I'M THE GRIM REAPER

Jump made by Aleph_Aeon

-Introduction-

This is a world of demons and angels, where good people should be sent to Heaven while bad people are sent to Hell. The Earth on the surface looks beautiful, but, in truth, this world is infested with two-faced sinners who walk amongst us, wearing masks made of human flesh and, depending on a person's action in life, a sinner will be sent to one of the nine circles of Hell.

One of these sinners was Ante Nora (or originally named Yue Jiang), better known as Scarlet, an amnesiac young woman, who died and was sentenced to the Ninth Level of Hell, a void of absolute nothingness.

To escape from this fate, she made a deal with Satan and became a Grim Reaper, but, in exchange, Scarlet has to reap the soul of one sinner a day, sending them straight to Hell, in order to save herself from her eternal sentence.

While Scarlet fights to survive and to be free, dark machinations involving God's prolonged absence and Scarlet becoming a Reaper are happening behind the scenes and something big will happen soon.

This is the world where you're arriving and where you'll stay for the next ten years. You'll arrive here at the same time Scarlet returns to Earth.

Good luck.

+1000 CP

-Starting Locations-

Roll 1d3 to decide your starting location or pay 50 CP to decide it yourself.



1.The North

As stated by the First Reaper, Ashe, the nuclear war started and finished in an instant, as an endless garden of mushroom clouds, almost looking like flaming, giant flowers. Over 90% of the planet was dead, with the only survivable areas being the newly uncovered lands in the north and south poles, but the humans managed to survive and started to rebuild. They erected two capitols that echoed cities they once knew. One of these two cities is the North, which decided to be free of the quibbling leaders who erased the world in the first place but wasn't able to be free from the corruption that tainted them. This is the city where the main events of the story happens, being the area of action of Brook and the dangerous Red Spades, as well as being the city where Scarlet will soon arrive.



2.The South

The other city that was rebuilt by the humans, the South. Unlike its twin city on the north pole, they reached another conclusion and created a singular all-powerful ruling party, so that such disagreements would never reach the table. To their bad luck, the South became home to the First Reaper and they tried to kill him using everything they had access to, from bioweapons to radiation, but nothing worked. In the end, they managed to make a deal with him: they would exile all criminals outside the city walls in exchange for the inner city to be left in peace, making these criminals sacrifices to be eaten by the dragon outside the walls. This deal is still active until nowadays, but Ashe doesn’t seem to want to keep this deal for too long.



3.The Wastelands

After the end of the war, most of the world was dead, with the land and the ocean defiled by all the contamination and radiation, being left barren of any life for at least hundreds of years. Maybe there are a few small human communities in some areas that were less damaged, but this is improbable, so don't expect to find humans or basically any other life form while wandering this dead land. You can choose anywhere on Earth to start, with the exception of the South and the North.



4.Hell (Exclusive to Demons and Reapers)

Welcome to the land of the demons and the eternal prison to Satan and the sinners. This hellish dimension and its nine Circles (which will be explained below) were created by God to store and punish subjects relating to their level of sin - the trait He deemed the most “negative”, as well as having created Satan to run this side of the project. As a demon or reaper, you’ll be able to start in any circle of your choice. Technically, you could even start in the Ninth Circle of Hell, but I advise you to stay away from that place. There is a reason why that is possibly the worst place in the entire existence.



5.Heaven (Exclusive to Archangels)

The Heaven was made as the counterpart of Hell, being the collection of the virtuous people and the land of the angels. Like Hell, Heaven is also divided into nine Rings that are related to the subjects' level of virtue, the trait deemed most positive. Not all of the rings were revealed yet, but the ones we know are:

The **Seventh Ring of Heaven** has the virtuous engaging in their greatest passions eternally, as well as having an incredibly beautiful sight and being famous among the celestial beings because of the food served in a certain restaurant located at the top of some mountains.

The **Eighth Ring of Heaven** is a white void-like place where the ones sent there are suspended immovably, flooded with only a sense of the highest euphoria.

Lastly, the **Ninth Ring of Heaven** is basically a trash bin for the outliers, those that would mess with the grand project's result and are sent here to be erased from existence. After all, "existence is suffering", right?

There are other locations outside the main rings, like the judgment hall and the Celestial Library. As an Archangel, you can choose anywhere in Heaven to start, with the exception of the Ninth Ring.

-Origins-

Your gender is the same from your last jump and your age is 15+1d8 if you're a human or 100+1d8 if you're a Grim Reaper, a Demon or an Archangel. Alternatively, for 50 CP you can choose both yourself. Any origin can be taken as Drop In.



Stranger (Free): You're a mysterious existence. You just appeared here one day and here you're now. You have no past, no allies and no enemies for now and maybe you're a virtuous person or a sinner, but it's completely up to you to choose your path.



Innocent Citizen (Free): You're just a common human, living your mundane life, being completely unaware of how this world truly works. Until this point, your previous life could be classified as unremarkable, without any significant sin or virtue to mark you, but your current situation is prone to change considering the incoming storm in the horizon.



Criminal (Free): You're just one of the many criminals living in the underworld of this city. Maybe you're just a thief, a murderer or even a member of one of the local gangs, like the dangerous Red Spades located in the North. It's almost guaranteed that you already have a Sinner's Mark, but the world isn't just separated in black and white, there is a lot of gray too and you might be a virtuous person despite your affiliations.



