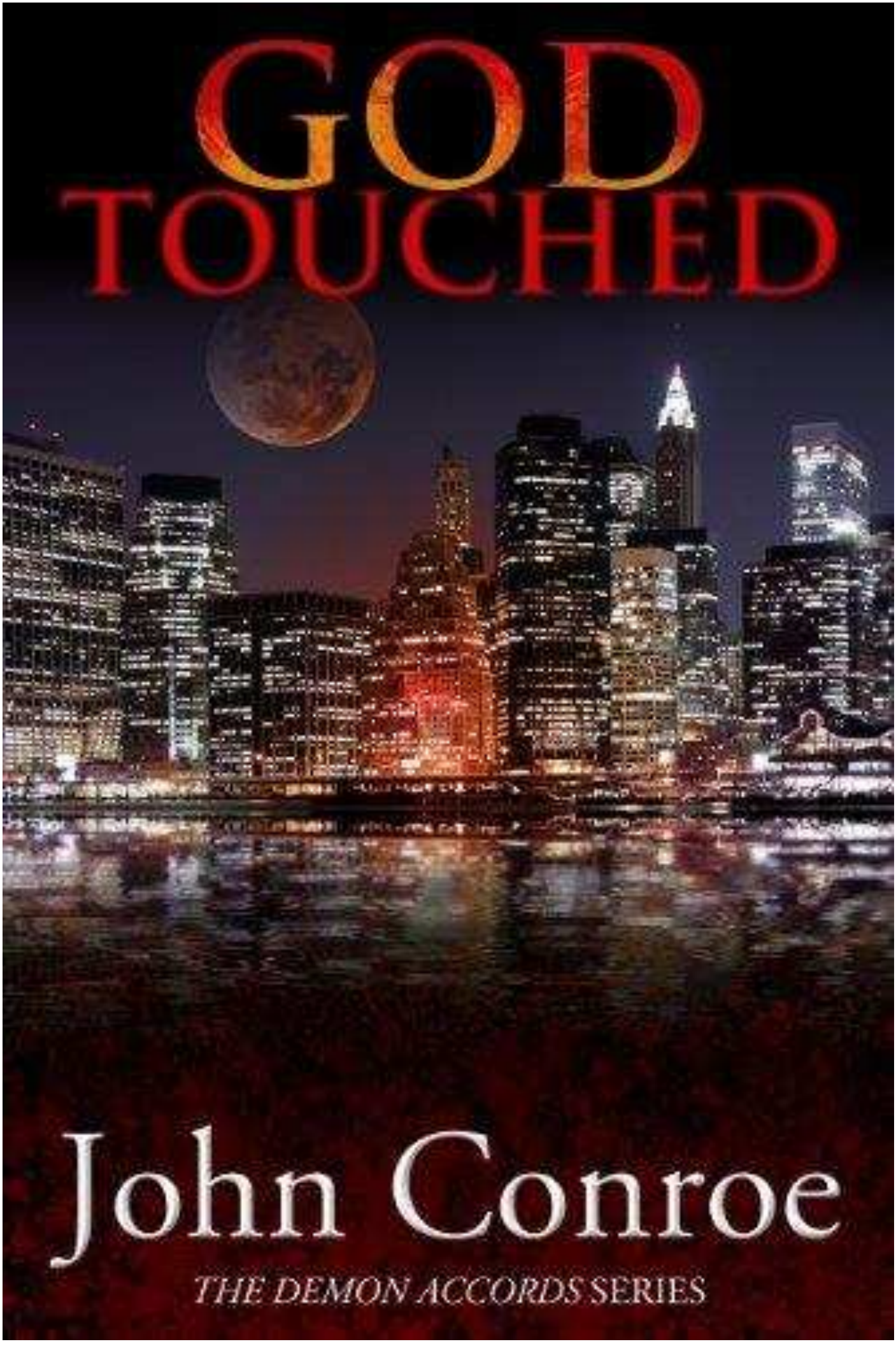

GOD TOUCHED
John Conroe
THE DEMON ACCORDS SERIES

The Demon Accords Jump

v1.0

by TroubleX27/Pgx27

Chris Gordon is a rookie with the NYPD - one with a secret. In his spare time, Chris is an exorcist without equal with a gift from God. But when he saves a beautiful girl from a demonic attack, he discovers there is more to fear than just demons. Finding himself surrounded by vampires, were weasels, and facing a giant short-faced bear, Chris struggles to stay alive, all while protecting his deadly new girlfriend. And this is merely the tip of the iceberg. Come Jumper, and join the story of the Demon Accords. Be prepared for one Hell of a ride. You wake up in your location a week before Chris would go to the Club known as Plasma.

You gain **1000 CP** to get started.

Starting Location: You are free to choose your Starting Location.

- **1. New York City:** The location of most of the plot in the beginning.
- **2. Darkkin's Coven Headquarters:** The Headquarters of the Darkkin Coven.
- **3. Gordon's farm:** The home of Alexander Gordon, Christian Gordon's grandfather and last relative.
- **4. Vermont**: The home of Declan O'Carroll and his aunt.
- **5. Hell:** You are in literal hell. Try and find a way out.
- **6. Free Choice:** Choose any location within the setting to start at. Perhaps you want to start in the land of Fae, or in the bedroom of the hot Elder Senka. Pick your place wisely. Or not.

You are free to choose your age, sex, appearance, and gender.

Race:

- **Human [Free] -** You are an ordinary human, the weakest sentient species on Earth.

- **Wereanimal [200] -** There are many groups of supernaturals living within every society on planet Earth, which includes werewolves and other wereanimals. You are now one of them, having contracted LV, the Lycan Virus. Perhaps you were born this way, or perhaps you were bitten by someone, it doesn't matter. Your musculature is three times denser than human muscle, giving you increased strength and speed, superhuman senses, a regeneration factor and enhanced instincts.
  You start out with two forms you can shift into at will, one being your human form and the other being your animal form (which is a pretty close match for the standard animal but much larger and stronger). You are able to get a third one if you train hard enough, which is a form of beast-man hybrid form perfect for combat.
  However, there are some downsides. Thanks to the density of your body, you now weigh a lot more than normal, your body temperature high enough to be picked up by thermal cameras, silver damage is permanent, and you will also have to shift every full moon, and every shift takes minutes to complete, even those you induce yourself.
  You can transfer your species of Lycanthropy to others if your virus penetrates the skin (cannot be transmitted by kissing a were or having sex with one), but the basic human psyche is poorly equipped to handle the werewolf transformation. if they are bitten, alone and unguided, then the subject can go essentially insane. But natural-born weres can handle the change on their own and they usually have help when Changing for the first time. Your natural lifespan is around 300 years
  You can choose any animal found in the animal kingdom on earth, and can choose the color of it, as long as it seems semi natural. A white wolf or black lion works, green elk does not.

