' [400 CP]: A customized Winchester Model 1887 Shotgun that has been magically enhanced and modernized. Because of this, it can hit incorporeal beings and can hold five shells of various types of ammunition. The power from this weapon is actually potent enough that, if buckshot is used, it could dispatch whole groups of demons in an instant. Normally, the only one able to wield this would be Nosogi Ren, but you have a 'replica' of that same weapon now in your possession. It comes with fifteen shells of standard buckshot and fifteen slugs that will be resupplied the next day once you run out, that is.

A Proper Safe House [600 CP]: Technically, it's an office with some living space right above it. So closer to a small townhouse than anything, really. However, it has quite a few magical protections against darker creatures that will keep you safe from assault. And we mean safe from assault since the protections around this Safe House literally attack those that would threaten you and your companions with any harm of any kind. Strangers have to be invited into the place in order to not feel a creeping sensation of doom upon them. There are also quite a few tools that enable you to maintain any weapon or armor you may own, including future-tech weapons in future jumps. It comes furnished with second-hand, but nice furniture and a mid-tier desktop unit for your desk. You may import this property to any future jump.

If you have the "**Got to Pay the Way"** Drawback, this place becomes a filming location for any Yakuza/Mafia-run Adult Video starring you. Videotaping here might mess a few things up, but it's a safe location for a shoot. After the jump, this Film Shoot Location is accessible without the drawback.

Exorcist:

Exorcist's Habit [50 CP]: The typical attire of a Nun or Priest that is imbued with holy energies to protect anyone wearing it from curses and possessions. It makes you look rather sexy in a very conservative manner.

E-Tablet [100 CP]: An alchemical cure-all that deals with all diseases and toxins, but does not staunch bleeding or revive those that are unconscious. You get one of these, which will restock a day after usage.

Aldite's Warning Stone [200 CP]: A simple stone that will glow and vibrate to warn against ambushes and hidden enemies. This would normally only work a few times before becoming inert and unusable. This one, however, has an indefinite lifespan and will always warn you against even the best-hidden ambush or invisible enemy.

Crusher of the Dead [400 CP]: A holy weapon in the form of a massive hammer, this weapon has several characteristics that make it the perfect weapon for an exorcist. This includes a property called Demonbane, which makes it especially adept at killing corporeal and incorporeal demons. It can also stun anyone struck by it.

Jumper Catholic Church [600 CP]: A local church, that doesn't have to be catholic, where you preach to your flock and care for them during the daytime. Yes, this comes with a congregation as well. It is in a rather pleasant neighborhood and with a friendly flock that will donate now and then. The funds are just enough to maintain the building and a few projects. One such project is the creation of sanctified objects for use against demons and the like. While you can make them, you can only construct a couple of sanctified items a week due to both materials and funds. You may import this Church to future jumps or attached to your Warehouse. If it is attached to your warehouse, there are no congregation visits.

If you have the "**Got to Pay the Way"** Drawback, this location is considered your collateral for the jump. You cannot lose the Church, but paying for maintenance becomes a bit more than donations can handle. In this case, it's likely this place of worship could be turned into a den of debauchery at night. After the jump, you can toggle this Debauchery Mode without drawbacks.

Witch:

Munak's Signal Stone [50 CP]: A strange mystical artifact that was once used to communicate simple messages between each other. The Modern Magic-User has found a new use for them though — wireless signals in dimensional distortions. Amid an *Other World Event*, you may use this stone to pierce through the veil and get wi-fi/cellular service, which is quite handy when you need to contact someone in an emergency. Outside of this jump, this stone will allow you to break through any electronic interference that hinders communication.

Charmed Choker [100 CP]: A simple leather choker with runes sewn into it. This choker has several defensive spells placed upon it that protect the wearer from elemental spells and some mental manipulation like hypnosis. It also looks kind of sexy too.

Magical Back-up Battery [200 CP]: A specialized device used to restore magical power quickly. While seemingly mundane, it is a highly specialized tool that works with both Witches and Sorcery Emulators. It's a rechargeable pool of magical energy that is great in an emergency. It can do this twice before needing to be recharged. However, it must be recharged via biochemical reactions. The catalyst for such reactions is blood or semen, the fresher the source, the more potent the reaction. Blood from transfusion bags seems to ruin the effect and frozen semen is very inefficient. This can be purchased three times with the second being further discounted (100 or 50) and the third being free.

Mythos X7 Sorcery Emulator [400 CP]: Long ago, the only method of casting spells was with grimoire and word along with a lot of practice. The traditional way is still used, but because of the efforts of one Kitakagura Atsushi, a more effective tool was born: the Sorcery Emulator. The virtual reproduction of complex magical rituals is what a sorcery emulator does, and the results have surpassed many expectations. In essence, it reads off digitized tomes and loads virtual tools, sacrifices, and virtual believers from its database to simulate a ritual. This allows it to be invoked extremely quickly. However, it is functionally useless unless someone already has magical training. It consumes a considerable amount of magical power, so we recommend it to have an external source of magic power like **Magical Back-up Batteries**. A massive pool of magical energy works too. If the user cannot handle the strain, they may go insane or even perish. As it stands, only the Daughter of its inventor has every successfully wielded one. That is — until you came along. The Mythos X7 is the latest model of Sorcery Emulator with the most robust and detailed database. This comes with a few digitized tomes and grimoires already installed. If it is damaged or destroyed, a new one will appear in your warehouse the following day.

Occult Shop 'Jumper' [600 CP]: In Karadate City lies a small shop in the downtown area. This strange and mystical shop is home to a mystic by the name of Rouge, who is said to have looked like a young 20-year-old woman since the WW1 era. A friend of Nosogi Ren's, she has provided the Sweeper with many mystical accessories from power stones that allow resistance against specific types of spells to dog tags. Dog tags that are imbued with the dying wishes of those that held them to even stranger items. Well, now you have a similar shop. This shop comes with a first-floor store area with a fortune reading table, a second story living space, and a basement-level mystical workshop. You need not run the shop yourself since it comes supplied with a clerk for while you are away. The living space on the second floor has room for you and your companions (if they bunked together) and a living room, kitchenette, and full bathroom that needs to be shared. It's the basement-level workshop that is the beauty of this store. With this, you may manufacture mystical items such as those listed above and even Sorcery Emulators. Of course, you only have the material to create a few of these items a week. You may import this shop to future jumps or attach it to your warehouse.

If you have the "**Got to Pay the Way"** Drawback, the debt collectors consider this location your collateral for the jump. You cannot lose the shop, but paying for maintenance becomes a bit more than profits can manage. Extra space is added to the basement level for this drawback, though — a sex dungeon. There, you may sell your services on either side of the BDSM spectrum to help pay off your debts. After the jump, the sex dungeon may be toggled at will on a jump by jump basis.



Madame Rouge
Occult Shop Keeper

Cultist:

Cultist Attire [50 CP]: Black robes and a red mask, it's the standard attire of a cultist, really. However, these robes have a certain bit of magic resistance to them. This can resist holy based attacks, is easily repairable, and never needs to be washed. You'll never have to worry about blood stains from those sacrifices again.