Police Officer (Free): You're one of the many police officers. Maybe you're one of the law agents, working to maintain peace and order in the city and fighting for justice, or even a corrupt officer, like many other two-faced sinners. Regardless if you're corrupt or not, you'll have access to good equipment and information about criminals. This kind of information is considered very valuable to some Reapers, like Scarlet and Brook.



Doctor (Free): You’re a doctor supposed to help save people’s lives, but unfortunately this isn’t exactly what doctors usually do in this corrupted world. Maybe you’re actually a good doctor that actually wants to help people, like Yue at the beginning of her career or you’re just another one of those many corrupt professionals that just cares about money and their own good, like Judah. Either way, with the Reapers becoming more active and the many diseases that are spreading, it’s sure you’re going to have a lot of work to do.



Grim Reaper (200 CP): Well, you died and, as a sinner, you were sentenced to stay on one of the nine levels of Hell until the end of time itself. Fortunately for you, Satan offered you a deal to escape from your sentence and it isn't like you had any other choice but to accept it. You became a Grim Reaper and returned to the waking world. As a Reaper, during the duration of this Jump, you'll be able to see a mark in the form of an X on sinners and you must kill at least one sinner a day to fulfill your daily quota.
If you fail to meet your quota, you'll be sent to a specific circle of Hell depending on your actions. Due to your body being dead and probably rotting somewhere and your current being just a soul without a corporal existence, the devil used his demonic abilities to create a flesh puppet to your soul to control and implant a demon inside you.
Thanks to it, you gain access to some unique abilities, which I'll explain better in the perks section. You probably won't have any problem with the other Reapers unless you directly antagonize them and you'll probably have the chance to become allies with both Brook and Scarlet, but Ashen is a problem.



Demon (300 CP): Unlike sinners that are sent here after their deaths, you were born in Hell and this cursed place molded your form and essence. You're a demon, a being made of dark unholy energy. There are few examples of how demons are, with the main examples being the demons inside the Reapers, the lesser wild demons and the devil himself, but probably there are many more beings like them, each one on different ranks, with many, like you, being low-ranked and others being comparable to demon lords. Obviously, you start as a low-ranked demon, but, depending on your choices below or with time and training, you can become much stronger and even grow strong enough to be one of the important forces in this world. Unlike the other origins, you start in one of the nine circles of Hell instead and can go to the waking world using your own powers or some kind of portal that probably exists.



Archangel (300 CP): The ruling principle of this world is balance and, if there is a Hell, there must exist a Heaven too. Well, you died and, as a virtuous person, you were sent to Heaven where God offered a new life. Now, you're one of Heaven's inhabitants, an Angel, but not just a common Angel, but a true Archangel. As an Archangel, you hold mighty celestial power, having more raw power than a Grim Reaper at their peak. The main mission of the Archangels is to help virtuous people to instantly ascend souls directly to Heaven, but as judgment is halted, not even a single soul has arrived here in years and anyone who is ascended ends up being sent to the Ninth Ring of Heaven, which results in their soul being completely erased from existence.
Unlike Grim Reapers, you'll have a lot more freedom as an Archangel. Maybe you can help Bernadette and Celeste on their tasks or do literally nothing but trying to catch a date with either of your coworkers like how Azrael always tries. Besides this freedom, you still must obey the Will of God and, if you don't follow it, there may be serious consequences.

-Perks-

Each perk is discounted to their respective Origin.

General Perks:



Spiritual Core (Free for everyone): Like apparently everyone from this eon, you have your own core, like how described by Key. All mortals like you have just a plain vanilla core, or what you call a "soul". Your soul is basically you, as it contains your memories and your consciousness. But, there's two more variations of cores: demons, far more erratic and animalistic, and angels, usually very calm.

If you're a human, you'll simply have your regular soul without any alterations, but, if you're a Grim Reaper or an Archangel, in addition to your human soul, you'll also have a second demonic/angelic core inside you that will be the source of your power. However, things will be a little different if you're a Demon yourself.

As demons are spiritual beings and thus cores by themselves, they lack souls of their own, but, as not possessing a soul might be problematic for a Jumper like you, you'll retain your regular soul if you want in addition to your demonic nature.



Sinner's Mark (Free - Mandatory For Grim Reapers, Can't be Taken by Archangels): In this world, sinners are marked with an X, representing that they may be sentenced to Hell after their deaths. But this isn't so simple. For a human to acquire a Sinner's Mark, they must commit a major sin, like murder or theft of a big enough monetary value, and not necessarily need to be a generally evil person. This mark also doesn't show what their sin was and which circumstances and motivations led to this sin to happen.

In summary, this system has many flaws as it was meant to serve only as a complement to God's judgment, because, when someone dies by natural causes (that is, when they aren't killed by a Reaper), they'd be normally sent to be judged by God himself and He'd weigh all of their sins and virtues to decide their sentence, but, when a Reaper kills them, they're sent directly to Hell without needing to be judged. Furthermore, under normal conditions, only Grim Reapers (and beings with demonic affinity in future settings) are able to see these marks.

Unfortunately, for some reason that I'm not aware of, you ended up gaining a Sinner's Mark. This isn't a good thing, as this marks you as a possible target to a Reaper. Post-Jump, you can choose to toggle this mark on or off at will.



Heavenly Halo (100 CP - Free For Archangels, Can't be Taken by Grim Reapers and Demons): While sinners are marked by an X, virtuous people are marked by an O, more specifically by a halo made of light floating above their heads. To gain a halo, they must have a good heart, being virtuous and kind in general.