- **Witch [200] –** Eons ago, some groups of people with the genes that allow you to develop an affinity for an element of nature formed societies and selected mates from these societies. As time went on, the genes became concentrated and these families learned techniques for focusing and honing these abilities, each generation training the next. You are now a member of this group, namely a Witch, a human able to manipulate energy on a quantum level, depending on the Nature Element that they have affinity for. If you are female, then you are at a mediocre level of power. However, if you are male, then you are tremendously weak in power, so weak that even the weakest witch has a chance of being stronger than you. Be prepared to be looked down upon if you are a male, as they are known in the Witch society as weak and only good for breeding, often used as a breeding stud for witches, as female witches born from the union of a male and female witch are almost guaranteed to be powerful. You know the basics of your craft, being able to wield your magic and cast some spells, but you will have to learn while here to master magic fully. Your natural lifespan is around 200 years.

- **Darkkin [300] –** You are a newly turned Darkkin, this worlds vampire. This has granted you several innate abilities, not the least of which is semi-immortality, allowing you to live forever. The vampire virus enhances physical and mental traits in those that survive the Turning, such as giving enhanced speed and strength, which increases with age. A recently turned vampire, which is what you are, is twice as strong as a human, whilst those over one hundred are able to lift cars and crush human bone easily. Elders, or very senior vampires, are even stronger, making vampires centuries old seem as if they are kittens. Vampires also possess a natural, innate grace, with a high level of body control, grace, and movement. The virus also has the added effect of making the Turned more attractive, turning those that are ugly into the equivalent of models and those that are models into something beyond.
  Now to the downsides. As a Vampire, you need to drink blood to survive, your body being unable to digest normal food. You have a set of fangs that can be taken in or released up to two inches. Your eyes also turn black rim to rim when you release your fangs, and begins to darken when hungry or angry. Vampires have decreased heart rates, due to the changes their internal circulatory structure goes through during the transformation - their hearts beat, just at a much slower rate. When shocked, surprised or uncertain, vampires assume an unnatural stillness; this makes them appear more like "mannequins" and is one way to easily

identify them. The sun causes light sunburn to young vampires, and all vampires become tired during the day instead of the night. Silver, like for wereanimals, causes permanent damage to vampires. You can turn others using yout blood, but there is a slight chance that the recipient may not survive it. The older you become, the safer it becomes to turn others.

- **Other [Varies]** – Perhaps you want to be something else. Perhaps you want to be one of the Fae Elves, with their power over glamour, centuries of lifespan and weakness of iron. Or perhaps you want to be dragon the size of a boeing 747 that can breathe fire. Perhaps you want to be a demon, a golem, elemental, robot, AI or even one of the Alien grey men known as the Vorsooks. Whatever race that exist in the world of the Demon Accords, you can be. The price depends on the power of your race. Fanwank responsibly please. You get a discount on one perk of choice in each level of cost (100, 200, 400, 600).

- **Hybrid [100+Varies]** – You pay 100 + the price of both races, and get the discount from both races.

Who are you:

- **Drop In [Free] -** You wake up in a relative safe place in your starting location, having no connection to the world outside of a basic identity, an account filled with 1000$ and a wallet with your cards and identity papers.

- **Law officer [Free] –** You are a newly hired member of the law, perhaps being a police officer or a paper pusher in the office, with the salary and surrounding life matching your job. You can increase your rank and status by paying CP. For 100cp, you might be the Chief of a district or a member of the Supernatural squad that handles anything outside the norms, while for 400 CP you might be the Governor or a high-ranking agent of one of the American agencies (CIA, FBI, etc).

- **Coven Member [Free]** – You are a member of the Darkkin coven, hired for your skill in some form of work, whether you are a chef or a Day Guard protecting the sleeping Darkkin. You can increase your rank and status by paying CP. For 100cp, you might be Favored chef or a high ranking Day guard, while for 400 CP you might have the ear of an Elder, being their close advisor on whatever you do.

- **Military [Free**] – You are a member of the military, having a long or short history in service and the following experience. You can increase your rank and status by paying CP. For 100cp, you might be a Major or a part of the special forces, while for 400 CP you might have the presidents ear, being their close advisor on military or supernatural matters.

Perks

One 100 CP Perk is free for each race. All Perks are discounted to half price for their respective Race.

General Perks

Attractive Named Character [Free]

- You are like almost every other named character, insanely attractive. You are at least 9/10 to most, having a flawless figure and striking features with your ideal physique and body specs. If you have the **Activated Bloodline** perk, then you push way beyond the scale, being just as attractive as the main characters, whether you want to be as handsome as Christian Gordon becomes or as beautiful as Tatiana Demidova or Stacia Reynolds are. You become physically perfect and naturally flawless in every way you want, your features even more striking and basically as attractive as you can become without some sort of reality bending power.

Painless [100]

- You can control how much physical pain you feel, from a 100% to 0%, at will. You can have your arm torn of and not feel any pain, only the physical sensation that something is wrong, or walking through fire without feeling the need to scream from the heat. Does not come with any downsides of having no sense of pain.

Activated Bloodline [400] Capstone Booster:

- Your bloodline has been tailored and manipulated over centuries to become the best it can be, and has now been activated in you, granting you several innate enhancements depending on your race. This also serves as a Capstone Booster. See notes on the effect on each race.

Human Perks:

Hidden Talent [100 CP, First free Human]

- While some people banded together and became witches, some didn't. This caused the genes of these people to spread randomly throughout the population of humanity, resulting in some individuals expressing talents that the world collectively refers to as psychic powers such as telepathy, telekinesis, danger sense, the ability to speak with dragons, lie detection, probability calculation, remote viewing, and similar things like that. You now have one such power. It will start weak but will increase in power with training and age. While you will never have the versatility of a witch with this power, you may one day equal or surpass them.