Bottle of Doctor Dream [100 CP]: Doctor Dream (also known as DD) is a narcotic that comes as tablets. A power hallucinogen that can be swallowed, mixed with alcohol, or broken up and snorted. It causes memory loss and is often used as a date rape drug. Some cults also used it to screen for victims. They often take addicts to either be brainwashed into members or used as sacrifices. You get a bottle of 15 tablets that will restock every day after it has been fully used up.

Old School Ritual Gear [200 CP]: Even with the Sorcery Emulator, sometimes it's good just to go by the old school method of ritual crafting. With this, you gain everything you need for a specific ritual delivered to your warehouse. This can be anything from candles and tools to even exotic materials such as animals, specific gemstones, etc. This does not include your own human sacrifices or fellow worshipers/cultists, though — you must hunt those down yourself.

Cursed Mace [400 CP]: An enchanted mace that is charged with lightning magic. It has the capability of stunning a target with both blunt force trauma and some electrical magic. Well — that one mode. The other mode is a dark curse stamp. Smack your opponent and instantly curse them with some of the vilest rotting curses you can fathom. Great for creating that zombie horde you always wanted.

Digital Collection of Occult Tomes [600 CP]: Recently, there's been a trend of transcribing or scanning grimoires and tomes into a digital format. While this may sound silly, this is actually a great opportunity for cultists to gain such treasured works without having to go through black markets or antique sellers. You have gained a USB drive containing all the world's Occult Works. This includes classics like the Necronomicon. And to top it all off, you will get updates to your collection to include tomes and grimoires from future jumps. The best part is that only you and your Companions can access this collection. Anyone unauthorized to read its contents is merely knocked unconscious or driven insane (if you're especially vindictive).

Companions

Investigation Team [50/200 CP]: In a world of cultists and monsters, you're going to need a crew to survive and thrive. For 50 CP, you can import a single companion. This companion will get a free background (Anything but Cultist) and 400 CP to purchase perks and items. For 200 CP, you can import up to 8 Companions that will gain the same benefits.

Government Organization [50/200 CP]: Looking for some new faces? Well, this choice is for you. You can create new Companions, who will gain a free background (anything but Cultist) and 400 CP to spend on perks and items. It's 50 CP for a single Companion and 200 CP for a batch of 8.

Cult of Darkness [50/300 CP]: Well — this is certainly different. You're the leader of a Cult Jumper and are looking for personal power or to summon forth an Outer God. You can create new Companions, who will gain the Cultist Background for free and 600 CP to spend on perks and items. It's 50 for a single Companion and 300 CP for a batch of 8.

Native Assistance [100/400 CP]: Want to take one of the canon characters along with you? This is the choice for you. For a mere 100 CP, you will gain one of the canon team of characters, while spending 400 CP gains you all five of them.

- *Nosogi Ren*: A Sweeper with mastery in **Toxikinesis** and is well known for being a walking **Encyclopedia Monstra**. She has had to Prostitute herself to pay off some debts, though.
- *Seijirou*: An Agent of the PSA with a supposed **Ninja Heritage** and skilled as a **Designated Marksman**. He's also a bit of a sword nerd. Seijirou is not his real name.
- *Yuriya Mihailovskaya*: A Nun who serves as an Exorcist. She is quite adept at **Exorcism** and Healing (**Salvation from Wounds**). She has to use her body to keep her Church from being closed down.
- *Date Juuzou*: An **Ex-JSDF Ranger** with a **Mastery of Traditional Martial Arts**. He's also an unemployed virgin that doesn't have to worry about money (much to the disgust of Ren and Yuriya).
- *Kitakagura Mana*: A 14-year-old Witch with a **Lineage of Witchcraft** and Daughter of an Inventor of the Sorcery Emulator, Kitakagura Atsushi. She has quite **The Magic Touch**. It's a shame such a girl now has a kink for demeaning gang-bangs after her time of being kidnapped.

Scenarios

You may choose as many of the following Scenarios as you are able.

On Meyer Simmons [*Free for All Origins*]:
Meyer Simmons, born in 1887, was a former professor at Miskatonic University (which is well known for its wide collection of ancient texts, tomes, and grimoires). Much of his published work is actually banned after his arrest and expulsion from the university for his *insane acts*. After his release in 1927, he simply vanished from the public eye.

But disappearing doesn't mean idle, and he certainly hasn't been for decades. He plotted and planned. He gathered resources and knowledge. Only then did he reappear — but not to the public. With the help of Doctor Queens, an expert in hardware manufacture, and Kitakagura Atsushi, an expert in software with a long magical lineage, he developed the Sorcery Emulator in 20XX. While Kitakagura helped in order to make casting safer and easier for those of magical descent, Meyer Simmons wanted the Sorcery Emulation System for one specific goal: the summoning of Hastur into this world.

This is what you need to stop, Jumper. You need to stop the summoning of an Outer God and save the world. Easier said than done since Meyer Simmons has been working toward this goal for longer than you've been alive (in this world anyway). He has many followers, vast knowledge in the occult, and business under his control.

The easiest method to accomplish this is to honestly just join up with Nosogi Ren and her crew. They are the usual crew to stop this travesty from ever occurring. They will start by tracking the creation and distribution of the narcotic, Doctor Dream, and follow the trail from the Abandoned Factories of Karadate City to the Old Hospital to even Miyabi Corporate Offices.

In the Abandoned Factories, Nosogi and her team would find a literal chop shop of human body parts done by the Black Hill Society. DD addicts would be kidnapped and divided into three groups. The elderly and children would be chopped up for body parts to be sold on the black market — or used for the Society's cannibalistic urges. Women would be raped and tortured to be used as sacrifices. They would brainwash the young men into more cultists to fill their growing army. Of course, then there were the otherworldly denizens of the factory that were popping up due to all the despair and the summoned Blood Brothers of Chaugnar Faughn, a great old one. Clearing this Factory out would save many victims and push much of the Black Hill Society out of the City. On a side note, there was also a random Wendigo mucking about the Factory.

Then there was the Old Hospital conquered by Doctor Queen for his experiments into melding the undead with technology. Filled with techno-zombies and information on two experimental test subjects on sex magic: Yuuki Ayumi and Kitakagura Mana. This is also the location where the kidnapped Kitakagura Mana, who had been searching for her Father's killer, would be rescued by Nosogi Ren. Cultists would rape Mana under Doctor Queens for quite a few days before she was rescued. It would also be the potential spot for Yog-Sothoth's Spawn to be summoned into our world, requiring the usage of the Powder of Ibn-Ghazi to stop. But with the defeat of Doctor Queen, it would come to the end of all operations in the Old Hospital.

Of course, that wouldn't stop the experiment on Yuuki Ayumi from continuing. Her abuse and rape by brainwashed students would lead to the Dream World being pulled into our Reality at Hazuki Academy. In an emergency such as this, Nosogi and her crew would abandon their investigation temporarily and rescue survivors of the incident. They would find the culprit and easily dispatch a Researcher named Han.

Information found in the Old Hospital would lead Nosogi and her Team to infiltrate the Miyabi Commercial Affairs office. There, they would have to sneak through the four floors of the building and find out that the CEO was being manipulated by — *someone*. They would also encounter an Avatar of Nyarlathotep, the Bloated Woman. Frantic, the Exorcist known as Yuriya would drive the team forward to defeat the Avatar and drive her off.