Apparently, you're a good enough person, as you gained your own Halo.

Normally, only Archangels (and beings with angelic affinity in future settings) are able to see these halos. Archangels are able to ascend anyone with a halo with just a slap of fingers, as long as they're willingly, summoning a bolt of light from the sky and sending their soul directly to Heaven without the need of being judged, but this isn't ending well currently due to them being sent directly to the Ninth Circle of Heaven and being erased from existence.

As you're paying a special price here, you're also protected from being forcefully ascended during a Mass Ascension. Post-Jump, you can choose to toggle this halo on or off at will.

Demonic Devourer (200 CP - Free for Demons or if you have the boosted version of The First Reaper perk): All demons are actually a part of Satan, so, when a demon devours a lesser one, they'll just merge into each other, increasing the power of the dominant one. As a demon yourself, you can consume weaker demons to absorb their power and slowly become more powerful. However, there are some caveats. First of all, while you won't have any trouble absorbing demons weaker than you, attempting to consume a demon stronger than you will result in them consuming you instead. Furthermore, the closer the demon's power is to yours, the more influence they might have on you, like how Ashen's personality became permanently tainted by Wrynn's twisted demon.

Balance of Good and Evil (300 CP - Requires Heavenly Halo and Sinner's Mark or Mark of Sin): Sinner's Marks and Halos appear to be extreme opposites, with one marking sinners while the other marking virtuous people, but, in truth, they aren't. Even virtuous people can commit sins, so, considering the chaotic human nature, it isn't absurdly rare to have both at the same time.
You're one of these rare examples, having both a Sinner's Mark and a Halo.
This grants you a unique benefit: you count as both good and evil at the same time or even neutral, as long as this alignment will give you some kind of benefit.
For example, a sentient cursed sword that just serves evil masters will consider you evil while you'll count as a good person when trying to use a technique that requires a good heart or you'll even count as neutral if you want. As a final gift, this perk works as a Capstone Booster, enhancing the power of every 600 CP perk that you have to a whole new level.

Stranger Perks:

Basic Documentation (100 CP): One of the main problems of being a Drop In on any jump is the lack of documentation to interact with human society. It's very boring to try to make all of this documentation in basically every world you enter, so to make this task much easier to you, there is this perk. You get all the basic documentation used by your starting society, as long as you need them to do something. This documentation will be updated in each setting you visit and it'll count as valid even if you never lived a single day there before. Besides this, you also get a talent to easily learn how to falsificate any kind of basic documentation, as long as you have the resources to do it.

An Everlasting Memory (100 CP): You're a hard person to forget and the memories of others about you tend to insist on always returning if they suffered from something that caused them to lose their memories, including mind manipulation for example, once they see you. Depending on what caused this in the first place and your proximity with them, these memories may return faster or slower and it may be the spark to make them recover all of their memories in the best cases. This perk can be toggled on and off at will and it doesn't affect those that you personally erased yourself from their memories.

First Liar (200 CP): Another title of the devil is the first liar and, while he affirms that he doesn't lie because it's boring, this isn't the same situation for you. You're a masterful liar, capable of literally lying as naturally as you breathe, without leaking any signal in your voice and body language that you aren't telling the truth. This also grants you the ability to create well-designed lies, supported by a list of truths without context, half-truths and a web of lies. While someone with a very good understanding of human psychology wouldn't be able to detect your lies, someone with an instinct trained to detect liars would still be able to detect your lies most times but not always.

Deadly Blue Eyes (200 CP): You look so innocent and harmless, how would someone looking like this hurt someone? Well, that's the opinion of your opponents when they see. When you want, you can use your appearance to fake an aura of innocence and pretend to be harmless, in an attempt to trick your enemies in letting their guards down. Obviously, once you prove that you're a real threat and not just a harmless innocent, this effect will stop working. You are the prime example that you should never judge people by their appearance.

We're On the Same Side (400 CP): Good and Evil, Light and Darkness, Heroes and Villains, Angels and Demons, Archangels and Grim Reapers. Even if there are no defined lines separating good and evil here, this world is ruled by the concept of balance and opposites, with the things being usually divided in two sides of the same coin. Even if the humans aren't exactly part of any of these sides, many of them choose to join and fight for a side, even if not intentionally. You're able to join one of

these sides through your actions. If you're a generally kind person that helps others, fight the evil and protect the weak, angels, light elementals, pure souls and other holy-aligned beings will consider you an ally, but, if you prefer to do evil and cruelties, this perk will affect demonic and evil-aligned beings instead.
The affected beings will consider you their ally and will gladly help you when you're in need, as well as you gaining access to their resources eventually. The more good/evil you do and the more you directly help your chosen faction, the stronger this effect becomes and even godlike beings aren't immune from this perk, but, for them to be affected, you would need to be a major ally of your faction or be a true living saint/monster, capable of comoving even angels with your good actions or scarring even demons with your cruel actions.