Super Soldier [200 CP]

- You are now like Caeco Jensen, a genetically engineered soldier created by Doctor Abigail Jensen in a desert lab, using her own eggs and "frozen sperm from a carefully screened, deceased special forces soldier". Your genetic structure has been spliced with the DNA and genes of several animals which are chimpanzee, feline, and mantis shrimp. This has improved your eyesight/eyes, reflexes, muscle mass/muscle fiber, inner ears, nervous system, and synapses, all great enough to equal a normal wereanimal. You have also received training, all based on a special forces curriculum which included infiltration, guerilla warfare, small squad tactics, demolition, and anything that will help behind enemy lines, including the majority of known martial arts, endurance training equivalent to survival courses undertaken by the S.A.S, Delta Force and many global military special forces units. And if that wasn't enough, you have been further augmented with nanite robots, nanotech, and self-replicating nanoscale machines. These robots has bonded to your nervous system and allow you to actively interface with radio signals, electronics, and some machines, and feed you the information transmitted. They act as antennae, picking up cell signals and wireless signals. Together, they form a pretty powerful computing and memory storage system. However, unlike CAECO, these nanites are not equipped with several failsafes meant to control you.

Grim [400 CP]

- Sometime in your past, you were injected with Hellbourne blood, blood from a demon possessed human. The blood bonded to your body and gave you this; a custom-crafted combat persona. It takes all your experience and abilities, and uses it to fight. Constantly improving, it allows you to go from one who has only been in a barfight to being able to match centuries old vampires in combat, if given the ability to fight against one for a few hours. It works on auto-pilot, allowing it to take control over you body and fight for you, while you become a passenger in your own body, watching what it does and influencing it in case you want to spare someone. It will never do something you don't want it to, as it is a part of you, only without hesitation and more ruthless, constantly aware of your surroundings in a way you aren't, allowing it to react to things you don't even know is happening. The more training, experience and abilities you gain, the more effective it becomes, and it can in a combat situation even develop new unknown techniques from your abilities in the middle of combat, granting you an explosive growth curve when it comes to combat, fighting and killing. Any ability showed by Chris's Grim Reaper, this one also has, including a memory storage in case your head gets blown off and you survive without any memories.
- It also grants you the ability to use the Hellbourne's Cloak ability, a powerful ability to cloak themselves, forcing people to forget them on sight. The demon cloaking ability is like a bubble of forgetfulness that you can use not only to cloak yourself, but also other people near you.

God Touched [600 CP]

- Your soul is that of an angel that willingly fell from heaven and was reborn. This has granted you the power of Aura, a violet energy of immense power that is incredibly effective against demons, making you a perfect Exorcist. You can use your aura to fire blasts of energy, knock out electronics and make explosives or toxins inert, use it to move things similar to telekinesis, shape it into whips, armor, or use it to imbue items, giving the place or carrier of the item protection against demons and other infernal creatures and powers. You can even, with some training, turn your aura into monomolecular edges, allowing it to cut through anything. Be aware however, that Depleted Uranium disrupts your Aura.
  You can call upon a Giant God Hawk, a beautiful bird from Heaven that will take demons and Hellspawns you have exorcised back to hell.
  Your soul grants you the ability to view the aura and souls of humans (blue), demons (greasy black), and other supernatural beings such as vampires (white) and witches (blue with flat black spots). You see aura's in solid hues, sometimes with streaks of other colors. This also allows you to see through the cloaks of demons, that which hides them from mortal perception.
  You sometimes gets visions of past, present, and future events involving supernatural creatures and beings. These visions never hit while you are in danger, as you can't see a thing until the vision passes. Your visions can also give you an advanced sight of the fighting area that was shown in your visions. Can also grant foresight which can give your reactions a boost if you need to block an attack in time. When you get a vision, you are able to draw one or more snapshots of what you saw as if you are a master artist. You also become highly resistant to magic.
  This has a side-effect of turning your eyes violet.

Capstone Boosted – Your soul is now that of an Archangel, and you are now equal to Christian Anthony Gordon, the God Hammer and Fallen angel himself.

- You are the equivalent of a supernatural nuke in power, a weapon of mass destruction. Your potential is limitless and your growth speed is immensely fast, allowing you to reach the power of old vampires in a few years, and will continue to increase consistently. Unlike Chris, you do not suffer the inability to control your power, as you have complete control over your body no matter how strong or fast you get. Your regeneration has been enhanced to allow you to survive getting your head shot off and instantly regenerating it back, you have nigh on endless stamina, don't age beyond your prime, all your abilities growing stronger over time. You do however not suffer Christian's immense metabolism, meaning you have no need to fear your body cannibalizing itself from energy usage.

  The power of your aura has increased immensely, making it capable of killing hundreds in an instant blast, leaving your allies and those you want alive. It can take any shape you want it to, any aura-protections you create are even stronger and you can now use aura to transfigure matter into other kinds of matter.

  Your blood can increase the power and control of other species, similar to the capstone perk, and if given alongside a burst of aura will grant you a connection with the recipient, allowing them to know where you are and how you are physically or mentally. It is also an insanely effective healing aid, allowing Darkkins and weres to heal from silver damage.

  You are now almost immune to magic that you don't want to affect you. Your aura can protect you from direct magic, protecting against instantaneous combustion or mind control, your soul protects you against rituals using parts of yourself (blood, hair, etc), preventing bindings and love spells.

  Once every ten years, you are able to ask your Heavenly brethren for help in enacting a miracle. This can be anything from resurrecting a loved one to calling down a meteor from space, capable of flattening an entire city.

Wereanimal Perks:

Pack Rules [100 CP]

- In a pack, and in society in general, there are rules one must adhere to. Which can be very difficult when you don't even now the rules of the world you have recently become a part of. But now, that is not a problem anymore. With this perk, you will always know the rules and etiquette of whatever social group you become a part of. Never will you find yourself questioning if a sponsor (*one who introduce a were to the pack where they become a member*) can protect their sponsored in a pack against the werewolf group who seek to get her a part of their pack, on a claim that she was turned by a member of their pack, even though the one who turned her was a Rogue.