It would be Nosogi's contact with the Police that would lead them to the next major clue, an Underground Temple set up by the Black Hill Society. A temple dedicated to Chaugnar Faughn. A blood area connected to Karadate City's Subway System via a Gate. Nosogi and her team had to gather five macabre trophies to act as keys: the Thumb of Arkane, the Index Finger of Telesmark, the Middle Finger of Greyholder, the Ring Finger of Al da Nago, and the Little Finger of Biteya. In their search, Nosogi and her team would encounter Doctor Queens once more, though the madman had modified his own body with his twisted techno-magic until he was nothing more than a brain in a jar. Once dispatched, Mana would gain her revenge with the help of a customized pistol Juuzou got her. How is such a nice man still a virgin? Once all the trophies were found, it would unlock the path to the ritual room and the Great Old One, Chaugnar Faughn. It would be an arduous battle, but Nosogi's Team would come out on top. But that wouldn't be the end of their journey through the Temple. Further in the Temple, they would come across the mastermind of the entire plot: Meyer Simmons. The man would tease his plot to call Hastur to this world before escaping. This — would be the beginning of the end. (Oh — and apparently the cultist had plutonium randomly stashed away…)

The Investigation would take Nosogi's Team into the West Wind Building, a skyscraper that was abandoned because of citizen group intervention and other obstacles, where Meyer Simmons had set up a computer network with the sorcery emulation system. With this network, he would summon Hastur as Aberdeen rose in the sky. Nosogi and her Team would fight Fanatics of Hastur floor by floor in their search for a way to stop the summoning. On the 7th Floor, they would encounter the Twin Gods of the Wind, the Children of Hastur, Lloigor and Zhar. Upon their defeat, however, Meyer Simmons arrived and transformed into the Avatar of Hastur, the King in Yellow. His defeat would not end the horror though as Meyer would call upon Hastur's Rotting Wind to drive Nosogi's Team out of the building temporarily. Luckily, Seijirou would have a backup plan to cut the power to that section of the city, hindering the network of PCs dedicated to summoning Hastur.

They would retreat to a Clinic in Downtown Karadate where Nosogi would gain a USB drive with a counter to the Ritual, a hacking program that would allow Kitakagura Mana the chance to launch a Banishing Ritual against Hastur. With time running out, Nosogi Ren would brave the West Wind Building once again, this time alone. She would fight her way through a poison-filled building on a time limit of 15 minutes until they restored the power. Finding a computer on the 17th Floor, she would insert the USB just in time for the power to be restored. It was only then — that she had to face Hastur on the rooftop by herself in order to delay it. To delay it long enough for the Banishing Program to activate. However, the battle had severely damaged the building, causing it to half-collapse with the roof falling to the 14th floor. There may have been enough time for Ren to escape, but Meyer Simmons appears once again and shoots her in the back. Both would fall with the collapse of the building, miraculously surviving — if barely.

The night would end with a rather inept firefight between the two heavily injured individuals, but Nosogi would claim victory and eventually be rescued.

This would be the path you chose when allying with Nosogi Ren. A path you could change for the better or for the worse with your decisions. Honestly, you could do quite a bit hanging around Nosogi Ren and her crew, but is that the only way to stop Meyer Simmons?

You could go it alone (or with friends) and solve this incident without Nosogi and her Team. This would mean you and your companions would take the place of Nosogi's Team, which could be easier or harder depending upon how much government support you have and what sort of specialties you'd be able to bring forward. You could follow the clues like Nosogi's Team above, saving countless lives in the process, or you could just start at the end and move to the beginning or many other ways. Just as long as you stop Meyer Simmons and Hastur, you will succeed on the first or second path. Of course, this path would lead to different rewards becoming available to you, which will be discussed later.

There is a third path you could take, though. A path of darkness that would lead to the ruin of the world. Yes, your other path is usurping Meyer Simmons' plan and summoning Hastur yourself. This is probably the hardest path to take though as it would require you to subvert or destroy his plans yourself as well as face-off against Nosogi Ren's Team. After all, Meyer Simmons is 130-some-odd years old and his plan has been decades in the making. You only need to Summon Hastur yourself in order to succeed on this third path. No need to do any of the other stuff Meyer does in order to test and prove his theory. Though, if you are an evil madman, you could suborn the Black Hill Society and have them rape and kill all over Karadate City. However, after defeating Meyer Simmons, defeating Nosogi Ren and her compatriots, and summoning Hastur the Unspeakable One, you will receive great power.

With the paths of this Scenario out of the way, we can now get on to what you are actually looking for — the rewards.

If you went with the easier path and aided Nosogi Ren in defeating this Conspiracy, you will receive both **Nosogi Ren** and **Seijirou** as free companions after this jump. The difference between these companions and their purchasable versions is quite simple, really. For one, Nosogi Ren not only receives the perks listed on her purchasable version but also **Shotgun Queen**, **Encyclopedia Demonica**, and **Ability Over Strength**. Seijirou would also have his normal perks as well as **Government Backing**, **Detective Jumper**, and **Hand Loading** perks. They will receive their favored weapons, **Dagon Killer** and **Dojigiri Yasutsuna**, respectively.

If you went with the Second Path and replaced Nosogi Ren's Team, you will gain **Miyabi Commercial Affairs** and all its assets. Miyabi Commercial Affairs has a lot of products under its umbrella of influence from pharmaceuticals and medical technology to food processing and distribution. With this Corporation under your thumb, you will be able to import it to future jumps and gain millions per year in income. You could also change its focus and even purpose in future jumps to benefit your plans.

The final path's rewards are more for personal power than anything. With the summoning of Hastur, you gain the Title **Avatar of Hastur**. This title grants you the powers and abilities of **The King in Yellow**, transforming you into an otherworldly being with the ability to manipulate fire, water, and wind elemental attacks. Mundane weapons may no longer harm you unless they are changed in some magical or technological manner. You also gain an aura of power that will slowly drive those you consider enemies (and maybe some neutrally minded individuals) insane.

Business in the Far East [Exorcists Only]:
This Scenario starts out a year before you would normally in this Jump. You are a newly assigned Priest/Nun to the Karadate City Catholic Church (or whatever church you have with the **Jumper Catholic Church**). In fact, you're the new Head Priest of the Church. Why are you the new Head Priest? Because the former one put the Church you are now running into debt. This debt isn't as bad as the debt you would receive from the **Got to Pay the Way** Drawback but is pretty significant anyway (about 200 million Yen or so significant).

Your primary goal is to not only pay off said debt but to ensure that your Church thrives financially and faithfully. This is more than just maintaining the building, running charities, and providing services for your flock, however. One of your chief duties in Karadate City is the hunting of monsters and heathens (preferably the cultist kind). Such operations cost a lot of money, which goes on top of all your other expenses.

You may earn money in any way you please, but there are a few noticeable methods to either pay your debts or decrease the maintenance costs of the church.

Many wealthy individuals live in Karadate City, and some might even be a part of your flock. Said wealthy individuals would be perfectly suitable for becoming the financiers of Karadate City Catholic Church, however, they all have their own requests that you must satisfy in order to receive funding. These individuals don't really pay down debt more than they decrease your operational costs with their monthly donations to the Church.