Devil's Favorite Sinner (400 CP): Once you entered this world, you attracted Satan's attention, becoming one of his favorite humans. Maybe you committed some unique sin or he has some suspicions about your true nature, but, regardless of the exact reasons, like how Scarlet noticed, being one of the devil's favorites isn't a good thing most times.
He'll consider you as a toy and will create challenges, deals and games for you to do and, besides most of them being significantly dangerous, you'll sometimes receive incredible gifts and benefits of his favor as rewards for being an entertaining toy and completing these games. The devil might even consider you an important ally and include you in his schemes if you're powerful enough and, if you're a Reaper, he might occasionally forgive you from failing in completing your daily quota. Obviously, even if you're one of his favorites, he won't hesitate if he need to torture you or make you personally kill your loved ones, because he is the devil after all. Post-Jump, you'll become one of the favorite people of a similar powerful individual, like Satella from Re-Zero, the Supreme Deity from Nanatsu no Taizai and Satoru Gojo from Jujutsu Kaisen for example.
The exact details of your relationship with them varies according to each one of these individuals, with some of them considering you one of their favorite toys or even their best friend while others may even literally fall in love for you, but usually they'll offer you various incredibly powerful gifts and favors and the attention of this being will probably attract unwanted attention and will invariably draw you into the conflicts they are or will be involved in, often endangering your life. Not to mention that some of these powerful beings may be quite mad and obsessive as well. You can toggle this perk's effect on or off at the start of each Jump and you can also choose which powerful being is affected by this.

Walker of Worlds (600 CP): The Purgatory, a vast stretch of preserved nature where the people who were not particularly virtuous or sinful are sent after their deaths, is linked to the First Circle of Hell, so Brook decided to walk all the way to find and reach Hell. Brook managed to travel from an afterlife separated from the physical plane to another afterlife, essentially traveling through dimensions by simply walking with a destination in mind. Even if you aren't capable of accomplishing this

same feat, you have a similar talent when it comes to interdimensional travel. You have an ease to find portals that lead to other dimensions, either through searching in person or just using information or even legends that indicate clues and signs of the existence of portals in certain locations.
This talent is basically a mixture of luck to find these signs and an instinct capable of detecting the presence of any kind of breach between dimensions, including in this case portals, in the vicinity of a few meters and also knowing when a clue or event actually indicates a signal of their presence or not. This talent also makes it easier to find information about rituals and other ways to open portals yourself, without needing to find one, but they'll still require specific conditions and resources to open according to the ritual in question.

Innocent Citizen Perks:

Lead Writer (100 CP): You're a very talented writer, one with enough talent to write a complex and extensive lore comparable to Fatecraft's lore, as well as having ability to write well-designed stories and personalities to equally complex characters. This perk also comes with protection against accidentally forgetting about specific details when you're writing something, which would create plot-holes if you forget about them, and you don't need to worry with problems like writer's block and other similar things.

Will To Be Free (100 CP): Parents and humans in general tend to be oppressive and try to force you to follow their ideas and to fit in their expectations and plans, without caring about your own ideas and plans, but those that don't have enough willpower to fight to write their own future tend to end up in living on lifes that they don't want and most times this doesn't end well. Fortunately, this isn't your case. You have enough willpower to fight to maintain your free will, without being held down by others' opinions. This isn't an unshakable and unbreakable willpower, but just the minimum necessary for a citizen to be able to live their own life and follow their own path.

Friends In Exotic Places (200 CP): While some people have friends in authority positions in the government or important organizations, including criminal organizations sometimes, your friends are a little different, with many of them not even being humans to start. You have a special talent for becoming friends with supernatural beings, like spirits, demons, angels, Grim Reapers, Archangels, mythical creatures and basically any other kind of supernatural creature. For them, you're basically a very friendly type of person, capable of giving a good first impression after meeting someone with some kind of supernatural quirk.

Unshakable Morality (200 CP): The human society as a whole is slowly decaying due to the most varied reasons and, the more corrupt the society becomes, the more it corrupts the people. Paladins of justice fall and become just corrupt mercenaries and criminals become monsters, not literally but almost. Whether this current society has a chance of salvation is unknown for now, but the corruption caused by this situation has no hold on you. You're morally incorruptible and virtually no external mundane factors will be able to change your morality if you don't want it to happen. Not even if you literally discover that your friend brutally killed your loved one and sent them to Hell will make you want vengeance and turn you into a ruthless murderer, if this isn't already a part of your personality and you don't want to change.

Luxury of Normality (400 CP): People like us had a choice and decided to become Jumpers. Thanks to it, we relinquish the luxury of having a normal life, which is just possible to the mundane citizens that don't interact with the supernatural. With this perk, you'll have the chance to have this luxury again. As long you don't interfere with the plot of a setting and focus on just living your life normally, the plot will tend to

follow its normal course, with usually the heroes defeating the villains and any threat, and even follow a better course sometimes depending on the setting and, this way, you'll get the chance to live a normal and common life without worrying about any individual and/or organization hunting you. Obviously, it's not every setting that will have a good ending without your intervention and, once you interfere with the plot or with the world again, this perk loses completely its effect until the end of your stay there. This is a good option for those Jumpers that just want to rest for some time before returning to their very uncommon lifes and I advise you to don't abuse this perk to easily survive during an entire Jump, because most Benefactors, including Jump-Chan herself, definitively won't be happy if you do it.

At The Blind Spot (400 CP): Strong emotions and stressful situations can turn innocent people unpredictable and this is especially true for you. Your actions are completely unpredictable, at least to your opponents. You're a complete wild card, with no one able to predict your actions and thoughts. You're so unpredictable that not even precognition and other forms of seeing the future are capable of predicting your actions and influence. You're at the blind spot of any prophecy and not even the Angel of the Future will be able to predict your actions by using his precognition.