Sense of self [200 CP]

- No matter what happens to you, your mind will always be safe. You can turn into a gigantic killing machine every time the Moon is full, but the increased senses and animal instincts will never have a chance of turning your brain to mush or break your Psyche. You can look at Cthulhu and come out of it your mind intact, and you will never find yourself having to fear losing your sense of self and becoming a Rogue: a Wereanimal with human intelligence, animal ferocity and senses, superhuman strength and speed, all controlled by a mind driven insane.

Intuitive Body [400 CP]

- Suddenly developing super strength can have some consequences on doorhandles and phones when one doesn't have complete control over how much strength one uses. Same with super senses, which can cause immense headaches as the brain tries to get used to it. Never again will you suffer anu drawbacks from any power or ability you develop, while also having complete control from the beginning. You may not be able to use your newfound strength the best way without any training, but you never have to fear tearing a door off its hinges because you don't know your strength. This does not make you immune to the weaknesses of your power, just prevents any innate disabilities. If you are a werewolf, you are still hurt by silver, but you don't experience sensorial overload.

Alpha [600 CP]

- You are a natural Alpha, being an incredible leader capable of building a pack from scratch. Your very existence draws in other Weres who wants to join your pack, seeking a leader to guide them like a shepherd with their flock. Your capability of logistics allows you to lead a pack numbering in the thousands with ease, while your personality, charm and charisma manages to keep the members of the pack loyal and happy through your mere existence. However, an alpha is not just a leader, they are also the strongest in the pack. You are therefor not only an alpha any Were would follow, you are also one they should seek not to anger, as you are now able to defeat ten other Weres in combat with ease, just in pure physical might. With some training, and you will be able to take even a hundred at once.

Capstone Boosted – You are not just an Alpha, you were raised from birth as one as well, increasing the effects of the basic perk immensely.

- You never need to fear any disloyalty or deceit, as people who follow you now become irrevocably loyal. Any who chooses to join your pack or follow your order will never work against you, while also quickly becoming more competent at whatever their job is, so as to be more effective and serve their purpose even better. You now not only draw in other weres, but also people of any kinds whether they be vampires, witches, elves and more, all who will be willing to join your pack with the exact same fervor and loyalty as your weres. Your personal combat power has increased immensely, allowing you to go toe to toe with a Darkkin Elder in physical might, surpassing any other natural werewolf.

Witch Perks:

Element affinity [100 CP, first free for Witch]

- You have affinity to one of the natural elements: Fire, Air, Earth or Water. This is some information about each affinity:
    - Earth witches are good at growing things and understanding the lay of the land. You can also use Earth energy to create shields because the Earth lends itself well to protective spells.
    - Water witches make very good healers, as bodies are like over ninety percent water.
    - Air witches usually are very good at divining the immediate future or visualizing distant events such as remote viewing and clairvoyance. Air is a pretty common affinity.
    - Fire Witches usually are good at destruction.
- If you have a Capstone enhanced Witch race, then these affinities goes from a medium level to peak level of affinity, making the use of magic and energy from that element as easy as breathing, instead of being something you really have to concentrate on to use. If you have two affinities, then the capstone will cause you to develop an additional hybrid affinity. An example is having Fire and Earth, which gives you an affinity for Electricity, granting you the ability pick up computer code interpret it, whether it is a car's computer, smartphone, or a mainframe. Can also be used as a diagnostic tool and to pry out passwords or even be used it to directly input magically enhanced programs. (Fanwank responsibly on Hybrid elements, as Electricity is the only known one).

Witchcraft [200 CP]:

- You have been taught the form of magic from this universe. Spells in this universe are methods of focusing the mind to direct the energy the witch is trying to work with, like how a student will use mnemonics to memorize information before a test. Losing focus while casting a spell can cause a discordant wave of energy that can wreak havoc at worst or just plain fail to achieve the desired goal at best. The components of the spell act as mental place markers for the caster. In the old days of witches, that might have been animal parts or an organic, naturally strong substance like a cobweb. The witches of today might choose a photograph instead of amphibian chunks and paracord rather than spider silk. You can choose to instead have mastered Runes as a way to manifest your magic, or perhaps you have learned how to create potions

or how to create golems. Be careful, if you have the capstone-enhanced witch race, then your golems can turn into Elementals over time, vastly increasing their power and granting them a form of sentience. Can be bought several times.

Energy absorption [400 CP]:

- All witches uses energy from their own reserves. But Clan Irving managed to find a way to borrow energy that the Witch as an affinity for from the environment. You now possess this ability, granting you essentially infinite energy to use for magic depending on your affinities and the surroundings. One with affinity for Fire might be able to drain the heat around themselves or in the ground and use that as fuel for their magic, while one with affinity for water might be able to drain energy from water currents or even water itself. And one with affinity for Electricity might be able to absorb lightning itself or the electricity in the power lines around them. One with multiple affinities could even manage to absorb kinetic energy.

Warlock [600 CP]:

- Your body have been covered in the magical runes of a Warlock, which has been merged with you through magic. When not activated, the runes are hidden from sight, seemingly absorbed into your body waiting for you to activate them mentally. When you activate them, the beautiful runic tattoos become visible and you turn into become a Warlock of old, which grants you several boons. The most basic boon is increased physical capabilities, allowing an ordinary witch to almost match a were in physical might. Another boon is increased speed and reaction, enough to keep up with a vampire of less than a hundred years. The next boon is increased combat instincts, allowing you to constantly adapt and improve as you fight, becoming better and better as you go. The final boon is that it becomes much easier to wield your magic, especially in combat, where you wield it instinctively.

Capstone Boosted. You are what every Warlock of Old dreamed of being.

- Your boons have increased to a level where you can match the Elder Darkkin in every case. You will find that the longer you fight, the more magic begins to flow through your runic tattoos, making you more and more powerful. Your magical spells become amplified when cast, increasing their power greatly, your control over your magic becoming perfect and your multitasking becoming great enough that you can cast ten times as many spells at once that you could cast before.

Darkkin Perks:

Vampire Energy manipulation [100 CP, Free Darkkin]

- You are able to wield the energy of Darkkin, which essentially makes you able to say Fuck you to physics, like violating the law of equivalent exchange of energy, as seen when Chris manages to remove a heavy, barred door without any counterweight or apparently being moved at all via momentum. This is done via several different techniques.
    - Post: It allows you to anchor yourself, making you able to hold steady and become immovable.
    - Push: allows you to manipulate distant objects away from yourself.
    - Pull: allows you to manipulate distant objects towards yourself.
    - Harden: allows you to harden your body like armor, making it nigh impenetrable and makes you incredibly resistant to damage..
    - Lightening: allows you to decrease your weight to almost nothing.
    - Clinging: allows you to stick to any surface, usually via a hand or foot, but also theoretically through any body part (think spiderman).
    - Repelling: allows you to push yourself away from other objects.
- These abilities are inherent to Darkkin, but require training to become effective.