Hayabusa Hayato is the CEO of a local Shipping Firm and is a very devout Catholic. He is completely willing to fund your church, as a member of the congregation, and his support would mean an end to worries about shipping costs for certain materials needed for your holy mission against monsters. However, his ships often bring back items said to be haunted. In fact, there has been a rise of cultist and monster activity whenever one of his ships returns. In order for Hayato to maintain funding for your church, you must occasionally go out to the docks and perform exorcisms and/or hunt for the supernatural on his ships.

Ning Kuang is a Chinese businesswoman and owner of a pharmaceutical company with many ties to both modern medicine and the occult. She has a branch office in Karadate City and a second home in order to execute business dealings overseas and away from her homeland. Ning will provide you with ingredients for your holy item creations as well as provide you with funds if you provide her with a holy item or two per week. But that isn't what she requires of you. In order to receive her cooperation and backing, you must hunt down her Uncle, Yazhu Zhang. Yazhu is a rather infamous Daoist who has fallen to the darker arts. He has joined the Black Hill Society in order to pursue his interests. All you really need to do is find Yazhu, kill him, and bring his manuscripts back to Ning. Of course, finding him will be the real trick since he has a Cult backing him.

Thuần Phan is a Vietnamese exile who escaped the fall of Saigon all those years ago. He left the country a beggar but became a multi-millionaire with his Ocean Salvage Operations. Thuần still goes on expeditions, though he doesn't dive much anymore because of his age. He also knows about the occult due to his interactions with haunted wrecks and the creatures that hang around those areas. He's also a philanthropist, often giving money to poor Vietnamese Exiles and orphanages. Thuần's quite willing to fund many of your charities and food drives to help the poor and needy. Of course, he will require something in return. His only son had gotten involved in DD, becoming an addict and eventually being

kidnapped by the local Cults. He wants you to find out if he's still alive and bring him home. Barring his son's survival, he wants you to slay the Cult responsible down to the very last cultist. And if you can kill all their families too, he'd be even happier, but that's optional.

Honda Koharu is actually a twenty-some odd-year-old widow, but she has inherited a fortune of billions because of her American-born husband. She's probably the easiest to receive funds from since donating to your church helps with the inheritance and estate taxes she has to pay. You see — she only requires one thing in order to receive her support: your body. Whether you are male or female, Koharu is a very lonely woman with a very specific fetish — dominating powerful individuals. You just happen to be a strong exorcist that runs a rather well-known Christian church in the area. It's even better if you have to break a vow of celibacy in order to accomplish this. It's a simple task to accomplish, but are you willing enough to leave a righteous path and fall into deviancy?

Other than wealthy patrons for the church, you may also sell Holy Items to those who know of the occult. This includes the typical items like Holy Water, Consecrated Silver Powder, Rosaries, and other such items. It's often better to sell them to an Occult Shop as a supplier, but you could also sell them to individuals too. This will cut into your own supply of Holy Items though, so it's best to decide what to keep and what to sell. You could also hire yourself out as an Exorcist too. True, you're here to save the faithful and cleanse the area of heathens and monsters, but these are troubling times and a bit of financial safety is always good~.

If you're really desperate for funds to pay for maintenance and other necessities, **Yuriya Mihailovskaya** is a local nun for Karadate City Church. She is willing (reluctantly at first) to use her body to gain more donations from wealthy members of the congregation. Just be warned that relying upon this method too much will lead to your Church becoming a Den of Debauchery when night descends upon the City. That will lead to rumors and eventually police interest.

If you can successfully pay back the debt the Church owes and even make it financially self-sufficient in some manner, you will be granted **Yuriya Mihailovskaya** as a Companion for free. She gains what she would normally get as a purchased companion, plus **Spiritual Relief**, **My Body is a Temple**, and **Hammer of God**. She will also receive her favored weapon, the **Crusher of the Dead**.

Middle Eastern Woes [*Sweeper/Government Agent/Witch Only*]:
You're dropped into this Jump almost two years before you would normally start and in the Middle East instead of Japan. Whether you are a Sweeper, a current Government Agent, or a retired Government Agent, you are now working in a Mercenary Company assigned to this big named Oil Tycoon. This Businessman seems to have a lot of dealings with the occult, which is enough to have several mages and other occult-knowledgeable individuals on his payroll.

To make matters worse, this man has to deal with **a lot** of occult activities in his territory. Cults to the Outer Gods in his Refineries. Djinn-worshiping savages interfering with his oil platforms. Even a case of minor gods creating **Other Worlds** around his pipelines. You do not know what draws these things to the poor man's operations, but he's now hired you as either an occult expert or another gun-for-hire.

Under a yearly contract, your task is to deal with whatever occult issue comes your way. You can work for however long you want and you have no requirement to do the main storyline scenario after two years are up. You can continue this contract for however long as you prefer, but other than the high-amount of occult activity around this Tycoon, there is one major issue.

The Oil Tycoon who hired you is **Cursed**. Yes, the capital 'C' and bold is required because that's how **Cursed** this man is. He has literally offended a Djinn, an Arabic demon of legend, who then **Cursed** the Tycoon to be plagued with misfortune and misery. There's a reason the poor man falls ill once a year or some of the most annoying, yet curable diseases. Many of them seem venereal in nature too, so this Djinn must be a spiteful asshole.

Either way, to end this plague of misfortune, you must break the **Curse**. In order to do so, you need to find the Djinn responsible for the **Curse** and do one of the following: Banish it, Imprison it, or Destroy it. All three actions require a ritual and the people/supplies necessary for them to be done. There are several methods to gain these and success will result in different rewards.

First up, you need a Witch, Mage, or Cultist in order to perform the rituals. The simplest method is to **be** the Witch in question, but there are other ways to gain the services of a witch. No matter if you are a Witch or not, you may only pick **one** of the following to aid you.

Locally, there is a Coven of Witches hidden in an Oasis out among the dunes. Their magic maintains the Oasis and keeps unwanted visitors away. You may either contact them in the villages or seek their Oasis home (which is the harder way). They would be willing to provide the services you seek if you provide them with blood and/or semen for their potions. Just be sure to negotiate carefully, or you might get the worst end of that deal (a slave to the coven, that is). There is also a powerful Mage in the next Country that could provide you with the services you need. The Country in question, however, is an isolationist one and you'll have to illegally cross the border, avoid border patrols, and negotiate with the Mage. The Mage will seek asylum and an apprentice which will require you to drag him across the border to safety. The final way is a local Cult that hides in the shadows of a local City. Servants of an opposing Djinn, they are perfectly willing to deal with their Master's Rival. Of course, you just need to provide them with a steady supply of recruits and/or sacrifices to fuel their dark rituals. This, of course, means you're getting into the human trafficking industry. Better not get caught.

Next, you need Muscle to guard the casters against any opposition. Again, the simplest method is to be a Sweeper or a Government Agent to provide it yourself, but if you need extra hands, there are a few sources. You can hire only one of the two mercenary forces, Date Juuzou and the Spec Ops Team can be

added on top of them. It should be noted that your Boss won't provide his Mercenaries for this job since they're required to protect his assets. Still, he's not the only source for Mercenaries.