Blessed By God (600 CP): If God has his favorites in creation, you are obviously one of them. The main signal of this is your extreme luck, capable of matching even a literal god of luck in your best days. You'll win games of chance and gambles with an almost perfect chance of victory, skills with little chance of properly working will basically work almost always with them failing occurring just once a year, your enemies' weapons suddenly stopping working or even literally breaking sometimes and your opponents suffering from their bad luck, such as they developing sudden illnesses, failing on front of their weaknesses or just tripping over their own feets. Again, obviously, luck won't always save you and sheer stupidity, like challenging an extremely powerful enemy, like a Prime Archangel or a First Reaper, or jumping into a volcano, will still definitely kill you. This perk also greatly boosts the power of any luck perk that you might have, including the ones from other jumps.

Criminal Perks:

Grow In the Underworld (100 CP): While many just embrace a criminal life, this isn't your case, because, this is your life since always. You grew up in it and were molded by it. Thanks to it, you have a useful set of skills that help someone to live in the criminal underworld, including, but not limited to, acute knowledge of the criminal language, lot of streetwise, some pre-existing connections in the underground world and some others basic things that an average outlaw should known if they want to survive in this life.

Street Magician (100 CP): One thing in common between both thieves and magicians are their quick hands. In addition to being capable of doing some basic magic tricks with your hands, you're a specialist in stealing things without people noticing, being capable of stealing the wallet of someone without them noticing it after just bumping into them, in how to handle a hidden blade and in lockpicking, being able to open most mundane locks as long as you have access to proper equipment. A clever person will be able to find many different usages for these skills.

Know Your Place (200 CP): In a world where a weak-looking man is strong enough to defeat an entire gang with little effort and fight other more powerful supernatural threats, it's good to know who you can pick a fight with and who you can't. You're able to instinctively sense when someone is stronger than you. This instinct doesn't indicate exactly the difference of power between you, but, generally, the stronger the instinct becomes, the stronger your target is and it'll trigger even if someone is actively suppressing their power to be weaker. Another usage of this ability is to discover when someone is just faking to be stronger than you, due to their presence being unable to trigger this instinct.

Self-Taught Medic (200 CP/Free with Properly Taught Surgeon): A criminal suffering serious wounds isn't a rare thing and, when this happens, they can't just go to a hospital like an innocent citizen, so you learned a few basic tricks to avoid this. You're able to do first aid on basically anyone with a physiology similar to a human being, as well as do some basic surgical procedures, like mainly removing bullets from your "patients". You also have a good knowledge of human anatomy, but, as you're capable of doing some of these procedures, you aren't a true surgeon, so more complex procedures are completely outside your capacity for now.

Supernatural Magnet (400 CP): There are over 8 billions of humans on Earth and there are just 3 Reapers and 3 Archangels, so the chance of a mundane human find a supernatural being is considerably low, but this isn't the case for you. You attract the beneficial kind of supernatural things, with encounters with these things becoming a weekly occurrence even in a world with little supernatural interference like this one. This effect is much stronger when you're actively searching for some supernatural being or object. As long as you put enough effort in the search, it's basically guaranteed that you'll find them at some point of your stay.

Let's Have A Deal (400 CP): Nowadays, just someone's words usually isn't enough to ensure they'll fulfill their part of a deal, but it's needed to create a contract to ensure something. Well, this isn't your case. You're able to firm supernatural unbreakable deals with other beings, like the one formed by the Red Spades' leader and the Pink Reaper and those formed between the devil and the Reapers. To form a deal, two or more individuals, including you, must willingly agree and accept a defined set of conditions that benefits both involved parties. Once formed, both parties are obliged to fulfill their respective part of the deal as long as they're possible. If a party breaks the deal, the other will be released from their obligation to fulfill their part and the one that broke it in the first place may suffer pre-established penalties defined together with the set of conditions. The contract will also be rendered null if both parties agree to undo it or if one or more conditions are virtually impossible to be fulfilled. It's possible to create deals with loop holes and/or multiple interpretations of the initial conditions, so it's better to think at least twice before agreeing to any deal, to never do any bad deal.

Ace of Spades (600 CP): You're a crime lord in the making, having all the qualities needed to be a leader of a gang on par or even greater than the Red Spades. You're very charismatic and manipulative, capable of convincing many common criminals, corrupt police officers and politicians and mad men that never would cooperate together to follow you and become your loyal pawns, as well as knowing the right ways to negotiate with people of your line of work, intimidate your opponents when needed to the point your mere presence could make experienced fighters freeze up for a few instants before recovering their posture and maintaining your existence hidden behind the scenes. This also comes with a talent of making money, like a special talent when you need to administer any kind of business and quickly learn the ins and outs of any currency or trade system, but this works especially better when it's related to illegal businesses.

Police Officer Perks:

Basic Training (100 CP): You received proper training to become a police officer, Thanks to this training, you have good skills on investigation and combat, both average close quarters combat focused in immobilization and usage of firearms, like pistols and rifles. Your ability is good, being above the average police officer, but it's still mundane, so don't think you can fight supernatural beings without much more preparation.

We Are Humans (100 CP): The duty of a police officer is to make sure that criminals pay for their crimes to the fullest extent of the law and not eradicate each one of these sinners. Even if the reality of this world makes others have doubts about this duty, your ideals and beliefs are unshakable and, as long as you don't want them to change, they'll stay the same, no matter what this world throws at you, with the only exception being truly traumatic experiences. You also receive a basic small boost on your willpower. We're better than animals, because we are humans!