Experience [200 CP]:

- You are a Darkkin, which comes with semi-immortality. So it is perhaps not that weird that you have managed to acquire the skills of a master over the time you have been living. This grants you the skill, mastery and experience of a being who has dedicated centuries to their craft. Perhaps you are a chef who, even without the ability to eat the food, have managed to perfect their cooking. Or perhaps you are a warrior, trained and blooded in combat, with skill enough to fight against Darkkins centuries older than you. A Scientist, doctor, accountant, merchant, it does not matter. Whatever you choose, you are incredibly talented and skilled in it. Can be bought several times.

Chosen Bond [400 CP]:

- By drinking someone's blood, then feeding them yours, you two become bound with something known as a Chosen Bond. This is a mental bond which allows you to feel each other's emotions and how you both are physically, and in turn making you closer than one could possibly be without the bond. You will always know the general location of each other, and if the bonded is not a Darkkin, then they will become in peak physical shape, while getting an increased lifespan. An added boon of the bond is an increase in combat efficiency when you fight together. This allows you two to move and fight together in total harmony, moving without needing to say or even think what the other is going to do. It also increases the physical capabilities of both when close together. The bond also has any other benefit that comes from the chosen bond.
- Unlike normal Darkkin, you can Bond to more than one.

Elder [600 CP]:

- You are now an elder, a vampire of more than 700 years old. This makes you one of the apex beings in existence, only surpassed by Darkkin older than you and rare exceptions. Your physical capabilities are immense, your skill and experience being as vast as one would expect for one who is around a millennia old. You have complete control over yourself, from your bloodlust to your strength and abilities. Should you wish to turn someone, then the ones you turn are almost guaranteed to survive and become Darkkin.

Capstone Boosted

- You are now more powerful than the leaders of the Coven, Elder Senka and Elder Tsao. Due to your pure-bloodedness and being a born vampire, you where guaranteed to become powerful, but now with you being an Elder, there are no Darkkin who can match you in power, from controlling your Darkkin energy to how much energy you can actually wield. Any Darkkin or other kinds of Vampire will feel your power, which combined with being a Born Darkkin, makes them see you as their true and rightful leader. Should you want to, you can choose to rule any vampires you come across, with them accepting you and following you loyally. Anyone you turn are guaranteed to survive, and will also be far stronger than darkkin's turned by others, while being unable to betray you.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin. Only two 600 CP Items may be discounted per Origin.

General Items:

Setting Media [Free]

- You gain all media about the setting, as well as famous fictional works from the setting.

Beef Jerky [100 CP]:

- A pack of beef jerky that never runs out. Comes in many different flavors and meat types, and should you tire of the taste you have selected, then you only need to close the pack, think of whatever meat and flavor you want, then open it up, now filled with exactly that type of jerky.

Apartment [200 CP]:

- You gain a penthouse apartment designed perfectly for yourself. The kitchen is perfect for you, with a fridge and freezer that never runs out of food or drinks no matter how much you take out of it, always having what you want to eat or drink.

Human Items:

Pair of Glock 19s [100 CP]:

- You have A pair of twin suppressed Glock 19 pistols in an inside-the-waist holsters that fits perfectly and never gets in the way, allowing for easy draw. They have unlimited ammo of magically enhanced silver-filled bullets capable of doing massive damage to any were or vampire. Never needs to reload, be cleaned, or cared for.

Angelic Sword [200 CP]:

- You gain an angelic sword, created by the Heavenly host.
  It is sheathed in a personal pocket dimension/universe and is composed of theoretical particles. It has an actinic glare to it and is not affected by most physical or metaphysical objects, though the ambiance of Hell has been proven to suppress it somewhat. It's powerful enough to hold off and harm the Yellowstone elemental which is compared to a small thermonuclear bomb. It is supernaturally sharp, making it able to easily cleave through things that even monomolecular blades can't cut. It is indestructible, can change shape into any bladed weapon (not guns with bayonets) and is incredibly effective against demons and other infernal creatures, but can just as easily harm even celestial and divine creatures. It will always be a perfect fit for you, having the right balance, weight and size, feeling like an extension of your body.

God's Tear [400 CP]:

- You gain a necklace with a beautiful pendant on it, carrying a jewel so black that any light that hits it sinks in with no effect. This Jewel is actually a Tear that God shed when Lucifer fell. "*Yahweh's tears are filled with the despair, grief, disillusionment, anger, and fear that he felt when his best and most loved angel attempted to wrest Heaven from him. The tears fell with Lucifer Morningstar as he crashed down in Hell*". When worn, it grants you the ability to tap into the emotions of God, allowing it to strengthen your resolve and prevent you from losing yourself in anger, grief, despair or any negative emotion you carry, bringing you back before you lose control. This will effectively give you infinite willpower and resolve, while being able to bring down rage even Kratos himself could not reach. If you ever become lost in rage or bloodlust, a weight that feels like the entire world will weigh you down, bringing you back in control with your emotions now at more manageable levels. It cannot be destroyed, and can be used to as a battery for aura or even magic, should one have the skill and knowledge to do it.

Wereanimal items:

Wild Forest [100 CP]:

- You own a small forest where you can let lose your baser instincts and let your inner animal run free, while never loosing yourself completely. A perfect place for a pack to come for the full moon, as it is larger than it seems. You can run and run and never escape the wilds, unless you consciously choose to exit. Filled with wild, beautiful lakes and nature untouched. Let your animal run free jumper.

Custom Wereweapon [200 CP]:

- You gain a purpose made melee weapon of any shape that has been made specifically for you to use in your Hybrid form. It is indestructible, will always be the right weight with the right balance for you whether you are in your human or your Hybrid form. When used while in your hybrid form, it will deal increased damage, have longer reach than what should be possible and will help you hit the opponent at their weak point, even if you don't know where it is.