You can hire a group of mercenaries known as the Black Dog Company, a multinational outfit out of Crimea. They're probably the most ill-behaved group you will ever come across and are really expensive (at the cost of a few million US dollars), but they get the job done. You just need to either provide the funds to pay them or the supplies to use. Oh — and girls, they're a rather lascivious group of ruffians. There is also a nomadic tribe that has stuck to the old ways that traverse the local area. Sure, they've modernized a bit with actual vehicles instead of just camels and horses, but they still stick to the old ways. The *old ways* meaning that they are bandits. Hiring bandits can be an issue, but as long as you pay them well, they're willing to follow your orders. They are the cheaper source of Muscle (akin to a couple of million US dollars). The last source of Muscle you can go to is actually from further abroad. If you are an active Government Agent, you can call in a Special Forces Unit to back you up. They're disciplined and experts in Counter-Occult efforts. They're also only a group of six men and women, so you won't have a lot of them.

Interestingly enough, there is a recruitable individual from the Oil Tycoon's own force of guns-for-hire. Hell, he's also the only guy the Tycoon will free up. An Ex-JSDF Ranger by the name of **Date Juuzou**. He's an expert in Close Quarters Combat and Traditional Martial Arts. He's also a hopeless virgin, but we can forgive him for that. After all, he brings Special Forces training into your group without having to be a Government Agent yourself. You can add him to any of the above choices without too much trouble.

With the Ritual prepared and the Muscle to back it up, all that's left is to find where the Djinn resides. This is easier said than done since his Cult has gone underground. If you gain the services of the Djinn's Rival Cult, you can find the Cult's location easier than before. They would point out three of the most likely locations and inform you that you'll have to find out the rest. Without the Rival's information, you're stuck investigating on your own. It will require following a series of strange kidnapping cases in a City 100 kilometers from the Tycoon's holdings. Having the **Detective** perk or a Witch would make finding the source of all the kidnappings easier, though the Mage could help deduce everything too. Either way, following the path of kidnappings would lead you to one of the Cult's hideouts. Clearing the hideout will point out the three locations the Rival Cult would have pointed out to you.

Of the three locations, only one holds the Djinn. The other two are secondary locations that hold one of two things: the Cult's Riches or the Cult's Village. The Witches Coven could help you narrow the location of the Djinn down easily enough if you have their services. But striking against the Djinn immediately would cause the Cult to flee from the other two locations. If you were to strike out at the Village, you could take out most of the Cult and free almost a hundred captives (most of whom are women). Striking out at their Vault of Riches would garner you enough funds to pay off any mercenaries you have hired. It will also net you a tidy sum of a few million US Dollars worth of gold, jewels, and precious metals. Hitting these two locations before striking at the Djinn will net you some rewards, but will warn the Djinn that you are coming.

If you were to strike the Djinn first, you will catch the Cult and the Djinn by surprise. This will allow you to distract the Cultist forces and complete the ritual to either Banish, Imprison, or Destroy the Djinn in a mere couple of hours. Striking at the other two locations first will increase the difficulty of facing off against the Djinn, but also net some worthwhile bonuses.

If you were to only strike at the Village and then go after the Djinn, you will face a small but prepared force of Cultists who are running a ritual to empower the Djinn they worship. This will make the battle long and arduous with many of the mercenaries you hire probably losing their lives. You could win eventually if you protect your occult experts well enough. You'll probably see a quarter of your number in casualties overall.

If you were to hit the Vault before the Village, then several Cultists will escape the village to reinforce their number at the Djinn's location. However, there is a certain magical artifact in the Vault that will improve your Occult Expert's Ability to deal with the Djinn. Casualties would be a third of your forces, but this option enables you to destroy the Djinn efficiently.

When all is said and done, you will have freed your employer from his curse and make your job a hell of a lot easier for the rest of your contract. However, this limits your time being hired by the Tycoon from a maximum of your entire jump time to about half of it. After all, with the rate of occult happenings dropping, what use does he have for you? Now to the fun part: the rewards!

For completing your contract successfully (no matter if you free your employer from his curse or not) you will receive a **Businessman's Recommendation**. This item allows you to have a foot in the door for any job under a Company in future jumps for any positions except CEO. It's a simple reward, but it works.

If you were to remove the Oil Tycoon's **Curse**, you will receive any of the following rewards depending upon what you choose to do.

If you were to hire the Witch's Coven, you will receive the **Witch's Coven**. This is a group of twenty female Witches with knowledge and experience in Ritualist Magic. They are also unaging, beautiful, and rather *thirsty*.

If you were to hire the Power Foreign Mage, you will become his Apprentice for the remaining time you stay in the Jump. At the end of the Jump, the Mage will die and pass on his title of **ArchMage** to you. If you are not a Witch, this will enable you to use Magic as if having **The Magic Touch** General Magic Perk. It will also give you knowledge similar to the **When you Stare into the Abyss...**, **...Beware the Abyss Staring Back**, and **Lore of the Forbidden Arts Perks**. (Note: In this case, **ArchMage** replaces these perks as a single perk). If you are a Witch, the **ArchMage** Perk becomes a second Capstone Boosting Perk. Here, all of your magic power increases exponentially as well as gaining a Charisma bonus when dealing with any magical user in future jumps. You become the great mentor and instructor of all things magic in future jumps involving magical ability.

Gaining the Services of the Rival Cult will lead you to gain a **Human "Resources" Network**. This could be a criminal enterprise where you kidnap individuals and sell them off to the highest bidder, gaining an annual income of a few million USD. But that'd be too simple. So on top of this, or as a replacement of this, this Network will allow you to quickly and efficiently find the right people you want. Whether you're looking for a mercenary to shore up your local forces in a jump, a specialist in a specific field, or even just a sex slave you will find and gain them for that jump. If you want them to be a Companion for later jumps, I'm afraid you'll have to Pod them.

Hiring the Black Dog Company as Muscle for your mission will net you your very own **Private Military Company**. This will give you a Battalion-sized force (about three to eight hundred strong) under your command or ownership if you don't want to be in direct command. You can import these to any future

jump where you require a private military force or just require an annual income of a few million dollars to supplement your income.

Taking on the Nomadic Bandit Tribe as a force in your mission won't net you the Tribe. Instead, you will receive the title of **Warlord**. The **Warlord** title enables you to gather a force of warriors or soldiers to your cause (about a couple hundred strong) in any jump it's necessary. They won't be the most highly trained force ever, but an extra bit of muscle never hurts. However, the force you gather in that jump stays in the jump.

If you are a Government Agent and brought in the Special Forces Team, you will receive an **Elite Force** as a single companion slot. You cannot separate this group of six individuals into individual companions. They also come with the perk **Ex-JSDF Ranger** and the item **Government Resupply**.

Recruiting **Date Juuzou** to your mission will enable you to take him as a companion for free. He comes with everything his purchasable version does, but also includes the **Perks of Military Training** perk. He also comes with the **Retirement/Slush Fund** and **Government Resupply** items.