Human Lie Detector (200 CP): After years having to deal with both liars and honest people, you learned how to discover if someone is lying or not. While others may need to analyze their voices and read their body language, you're able to use your own instinct to detect lies, having immediate knowledge if someone is currently lying. Obviously, this instinct just reveals their lies and won't give you any knowledge about the truth, so it's up to you to discover it. Even people extremely talented and capable of lying as naturally as breathing wouldn't be free from having their lies detected by. This instinct also works on half-truths, but won't work on false facts that the person believes to be the truth.

Case X (200 CP): Every organization, including any police department, has information that is accessible to any of their members including others that are accessible just to a more select group of members, those with a higher authority. An example of this kind of restricted information is the Case X, the case involving both Ante Nora and the Red Spades and, while Judah claimed that this case is currently rescinded, there are probably a lot more things and secrets behind this. You managed to prove your value as a police officer and gained access to Case X, but not only this. In this Jump and in future settings, you'll have access to basically any restricted information of any organization you're part of and regardless of which is your current position in it, even if you're just a rookie.
The only exceptions to this rule are information that is accessible just to the leaders of said organization or is currently lost. Obviously, while you will have access to many secrets, usually it will be a bad idea to try to meddle in matters beyond your authority level and it's good to hide that you have access to them, because this may and probably will attract unwanted attention to you.

Humanizing Effect (400 CP): You have a peculiar calming presence, capable of even forcing a berserking monster to calm down after around thirty minutes of

exposure. This presence's effect is especially good with beings with some kind of lack of the concept of humanity, for example, a Reaper losing their humanity, making their demon take over them, not only calming them but also making them recover their lost humanity. Thanks to this effect, any being with difficulty controlling their power's influence can train their control with little risk.

Master Psychologist (400 CP): You understand people better than anyone, capable of understanding their motivations and goals and even predict the actions and thoughts of any human. Your knowledge in psychology and even in sociology is equal to someone with a doctorate degree in these areas. Your knowledge can be applied on an individual scale, like understanding the actions of a specific individual, or even on a more collective scale, like understanding the mechanisms of how groups and factions work on this greater scale. This can also be applied to try to discover if someone is lying or not, through analyzing their voices and reading their body language, but this skill is considerably weaker than the one granted by the **Human Lie Detector** perk.

I'm the Best Detective Here (600 CP): You're a genius when it comes to logical thinking and deduction skills. You're incredibly observant, capable of "scanning" places and people to analyze even the tiniest details about them, and your advanced intelligence lets you easily find out what and how happened in a determined situation and run very accurate predictions and simulations in your mind. You can analyze apparently unrelated details about a kidnapping case, like the supposed time limit imposed by the kidnapper, the time it took him to get to the police station and his clothes, and predict where the victims are and in which situation they are. While you're a genius, you aren't infallible and there could always be something you miss or misinterpret.

Doctor Perks:

Masked Heart (100 CP): Your experience as a doctor taught you how to hide your emotions behind a near perfect poker face or even fake your emotions to the point that it would require the usage of some supernatural emphatic ability to make someone be able to detect what you're actually feeling. Remember, this perk doesn't make you emotionless or modify your feeling in any way, you just won't leak any emotion that you don't want to show anymore.

Universal Recipient (100 CP): When you're desperately in need of new replacement organs, it isn't time to be exigent about things like "compatibility" and "chance of rejection". Fortunately, you won't need to worry about it, because your body has a special quirk: your biology is completely compatible with any kind of biological transplant with no chance of rejection. For example, you're free to receive blood from any donor without caring about blood type or even if said donors are human or not, as long as it isn't harmful to you and their blood works similarly to human blood. Even better, because this isn't limited to just blood, but also any kind of organs/cells you want to implant on yourself.

How Sweet of You to Guess So Low (200 CP): Currently, it's relatively simple to give a creature biological immortality using modern medicine, but the public doesn't have access to such treatment, because, after all, cures are just a single time profit while medicine that delay the suffering of the ill is a constant source of money. As a doctor and with some contact with people in high places, you've granted access to this treatment and, as a result, you gained biological immortality and won't age a single day past your prime. This also enhances your immune system, with it being enough to fight mundane diseases more efficiently, and allowing you to stay healthy during all of your life. I hope you enjoy your long life.

Kill as a Human (200 CP): You have the ability to shut down any supernatural ability, retaining just your natural abilities. By doing so, you'll be free from any side effects caused by your supernatural abilities and will make you undetectable by any ways of tracking said abilities. If you were a Reaper, for example, you could immediately recover control of your body from your demon by deactivating your abilities, as well as being able to kill someone without sending them straight to Hell.

Properly Taught Surgeon (400 CP): A self-taught criminal would be limited to just basic tricks when it comes to doing surgical procedures, but you're not just a mere criminal, being a true doctor instead. As a true surgeon, you're capable of even doing complex surgeries, not only first aid and removing bullets, in anyone with a physiology similar to a human being, as well as having an extremely detailed knowledge about human anatomy. For now, your knowledge and skill will be on par with any modern surgeon, but nothing prevents you from becoming even better in the future.

Bright Pathologist (400 CP): Many viruses emerged after the last bits of ice melted away from the Earth's surface and, overtime, humankind managed to isolate a few of them and store them away in laboratories and hospitals for study. You're one of the researchers whose job was to study these diseases. You're an expert pathologist, capable of studying and understanding all sorts of pathogens, regardless if they're viruses, bacterias, fungi or even parasites, provided you take the time to do so, as well as eventually learning how they work and even allowing you to develop a cure and/or treatment to fight them. On the other side, this can also be used to make adjustments and modifications on pre-existing pathogens or even tailor similar, customized plagues on your own provided you have access to the base samples and the right equipment to do so.