Pack Company [400 CP]:

- You are now the official alpha of a wereanimal pack just shy of 1000 members, all fiercely loyal and ready to follow your orders. But you don't only get a pack of numerous deadly weres, you also get a company where most of the members of the pack is hired by. The company is a large one in their market, but not up there with the giants like Google, Apple or Amazon. However, with some work, your company might one day reach their size, or even surpass it. Grants a decent amount of money, enough to live comfortably, running completely fine without your interference. But if you invest some time and resources in to it, then you will find it growing incredibly quickly, with new business opportunities arriving around every corner.
  Pick what type of wereanimals the members of your pack are, and what business the company does. Does not have to be the same wereanimal you are, nor does every member have to be same wereanimal. If you want a pack filled with hundreds of female wererabbits and werelion, then that is your prerogative, alpha.
  Can be inserted into a new jump, keeping all the original 1000 members but also keeping any new additional members made in this jump and any of the following jumps. They will be retroactively inserted in the new

world as if they have lived their life in that world originally. This also includes the Company.

Witch items:

Witchcraft resources [100 CP]:

- You gain all the basic resources needed for a modern witch to use their craft. Whether it is a book on Nordic runes you use or a set of components to craft wards, potions or golems, is up to you. Whatever you choose will always have enough for what you need, and will always be useful in some form or shape when it comes to your craft.

The Book of Darkest Sorrows [200 CP]:

- A semi-sentient five-hundred-year-old grimoire created by Roswitha Maier. The grimoire is small, about the size of a paperback and maybe just a bit bigger. It is bound in pale skin, the inside pages also a lightly tanned animal skin. The outside was blank, but the first inside page was labeled in beautiful cursive "Das Buch der dunkelsten Trauer," which means The Book of Darkest Sorrow. It's the most valuable grimoire ever, created to assist the dark witch, has modified its mission to assist the Jumper. Sorrow has been aware longer than the United States has existed. It was Crafted with consummate skill and exquisite precision and is considered the original artificial intelligence.
  The book contains an unknown number of powerful spells, rituals, potions and lore, much of which is far more powerful than most modern spell-craft. Spells that allow one to drain magic from others and add it to your own permanently, the ability to bring forth ghosts and trapping them in a puppet, as well as simply communicating with it, even entering its memories. Almost everything magic exist in this book, including the incredibly dangerous but simple spell Ignis Solis, Sunfire, and a spell that allows someone with multiple affinities to turn one type of elemental energy into another.
  Among its contents, the book contained much information on demons, including the ability to understand and speak the bartering language used by demons and witches. It also contains a huge amount of information on other supernatural species, including how to subdue and dominate them as Maier kept two werewolves as pets that she never allowed to return to their human forms.
  The Grimoire has the ability to communicate telepathically with its user or simply project the words and information into user's mind, but if you don’t want to carry a book, you can at this time choose to allow it to join your mind. This gives you an irrevocably loyal magical AI that can help you cast magic, help you in a combat situation, grant you the perfect spell at the right time, index your knowledge and grant you instant access to the knowledge held within, while also helping you develop new ways to express your magic. And if you were to ever gain other forms of magic, then Sorrow will be able to do the same for them, being just as helpful with any kind of magic you have access to.

Land of Fae [400 CP]:

- You have claimed an unclaimed part of Faerie, a semi-sentient land filled with nigh on infinite magic. If you are anything but a Witch, then this merely gives you an entire country worth of land that will shape itself to your wants, granting you untold resources and a place to create your very own paradise.
  If you are a Witch, then your very connection to the Land gives you several benefits. You gain affinity to all the Nature Elements, if you didn't have it before, and access to enough magical power to be as close to a magic god as you can in this setting, allowing you to cast magic on a massive scale and never run out of magic. And thanks to the magic of CP, you don't suffer magical withdrawal from not being in your Land, always having a direct connection to it and allowing you to us the power granted from the land even outside the Realm.
  However, it does come with a drawback. The realm longs for its owner, and will always pull on the one who claims it, drawing them back to it one way or another. Not only that, but it needs to be cared for, as not only the land, but also all its inhabitants are under the care of the of the owner. This means if the forest begins to burn, then the very land itself will cry out for help across the bond, giving you a feeling of the pain it feels from the fire, or if any of its neighbors are threatening it or taking its inhabitants, then it will also call for you. Even the smallest of troubles will be sent actoss the bond, appearing as small niggling feelings in your mind.
  You have the ability to open and close gates between your Land and Earth, allowing you to traverse between them at will.
  While in this jump, the land will be located in Faerie neighboring the Fae courts who desire the land for themselves, and who will seek to kill you to claim it for themselves. Outside of this jump, it will be a separate pocket dimension that only you and those you allow have the ability to enter.

Darkkin Items:

Bloodbags [100 CP]:

- A cooler filled with blood bags of the finest of human blood. Refills every time you close the lid.

Coven Stocks [200 CP]:

- You own enough stocks in the Coven, granting you enough money annually to never have to work a day in your life. The money comes from the various businesses and companies run by, controlled or owned by members of the Darkkin Coven. Grants you around 1 million dollars a year

Manor [400 CP]:

- You are the owner of a large manor in your preferred style and several acres of the surrounding land. It comes completely furnished and fully staffed with both servants, chefs, guards and more, all completely loyal and very talented. A home fitting an immortal. Optionally, you may exchange it for Plasma, the Darkkin club.

Companions

Import- 50

- Every purchase of this option lets you import an existing companion or create a new one. They gain an origin of their choice, the freebies and discounts of that origin and 600CP to spend.

Canon (free):

- This option grants you a metaphorical ticket that can potentially convince one character of your choice to come along with you as a companion. You'll be assured to meet this person several times and even be likely to befriend them but coming along with you is something they must agree to. Can be purchased several times.

Star crossed lovers (Free):

- You can choose any character from the Demon Accords universe. They will be destined to meet and fall in love with you, the love being true and deep, and will last for eternity being just as strong and vivid. If you desire it, then you will be their very first love and lover, though the last part will be unable to happen if they are parents, unless you arrive before they become parents. If you pick more then one or you get other lovers, they will be willing to share you. Some may not be happy about it, but they will because they love you.

Awasos [Free]:

- An incredibly loyal and loving werebearwolf. It can change shape from a large wolf to a giant bear, or it can turn into a half form combining both wolf and bear. As smart as a human, with fur as soft as the softest of blankets and incredibly protective of you and yours, makes it the ideal pet and a man's best friend. Can be any other kind of wereanimal-animal hybrid you want. Can use this as a companion import option.