If you struck the Vault of Riches at any point in the mission, you wouldn't receive the monetary wealth in them. No, you've found something even better in there. A **Mysterious Elixir** that can heal any sort of wound or malady is now in your possession (this includes magical curses and genetic defects). It cannot be replicated or recreated, but you will receive another Elixir in your warehouse the next day after usage. It has a tiny side effect of making you incredibly horny after use, but that's just a small price to pay.

Striking the Cultist Village at any point in the mission nets you the title **Liberator,** which provides you a social benefit of being well-liked by any non-slaving society and an intimidation bonus against slavers in future jumps. Basically, it makes you well-liked by free-loving people and scary to those that take slaves.

Now, dealing with the Djinn will net you three potential rewards based upon how you dealt with him. Banishing the Djinn will give you the ability to **Summon the Djinn** into servitude in future jumps whenever you please. Normally, one would have to be wary of dealing with Djinn because of their crafty and duplicitous nature. However, you have complete control over this Djinn. He cannot trick you, lie to you, or try to screw you over. He must follow your commands to the letter, and only then is he allowed to be unsummoned. You can summon this Djinn as many times per Jump as you wish, so long as it is only at least once a month.

Imprisoning the Djinn will give you an **Enchanted Oil Lamp** with the Djinn inside. Every jump, he will give you three wishes that he must fulfill and cannot ruin. Of course, these wishes cannot make you a God or give you any god-like abilities. They can give you a variety of other things such as wealth, magical power, ~~bitches and blow,~~ and any sort of material possession possible for that jump alone.

If you Destroy the Djinn, you gain some of said **Djinn's Properties** including immortality, impressive magical power on par with minor gods, and the ability to enslave others to your will. You can only enslave individuals by focusing your will upon them and individuals with great willpower can resist this from several hours to a full day (depending upon the individual). Enslaved individuals will worship you as a god and thus fuel you with even greater power.

The Unaging Witch [*Witches Only*]:
In Downtown Karadate City, there is a small shop. This shop looks a lot like a shop you'd go to in order to get your fortune read. However, this shop sells some rather potent items and accessories one would need to protect others from and defeat the occult. This is the Occult Shop 'Rouge' run by the mysterious and beautiful Madame Rouge. A mysterious and beautiful lady who's a lot older than she looks. While she may seem to be in her twenties, she is actually a hundred plus years in age.

This is where you come in. You start off a year before the main story begins and you will be the Apprentice to Madame Rouge (or you will replace her if you have **Occult Shop 'Jumper'**). In this case, you will have more to do than just create magical items and run the store. As Rouge's Apprentice (or replacement), you have been tasked with caring for the orphaned, fourteen-year-old girl named Kitakagura Mana, daughter of one of the Inventors of the Sorcery Emulator. Whether or not you are the shop owner, it is your job to raise and protect Mana into adulthood. This — is easier said than done.

For one, Mana is obsessed with finding her Father's Murderer. In the regular timeline, she goes so far as to follow up on her Father's co-worker, Doctor Queens. She is kidnapped and gang-raped because of this. While Nosogi Ren and her team rescues her, she will always feel the need to find men to demean and fuck her after this incident.

Now, you could just let this happen, since Mana doesn't die in this incident. In fact, if you are replacing Madam Rogue, it would be your task to hire Nosogi Ren to rescue your ward. Of course, they then move Mana into the Karadate City Catholic Church while working with the Team. Your primary task is to ensure that Mana lives both through those events and after.

Or you could take different paths. Maybe take a proactive approach in protecting and raising Mana. You could close your shop and go out in search of her yourself. Maybe, you could keep Mana from investigating and getting into that situation. You could even join Nosogi Ren's Team and follow through the Scenario **On Meyer Simmons**. Whatever you choose, your simple task is to protect and raise Mana.

Of course, even before and after Meyer's Conspiracy, there's more to this. Kitakagura Mana is the Daughter of a rather famous man, which means there will be many after her for her knowledge and ability with the Sorcery Emulator. You'll have to deal with interlopers, kidnappers, and even fanboys (cursed magical fanboys at that).

As a reward for protecting and caring for **Kitakagura Mana**, you will receive her as a free companion. She will receive all her purchasable version's perks, but also gain **Blood is Magic...**, **...Magic is Power**, **When you Stare into the Abyss...**, and **...Beware the Abyss Staring Back** perks. She will also receive the **Mythos X7 Sorcery Emulator**.

On top of this, ensure that you stay financially stable (if you are Rouge's replacement) or on top of your magical studies (if you are her Apprentice).

As Madame Rouge's Apprentice, you will receive a reward for staying on top of your studies. This Reward is actually **Madame Rouge and her Store**. Madame Rouge doesn't become a companion per se, but her store will now appear in any future jump you wish. When not imported into a jump, it will be attached to your Warehouse and available for you to browse. Its selection of occult items will also expand with each magical jump you visit.

Finishing this scenario as Rouge's Replacement will net you a bonus to your **Occult Shop 'Jumper'** item. As well as magical items from this jump, you will gain a stock of magical items from each future jump with magical items and the ability to make said items in your workshop area. Your Shop's store will also grow to meet the demands of customers (up to the size of a department store on the inside, the outside doesn't change). The Residential section will grow so that all of your Companions in a jump will have a room to themselves as well. The Sex Dungeon that you would get for having the Drawback **Got to Pay the Way** will not become automatically included in the deal as well, even if you didn't take the drawback during the jump.



The Black Hill Society [*Sweeper*/*Cultist Only*]:
The Black Hill Society is a Triad organization with a built-in Cult responsible for selling the narcotic known as Doctor Dream (DD) around Karadate City. It will be aligned with Meyer Simmons in his efforts to summon Hastur into the world and be responsible for much carnage and mayhem that plagues the City.

In this scenario, you begin two years before the main storyline takes place. The Black Hill Society is just setting up its operations and is starting on the production of DD to be sold to the City at large. All they have is a small abandoned factory, an armory, and a cult of maybe 20 cultists backed up by 50 Triad Thugs. You are now the Head Priest/Leader of this cult. Regardless of whether Meyer Simmons succeeds in his plans or not, it is your job to not only keep the Black Hill Society going, but expand its operations into Karadate City, Hokkaido, and Japan overall.

The drug Doctor Dream is your key tool in this endeavor. A potent hallucinogen with the side effect of memory loss, it is a great tool used to either brainwash people into becoming new members of your Cult or make them docile sacrifices for your rituals. It is best used in combination with other methods such as torture and sexual rewards. It is also an excellent source of income when sold to the party animals.

Of course, that is not your only source of income. The children and some healthy adults are a good source of body parts to be sold on the black market. Some of your more *demented* members will often use the elder and infirm as a source for their more cannibalistic urges, so it's up to you whether or not to encourage that.

Still, your main goal is to survive and thrive no matter if Hastur is summoned or not. This Goal is met when you have spread your influence over the entire country of Japan. When you accomplish this, you will gain the **Black Hill Society** as an organization you can import into future jumps. This includes the drug empire, the black market body part sells, and the sex slave you inevitably gather. Yet, there are a few secondary objectives to meet as well.