Horseman of Pestilence (600 CP): A doctor is supposed to heal the world, not spread more pestilence, but I think someone forgot to say this for you. Thanks to some experiment or some quirk of genetics and biology, you're immune to the negative effects of any and all biological diseases caused by pathogens and not only this, but your body can also become a perfect carrier to the pathogens you're infected with. While inside your body, they'll become even more infectious than before to the point you could replicate Ante Nora's feat of starting the Scarlet Rot outbreak. If you don't want to become a carrier for every plague that comes your way, you can purge every infection, or just specific ones if you prefer, from your body at will.

Grim Reaper Perks:



Mantle of a Reaper (Free and Exclusive to Grim Reapers): There are two main features responsible for distinguishing you from common humans. First of all, due to your former body being already dead, the devil used his demonic abilities to create a flesh puppet to control your soul. This flesh puppet works very similar to a human body, being equally fragile and you can still eat and drink water, but you don't need to eat or breathe and there are some key differences, like having horns, a tail and other minor demonic features.

Your current body has much more stamina and endurance than your previous one, to the point that even if you're decapitated you'll remain conscious and alive and just destroying your whole body beyond repair will actually kill you. You also have a greater control over your body, being able to overexert your muscles to beyond your physical limits without causing too much damage to you and you're able to consciously turn off your pain receptors.

For the duration of this Jump, the flesh puppet will be unable to be healed naturally, requiring you go to Hell after reaping a sinner everytime you want to heal any damage, but, post-Jump, it'll be able to be healed by your demon.

Furthermore, the power source of a Reaper is their inner demon (or, as Key would call it, a demon core) and you, as a Reaper yourself, also have a demon inside you. This demon, at its base form, is basically an amorphous mass of demonic dark

energy (being black with outlines of a color of your choice) and you're able to borrow its power by shaping this energy outside your body to form constructs. Initially, you'll just be able to form a specific kind of weapon (like a scythe or a sword for example), but, with training, you'll learn how to create other tools and weapons and even use its energy to enhance your physical condition.

Usually, you'll be the one in control of your body, but, if your emotions become unstable, your demon will start to take control and, as it feels nothing but primal instincts (like fear, anger, rage), your body will respond in turn, becoming monstrous and probably becoming violent against anyone near you or will just flee.

Your demon is basically an animal, so it's fight or flight. Once your demon takes control of your body, your power will be greatly enhanced and even a weak Reaper with just peak human strength would be able to destroy entire houses with some effort.

With time and training, you'll be able to better control your demon to the point you'll unlock full control over it, letting you freely enter in your demonic form. In this controlled demonic form, your horns will grow larger and your eyes will gain the color of your demon and you'll be able to fully manifest your demon outside in a stable form (resembling an animal of your choice), but the power boost of the controlled form is weaker than the one granted by the berserk form, due to trading power for control. It's also possible to temporarily control your berserk form as long as you and your demon have the same goal.

Normally, Reapers with full control over their demons lose their tails and horns, while Reapers with little to no control have very demonic features.

For the duration of this Jump, any sinner killed by you will have their soul sent directly to Hell thanks to your deal with the devil, but this ability will be removed and the deal will be nullified after the end of your stay here.

Trained to Kill (100 CP): Each Reaper is capable of molding their demon's energy into many diverse shapes, mainly weapons, but, initially, they're able to use just a specific kind of weapon and usually they prefer to focus on using this kind of weapon to master them. Choose a type of weapon, like swords, scythes, hammers, shields, spikes or axes, and you'll get proficiency in using it. There is a long way to go before you become a true master in using this weapon, but you'll be able to achieve this level of mastery.

Judge and Executioner (200 CP): Sinners are marked by an X, but this mark doesn't mean that they're evil or don't have virtues, much less the intentions and circumstances that led this sin to happen, just that they committed a major sin. Many Reapers had already many problems involving having killed good people that

committed sins for good reasons. Fortunately, this isn't a problem for you, because, everytime you see someone with a Sinner's Mark, you'll have a general idea of which sin they committed, as well as what their intentions were and which moral alignment they have. You also retain the ability to see Sinner's Marks on those that committed major sins post-Jump.

Innocent Rabbit (200 CP): This world isn't just separated in black and white, there is a lot of gray too. You're the best example of this sentence, because, like brook, you're probably a non-sinner Reaper. Common people won't judge you by what you're before knowing you and your actions. For example, if you're a demon, no one will consider you evil unless your actions prove that you're evil. This effect doesn't affect superpowered beings and people that know you or hate your species/role. can be toggled on and off at will or can just affect specific people if you prefer. Lastly, with this perk, you won't be forced to have a **Sinner's Mark** unless you want to. Alternatively, if you're a **Grim Reaper** or a **Demon**, you can also have a **Heavenly Halo** yourself.

Path of Humanity (400 CP): Between power or control, you choose control. For not abandoning your humanity, you achieved complete authority over the demon inside yourself, being able to use any part of it at your bidding and having unrestricted access to your demonic form. Normally, using this controlled form would be weaker than your regular berserker form, due to the demon being unable to access its full power while controlled by you, but not anymore as you have complete authority over them. Due to deciding to follow the path of control, you can easily train and achieve a similar degree of control over any other similar supernatural ability that involves this kind of initially uncontrollable power, like the Legendary Super Saiyan from Dragon Ball, Ichigo's Complete Hollow Form from Bleach and the Jinchūriki Forms from Naruto for example.