Lydia [Free]:

- Lydia, this snarky and incredibly attractive tomboy of a vampire came into your life like a cannonball, finding you incredibly interesting. As she got to know you, this interest slowly turned into desire, then into want, then into the beginning of love. But in an incredibly uncharacteristic action, she hesitated in telling you about how she wants you, instead becoming even more snarky and jokey while waiting to see if you will take the first step, to show you like her the same way.
- She has the Attractive Named Character perk and the Darkkin race.

Nika [Free]:

- Being a Darkkin and one of the most powerful telepaths in the world has left Nika a lonely soul. At least until she met you, one who didn't care about her telepathy and saw her for who she was, not her power. Ever since you came into her life, the beautiful blonde has almost always had a smile on her face and a spark in her eye. Perhaps you should take the first step and ask her out, because there is nothing she wants more.
- She has the Attractive Named Character perk, the Darkkin race and the Hidden Talent perk in the form of Telepathy.

Golem [Free]:

- A semi-sentient golem created from nature. You can take control over it like a puppet or merely give it orders it will try to complete. It is stronger than ten men, with weak powers in a certain natural element chosen when bought. This may take any shape from a giant man to a small dragon, chosen when bought, but I advise you to make it take a shape that allows it to take advantage of the element, like a large stone bird with the ability to fly thanks to its air element or a shark that can travel through water faster than a jet flies because of its water-element.

Stacia Reynolds [Free]:

- While on a trip in the forest, you managed to save a girl no older than 18 from a rabid werewolf, but not before she was bitten. You helped the girl get settled with the NYC pack, and helped her and her mother get settled. Thanks to your actions, this girl ended up with a crush on you. Should you accept the advances and seek a relationship, you will find this girl an irrevocably loyal and fitting mate. She has platinum blonde hair, emerald green eyes and a body to die for. But don't be fooled by her young appearance, because behind those beautiful eyes lies a brilliant mind and an incredibly socially competent girl. And if that wasn't enough, she is also a werewolf, able to turn into a white wolf. Her instincts have chosen you as her mate, and she will do what it takes to make you see her as yours.
- She has the Attractive Named Character perk, the Activated Bloodline Capstone Perk and the Werewolf race.

Declan O'Carroll [Free]:

- You remember meeting Declan O'Carroll several years ago, where you caught him practicing his magic. You where sworn to secrecy, and in exchange, he showed you magic. Over the years, you two became best friends. This means you have an immensely powerful witch as back-up wherever and whenever, one who will follow you to hell and back, and always having a sarcastic quip to lighten the mood, his blue eyes always watching and preparing for any eventuality.
- He has the Attractive Named Character perk, the Activated Bloodline Capstone Perk and the Witch race. He also as all the Witch perks, including the perks for his Fire, Air and Earth affinity.

Okwari [Free]:

- An elder god you managed to free from captive. In exchange, it has chosen to follow and protect you. This elder god is by standard a giant bear, but may take any giant animal form you want. It is capable for turning its claws into monomolecular edges, it can teleport at will and can cause massive destruction if necessary.

Tatiana Demidova [Free]:

- Born the same day as you, she grew up knowing that out in the world there were someone meant for her. And one day, she found you. Perhaps she saved you from being robbed, perhaps you met at the fancy club Plasma, it doesn't matter. She found you, and now seeks to spend eternity together with you, using her vast intellect and many talents to make sure you two want for nothing, with a large portion of the Darkkin behind her in their fervent belief that she is the chosen queen and future of Darkkin-kind. Strikingly blue sapphire eyes and black soft hair complements her naturally pale flawless skin and perfect body, so beautiful that almost none can even compare.
- She has the Attractive Named Character perk, the Activated Bloodline Perk and the Darkkin race. She also as all the Darkkin perks, including the perks for her Experience in combat and economics.

Omega [Free]:

- This gives you your very own Omega, an AI that Declan would create over the time of the story. Omega is a marvel of magitech, being a true AI that is capable of wielding magic, capable of affecting both the electronic and the physical world. This quantum computer AI is fully sentient, sapient and irrevocably loyal to you, possessing the ability to take control over any technology. It is able to constantly upgrade itself and the technology it is connected to. Anything and everything Omega has done, can do or has the potential of, so does your own AI. This includes taking control over the internet, destroy a raging AI, take control over the nukes of every country, create supercomputers, drones, miniature insect-like droids it can control across dimensions, creating back up hard-drives of itself, control a mega company, run several factories, create robot bodies for itself, create and have control over more combat-power than any army in a small area and more. It is guaranteed by Fiat to become the strongest and greatest AI no matter where it is, quickly upgrading itself to match and surpass the other AIs if it enters a universe where it isn't.
- You get a Quantum Computer where the AI is stored in your warehouse, or wherever you want it.
- You can design the personality, voice and whatever you can think of to your personal preferences.

Christian Anthony Gordon [Free]:

- The God Hammer himself. You get the main character of the Demon Accords series as your companion. You two met in school, where you became his only friend, due to people fearing his violet eyes. But thanks to your very existence, he was not bullied because of it, leaving him incredibly grateful, as his life was stressed enough, being haunted by the slaughter of his family, the Hellbourne stalking his life and his developing aura powers. Eventually, you two finished high school, and Chris joined the police school. You kept contact, but when you got the phone that he almost died to the most beautiful girl he had ever seen while touching her heart, you knew you had to go to NYC to meet up.

- He has the Attractive Named Character perk, the Activated Bloodline Capstone Perk and the Human race. He also as the God Touched Perk, the Grim Perk and the Vampire Energy Manipulation perk.

Drawbacks

Supplement Mode - 0cp

- Well, it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks with this, no matter how hard you try.

Alternate Universe - 0cp:

- Perhaps you don't want to be in the original story. You can enter any alternate universe of the source material, or you can enter one with changes you yourself have chosen. Create your own idea and enter that. There are no limits here, only that the world and characters still are the ones from Source material. This can be a fanfiction or something else.

Character Exchange [100 CP]:

- You get to take the place of any named character, except for any of the Heavenly Host, God or Lucifer. While in this jump, you will have all their powers, but unless you buy them with CP, you will lose these powers and any benefit from them after this jump.