Destroying the Yabu Yakuza Organization is one of them since they seem to be a thorn in your side. They feel the need to interfere with your plans. So seeing them torn asunder and under your heel is a wonderful goal to have. If they are completely wiped out by the end of your time here, you will gain a **Brainwashed Yabu Mikan** as a companion. As a **Brainwashed Companion**, she will be completely devoted to your cause and your body and philosophies. So if you want her as a sex slave, have fun. If you want her to sell her body for your profit, that's pretty good too. She is a highly talented financier with the perks **Black Market Contacts; I Know a Guy…**, and **There are Other Ways to Pay**.

Taking care of Nosogi Ren's Team is another secondary goal. They are also interfering with your plans, but you don't have to take them out immediately. You *could* wait for them to take out Meyer Simmons and strike at them when they have their guards down. Either way, dealing with them will be sweet in its own way. Taking care of her Team nets you **Brainwashed Nosogi Ren**, **Brainwashed Yuriya Mihailovskaya**, and **Brainwashed Kitakagura Mana**. All three of them gain the perks they would receive if they were purchased companions plus one extra Perk: Nosogi gaining **Sexual Relief Worker**, Yuriya gaining **My Body is a Temple**, and Mana gaining **...Magic is Power**.

Finally, there is Meyer Simmons himself. He has recruited your organization as a puppet and frontline for his plans. Helping him succeed may make it easier to spread your influence even further past Japan and into neighboring countries. Helping Meyer Simmons succeed will make you an Avatar of Nyarlathotep, the **Black Pharaoh**. As the Black Pharaoh, you will be transformed into an otherworldly being with powers

overshadow and darkness. Curses are much more powerful under your power and you will gain the ability to shapeshift into any sort of humanoid form. Mundane weapons also cease to be an issue for you unless they are improved via magical means.



Yakuza Rumble [*Must have **The Boss** perk and/or **The Honorable Jumper Organization***]:
The Yabu Yakuza Group has been the top dog of Karadate City for a long time. Now the Triad is moving in as well as these Black Hill Society punks. It's getting to where a Traditionalist Yakuza Group can't do business without some wannabe strolling in to make a mess of things. Well, you're now turning a three-way shadow war into a four-way one. You have your own criminal organization that's looking at Karadate City and the money it pulls in — and you want a piece of that action.

But first, let's look at the competition!

The Triads are a vast organization internationally and they're trying to get a foothold in the city. They have the funds, manpower, and the drive to make a place for themselves. However, they just can't seem to get a beachhead to press their advantages. They'll be a tough opponent for you if they were to get said beachhead. The Triads' major source of business is weapons smuggling, drug smuggling, and just plain smuggling. They're looking to push foreign goods into the city and make a mint.

The Black Hill Society is a specific Triad Group that broke away from their brethren. They have few members, but unlike the other Triad groups, they have territory in Karadate City. The Black Hill Society is also a front for a Cult dedicated to summoning demons into the world. They profit from the creation and selling of drugs in Karadate City, including the infamous Doctor Dream (DD).

Then there are the big boys. The Yabu Group has the history, the manpower, and the coin in Karadate City. For decades, they have ruled the underworld of the city. Their primary sources of income come from the selling and smuggling of weapons, protection fees, and the adult entertainment industry. Unlike the other two criminal organizations, the Yabu Group will be the hardest to push out. They are well-liked in the City (compared to other criminal organizations) and have quite a bit of favor with the local police.

With your competition out of the way, let's talk about what you have. If you have **The Boss** perk, but not **The Honorable Jumper Organization**, you honestly only have less than a dozen thugs under your command plus whoever you've imported. No Headquarters. No Income. You start off from scratch and have to crawl your way to the top. With **The Honorable Jumper Organization,** you at least have a few dozen subordinates, plus whoever you imported, an office building as a headquarters, and enough assets to get yourself started. It would mean that you're on an equal playing field for the Black Hill Society, without the addition of the Cult. If you have **Black Market Contacts**, you actually are in a better position than the Black Hill Society since you have a place to fence goods. However, you're still nowhere near the power of the Yabu Group.

To Succeed in this Scenario is simple by design, but difficult to accomplish. You must run off, destroy, or acquire all your competition within your ten-year-period here. Running them off means they have ample time to come back and make another attempt before you leave. It should be noted that you cannot run off the Yabu Group since they are local and have no place to retreat to when defeated. Destroying your competition gets them out of the way, but you'll need to rebuild their assets and connections. To ***gain*** your competition is very similar to a hostile acquisition in business — only with fewer lawyers and more guns. If you acquire your competition, you gain their assets and their connections to do with as you please. Of course, there might be a few individuals that will barely toe-the-line, waiting for their chance to ruin you and bring back their own organization. Some purging is optional but might be required in order for you to maintain your new and larger Organization.

At the end of the ten years, if you have maintained your position as the top dog of Karadate City, several rewards open up for you.

No matter what you do to your competition, you will gain the **Combined [Jumper] Organization** under your command, plus **Karadate City** to take with you on future jumps. You may import the city and/or the organization to any jump you wish. If you import the city and organization, it will be placed wherever you deem fit. If you import the organization only, it will be scaled to the setting depending upon your asset level. Are you an international organization? It will be expanded into an inter-system or inter-galactic organization if you import it into space opera genre jumps. A simple City Organization? It will either be of a similar style or even a Kingdom-wide Organization if you import it into a medieval setting.

When it comes to the Triads, you have one of two rewards. If you Acquire the Triads attempting to gain territory in Karadate City, you will gain **International Status** as a Criminal Organization. This means you will not only gain a few assets the Triad has in the City but also their Assets in China and other nations. If you Destroy the Triads attempting to gain purchase in Karadate City, you will **Build Connections** to the mainland or other nations for your smuggling rings. While you still won't be considering an international criminal organization, you will gain criminal connections outside of your organization. In future jumps, this will allow you to make criminal connections wherever you go.

Defeating the Black Hill Society will net you one of two rewards. If you were to Acquire the Black Hill Society, you will gain **Cult Soldiers**. In essence, you will gain a dozen Cultists as an enforcer force with the ability to recruit and train more. If you were to Destroy the Black Hill Society, you would gain their **Drug Empire**. This gives you the manufacturing, researching, and retail ability to produce and sell whatever medicine or narcotic you wish.

Defeating the Yabu Group is the most rewarding of the three organizations due to how powerful it is overall. With this, you gain the choice of two out of four rewards. Default-wise, no matter if you destroy or acquire it, you will gain one of the following rewards. **Adult Industry** gives you the ability to control and produce all the adult entertainment in your territory. This includes both legal and illegal parts such as adult video/media production, prostitution, soaplands, etc. This will net you quite a bit of income regardless, but there's a bonus! It also allows collecting debts owed to you by forcing your debtors into pornography and prostitution. Of course, most of the repayment comes from sales and fees, but there's a certain perk to watching those that owe you money get railed hard. The other potential reward is **War Armory**, which gives you access to military-grade weapons for that setting just by having your organization imported to it. Of course, this doesn't include top-secret experimental weaponry or heavy vehicle-mounted weapons, but you could always have that Anti-Material Rifle you always wanted. Either way, upon Destroying the Yabu Group, you receive **Police Favor**, which allows you to act in your territory without the interference of law enforcement. They overlook any illegal activity that occurs in an area labeled as the territory of your organization. Activity outside of your territory also has less of a chance of being picked up, but will still be met with some punishment if caught. Acquiring the Yabu Group grants you the services of **Yabu Mikan**, the wife of the Yabu Group's Boss. She is a highly talented financier with the perks **Black Market Contacts; I Know a Guy…**, and **After All, You're Yakuza**. She's also willing to give out a boobjob if she owes you, but never any further — after all, she's a married woman.