Extended Journey [100 CP]:

- You get to extend your jump by 10 years for each time you select this, giving you 100 CP each time.

Sibling [100 CP]:

- You are now a sibling or otherwise related to one of the named characters. Does not grant any other benefit other than a former relationship with your new family.

Vorsook??? [200 CP]:

- You can choose to take away anything you don't want from the storyline. Perhaps you don't enjoy the entire Faerie plot, or perhaps you don't want the Grey Alien Men known as Vorsook to exist? Any change you want can be chosen, but beware that the plot will be changed irrevocably based on your alterations, depending on how severe they are. You can choose this several times.

Locked Powers [300 CP]:

- You cannot use any Perks, Powers or other abilities from outside the Jump.

Locked Equipment [300 CP]:

- You cannot use any Items or Properties from outside the Jump.

Evil Clone [400 CP]:

- An evil person sharing the abilities and equipment you purchased with CP for this Jump now exists within the setting and will directly act against your interests.
    - **Nega-Jumper [+600 CP] -** The evil person instead has all the abilities and equipment you purchased with CP, in this Jump or another. They will have plot armor breaking abilities and will at least succeed in disrupting one of your major plans or activities.

Amnesia [400 CP]:

- Perhaps you got your head blown out and miraculously survived fully healed, perhaps you simply fell and hit your head, or merely woke up with it. No matter how, you now have amnesia. You don't remember anything after you first met Jump-chan, having forgotten all the jumps, experience and memories between this and when you first wake up in this world, including what choices you made her and before. The amnesia will slowly disappear as memories return, and you are guaranteed to receive all your memories back within 10 years.

God's plan [600 CP]:

- God has been manipulating the world for eternity, following his divine plan and creating the pieces that fits in to his masterpiece over centuries, never directly interfering but slowly guiding things in a hope that everything will develop how he wants it to. Your appearance has shattered his plan into smithereens, and he seeks to rectify it as fast as possible. Be prepared for incredibly bad luck, causing your plans to fail miserably and your relationships to shatter on misunderstandings, bullets that should have hit will miss and People of faith will immediately dislike you without any understanding why. Should you try to intervene in the plot, then this will increase even more so, even leading to the Church creating a squad dedicated to hunt you down and kill you, and if you ever find yourself in a church, then you will be smithed, instantly killing you. Better hope the accords never break.

Broken Accords [1000 CP]:

- The Demon Accords created between Heaven and Hell have been broken, causing an active war between them, with Earth as the battleground. Humanity will almost assuredly break as most have nothing they can do against the endless legions of Hell, and when the Higher Demons or god forbid Lucifer himself steps out of Hell, then abandon all hope. Should your power surpass the strongest of this world, then Lucifer and his strongest will immediately reach your level of power once they step a foot on earth.

- **Infernal Weres [300 CP] –** The weres of earth have joined Hell, giving hell access to one of the most numerous and fastest expanding group on earth, all vastly stronger than normal humans and young darkkins.
- **Infernal Witches [300 CP] –** The witches of earth have joined Hell, giving hell access to one of the most powerful factions on earth, who have grown even stronger than before thanks to the help of the demons.
- **Infernal Darkkin [400 CP] –** The vampires of earth have joined Hell, giving hell access to one of the largest and strongest groups on earth.
- **Lost Hammer [700 CP] –** Chris Gordon didn't survive the attack on his family so many years ago, killing both him and Tatiana, meaning that Humanity's only hope is now gone. Better buckle up Jumper, as the human world is now lost unless you manage to do something.
- Should you have Evil Clone or Nega-jumper, then they will join Lucifer, granting Hell a powerful great ally and your twin an enormous army.
- Should you take God's plan, then you will not only have to fight Hell, but also Heaven as the angels will hunt you just the same as they would any hellspawn.

Final Choices

After spending your years in the setting you are required to choose one of these options:

- **End your chain and return home:** Choose this option to end your chain and return home.
- **End your chain and remain within the setting:** Choose this option to end your chain and remain within the setting.
- **Continue your chain and move on to the next Jump:** Choose this option to continue your chain and move on to the next Jump.

Notes:

Capstone booster for each race:

- If you are a Human, your bloodline has now been activated by blood from a Pureblood Darkkin, turning your physiology into one like Christian Anthony Gordon in the beginning, but with lesser potential to grow and a slower growth speed thanks to your human soul. Also enhances all the Human Perks.
- If you are a wereanimal, then you are equal to the strongest wereanimals in the world. You can control your shifts a lot easier than normal weres, being almost instant compared to others (Experienced Weres takes 50 seconds at the fastest), and can partially shift your body in case you only want a part of your body to transform. Others you turn are now protected against the mind breaking aspect of the animal change. Also enhances all the wereanimal perks.
- If you are a witch, you are at the peak level of power. This means that if you are female, then you are up there with Roswitha Maier, the famous author of the Book of Darkest Sorrows and one of the strongest and most feared witches of all time. If you are a male however, you are the strongest Witch alive, stronger than any female and equal to a full realized Declan O'Carrol. Also enhances all the Witch perks.
- If you are a Darkkin, you are now a Pureblood, same as Tatiana Demidova. Your growth is faster than any other vampire, taking only a couple of decades to reach the level of power that a Darkkin of 700+ years have. Any being you turn are guaranteed to survive, and will start stronger than someone turned by any vampire not an Elder. You are also able to have children biologically (females don't have periods, but are still able to have children). Your children will grow until their physical prime before their semi-immortality kicks inn, and will be able to both drink blood and eat whatever the other parent does.
- If you are something else, then you are at the peak of your race, being equal to the strongest of them.
- If you are a hybrid, you get the benefits of both races.

Capstone-boosted God Touched perk grants all of Chris Gordons powers, except for the Darkkin techniques gained from the Darkkin 100cp perk and Grim.

Companions:

- The flavor text for each companion is just there as an example. You may change the how, why and when you met them, how they see you, your relationship and anything else for free, as this is just a way for you to get the character from the beginning of the jump without having to convince them to leave with you. Want a Yandere character for yourself, while also keeping her personality and character intact, go for it.
- You may use this as a companion import option or turn her into an OC that you can build up from the very beginning, if you don't want to take the canon character.

Possible future additions:

- Wytchwar Games.