Drawbacks

There is no limit in drawbacks. Pick as many as you can reasonably survive.

Another Case File [+0]: This isn't your usual Karadate City. In fact, this isn't your usual Earth for this setting. Somehow, it's been blended with another setting. This allows you to combine Evening Starter with any modern-day setting found on planet Earth. Want some Lovecraftian elements to your Harry Potter? This is how you do it. Maybe there are some cult shenanigans in your Negima. Freaky, but we don't judge here. CP pools for both settings are separate and cannot crossover.

Well Trained Slut [+100 CP]: Somewhere along the line, a few rogues kidnapped you. Why were you kidnapped? It could be because of your abilities, or maybe because your parents are famous. Either way, your kidnappers decided that the best way to keep you docile was to gang rape you into exhaustion. They weren't allowed to break you, and they certainly weren't allowed to kill you. Somehow, you were saved, but the feelings from that encounter stuck with you. Now, you get urges to be used and abused. Once a week, you will form an orgy or a gang bang to satisfy your need to be a CumDump. If you don't, you'll soon find yourself feeling testy and maybe even jittery. Good luck getting your partners to wear condoms, by the way — because they probably won't bother listening to you. This Drawback makes the perks **Sex is Might...**, **...Might Makes Right**, and **...Magic is Power** (or any similar perks from other jumps) void for your time in this World, but they will be available after the Jump.

A Shy Virgin [+100 CP]: Well, much like Juuzou you are nothing but a virgin that's addicted to masturbation. To make matters worse, the thoughts of being intimate with another person make you blush intensely and even become completely introverted from others. Needless to say, the only way you're probably going to graduate from your virginity is via rape — being raped, that is.

Highly Valued Trigger [+200 CP]: Well, for some odd reason, the Cults think you're the perfect individual to trigger a summoning of an *Other World Event*. Whether it is because of your personality, something about your physiology, or — okay, let's not beat around the bush, it's because you're a Jumper. With your ability (even if you have no control over it yet) to travel to other worlds, the masters of the Cults believe you are just what's needed to tear open time and space. So they're going to break you and throw you into despair. Be prepared for kidnapping attempts, random gang-rapes, and some of the most traumatic events ever to cross your way. If you break down — well, let's just say Nosogi Ren is going to have to rescue your ass.

Mistress Request [+200 CP]: Or maybe you're a Boy Toy, we don't judge. Either way, there's a highly influential person who wants you as their sex toy/concubine/mistress. They aren't the type to take no for an answer either. Be prepared to deal with harassment, drugging, kidnappings, and even some blackmail or extortion.

DD Addict [+300 CP]: What's that Jumper? You've been having blank spaces in your memory? Well, that's understandable with your filthy drug habit. Doctor Dream (or DD) is a rather potent hallucinogen after all. Shame about that Memory Loss side effect. It's only during the time you're under the drug's influence, so you aren't really losing any memories of your past. However, now you do not know what's happening while you're under the influence. To make matters worse, you're full-blown addicted to it. Well — it's not like you have a stalker that uses those moments of drug use to use you however they please, right? Spoilers: You totally do, teehee~.

Got to Pay the Way [+300 CP]: I don't know what you did, Jumper, but you got yourself in debt. How much debt, you ask? It's about 2 billion Yens worth of debt, and you owe it to your trusty financiers from the Mob/Yakuza. Lucky for you, they've got options for payment. You could pay 1% a month in interest (~20 million a month), you could go with the very lenient 1 million yen per week option for interest alone (4 million per month), or you could star in your very own Adult Video if you can't pay that week. Needless to say, you will pay. If you can't pay off your debt before your Jump ends, you fail the Jump.

Poisoned Flower [+400 CP]: Somehow, you've gained the attention of the resident Toxikinetic in the City, Nosogi Ren. I don't know what you did or who you pissed off, but either someone has hired her to take you out or you're sufficiently embedded into the Occult to make you a threat. Either way, her team will hunt you down for the rest of your time in this World.

Wrath of Meyer Simmons [+400 CP]: Meyer Simmons is one of three individuals responsible for the creation of the Sorcery Emulation PC. He's spent a long time plotting his ascension and the coming of Hastur into this plane of existence. Somehow, he sees you as a threat to this decades-long plan. The Cults will target you with a ferocity only seen in Mama Bears protecting their cubs — or ravenous wolves after a lone caribou. They will stop at nothing to capture you. Yes, you got that right, capture. Death is too quick for the likes of you. Whether through torture or constant rape, they will prepare you as a sacrifice to summon dark and ancient beings.

Hastur Cometh [+800 CP]: Well, I think I messed up, Jumper. Or maybe you're just crazy. Nosogi Ren failed to stop Hastur's summoning, and now there's an Outer God on the loose in the world. You're now in a hellscape of monsters, cultists, and other freaky stuff because Hastur the Unspeakable One has come home to roost. I hope you have a strong will and an even stronger body because you'll need it. To make matters worse, you only have the powers you purchased in-jump (you still have out-of-jump bonuses to physical and mental capabilities though).



Once your Ten years are up, you have a choice to make.

Regardless of said choice, you will keep all of your abilities, items/memorabilia, and companions that you have gathered here.

Your Drawbacks fade away as you make your decision...

Go Home

After all the horror and bloodshed, your lust for adventuring is spent.
It's time to head home.

Stay Here

You Mad Lad, you want to stay in a world where Lovecraftian Horrors can be summoned?
Maybe you just got used to being a Prostitute.

Continue On...

With ability and companion in tow, you continue on your grand adventure.



Changelog:

- January 19th, 2020 - Version 1.01
    - Multiple spelling and grammatical corrections
- May 18th, 2020 - Version 1.02
    - Multiple sentence structure corrections.
    - Multiple grammatical corrections.
- July 29th, 2020 - Version 1.1
    - Corrected version number
    - Minor Grammar and Structure Corrections
    - Decreased Background CP costs by half
    - Decreased the CP Cost of **The Magic Touch** and **...Beware the Abyss Staring Back**.
    - Removed Drawback Limit
- July 30th, 2020 - Version 1.11
    - Edited **Mythos X7 Sorcery Emulator** so it has 'a few' digitized tomes instead of a 'full library'.
    - Edited the necessity of **Magical Back-up Battery** for the **Mythos X7 Sorcery Emulator**. It is now longer a requirement.
    - Added a lockdown on the **...Might Makes Right** perk for the drawback **Well Trained Slut**.
- August 10th, 2024 - Version 1.12
    - Gave **Djinn's Properties** a bit more description
    - Mentioned horrible mutation and the lack thereof for **Beyond Neophyte, Beyond Human**
    - Added Another Case File Drawback on a whim.
    - Decreased cost of Cultist Background