I Kill Everyone Eventually (400 CP): Between power or control, you choose power. You're able to exchange your authority over your demon for raw power. The more control you had originally over it and the more uncontrollable the transformation is, the greater the power boost will be. If you're emotionally unstable and have just a basic control over your demon, a fully berserker form would just double your power during its duration, while, if you have complete control over it, this form would enhance your power for dozens of times, giving you a catastrophic power, capable of easily surpass the power of an Archangel using their six wings.
You're able to decide exactly how much control you want to relinquish to acquire more power in exchange. Due to deciding to follow the path of power, you can apply this exchange of control for power to any other similar supernatural ability, with varying effects depending on their exact nature. For example, if you use it on lycanthropy from some settings, you would gain a much more powerful and bestial berserker form, and, if you use it on your magic abilities, instead of gaining a berserker form, the magical energy inside you would become unstable and

uncontrollably, probably causing strain on your body and turning your spells much more powerful and destructive but also much more unstable and unpredictable.

The First Reaper (600 CP/Exclusive to Grim Reapers): While others are in this role for little more or less than a century, with Scarlet being the newest one, you're already a Reaper since much, much time ago, being as old and powerful as Ashen himself, with you two being the First Grim Reapers. After such time, you learned many different tricks and your power is just comparable to Ashen among your fellow Reapers, having enough physical strength to lift a tank with some effort even without using any of your demon's power. Your demon also grows in power together with you, gaining the ability to devour mainly souls and less efficiently other sources of magical energy to acquire a permanent power increase everytime it does it, but you still need to find some way to acquire these power sources.
You managed to tame your inner demon, being able to fully control its abilities and, if you relinquish control of your body to it, the demon will attack only your enemies and, after defeating the last one, it'll just give the control back to you, in a manner similar to how Scarlet temporarily gave control over her body to her demon, Barghest. It's also possible to temporarily manifest the demon outside your body in an independent form and control it at a distance, without the risk of it being removed from you. If it's defeated or killed while separated from you, it'll return to your body and slowly recover from any damage. As one of the strongest Reapers, you're clearly an important part of the devil's schemes and he'll probably try to use you to fulfill his objectives, regardless of which methods he needs to use to do it, so I advise you to be very careful when leading with him.

Demon Perks:

Demon Physiology (Free and Exclusive to Demons): As a low-ranked demon, you're an amorphous mass made of demonic energy (you can choose the color of your energy) with power slightly weaker than the demon sealed inside Scarlet. Unlike your brethren, you're intelligent as an average human and capable of easily controlling your primal instincts, which usually are feats exclusive to the stronger demons. Your physical attributes are on par with a berserking Reaper and you're able to shape the energy that constitutes your body. As you grow stronger, your body will become more stable and gain a definitive form based on an animal of your choice.

Some of the strongest demons tend to have human-like forms, but with some draconic/demonic features, like wings, tail and horns. You also have access to demonic abilities, like teletransportation, object creation, restoration, energy construct creation and many more, but they'll consume a lot of energy so you'll need to become stronger to be able to properly use these abilities. Lastly, due to your spiritual nature, you're able to inhabit the body of another person, borrowing them Reaper-like power or just possessing them if you want.

Experienced Designer (100 CP): A curious fact about the clothes used by the Reapers is that they're designed by the devil himself, using mainly anime and manga as his inspirations. While Scarlet may find these clothes ridiculous, we consider them pretty cool. As a demon yourself, you also share this same demonic talent in designing clothes similar to the ones used by the Reapers and even those used by Archangels if you prefer.

Demonic Trainer (200 CP): It's boring to see that many powerful beings have in truth little combat expertise, relying only on their own power to fight their battles. This arrogance most times is completely destroyed when they fight someone equal in strength or even stronger than them and, at this moment, they perceive they're just amateurs that fought just weaklings in the past and now are trying to fight professionals. During these moments, they tend to search for people like us, those that can train them to fight better and help them to become stronger. You're one of these trainers, but just teaching them at a calm pace and starting with just the theoretical part don't match your style. You prefer to teach and train them in practice, directly fighting them at the same time that you show their flaws and weaknesses so they have the opportunity to change their combat style and learn from this experience. The stronger you're in comparison to your apprentices, the more efficient the training is, to the point a single fight could be enough to match an entire month of dedicated regular training if your power truly eclipses theirs. After all, the more difficult the opponent is, the faster someone'll improve.

Causing Pain Is My Life (200 CP): Sinners are punished in Hell to pay for their actions in life, with their punishment depending on the seriousness of their sins, judged according to human values, because, after all, this is a hell for humans. For

example, those sentenced to the First Circle of Hell apparently receive punishments that look more akin to jokes, but the true punishment of this circle is loneliness, while the sinners sentenced to the Sixth Circle drown for an eternity at the bottom of an ocean, dragged down by their sins. As a native inhabitant of this place, you learned many things about the most varied forms of torture and punishments, including those used to extract the truth from someone and those used in the nine Circles of Hell, being a true specialist when it comes to this subject and having a talent with it that matches some of the most experience demonic torturers. This also comes with the ability to use any of your supernatural abilities to cause pain. You're also able to easily decide which kind of torture and/or punishment is more adequate to make someone pay fairly for their sins.

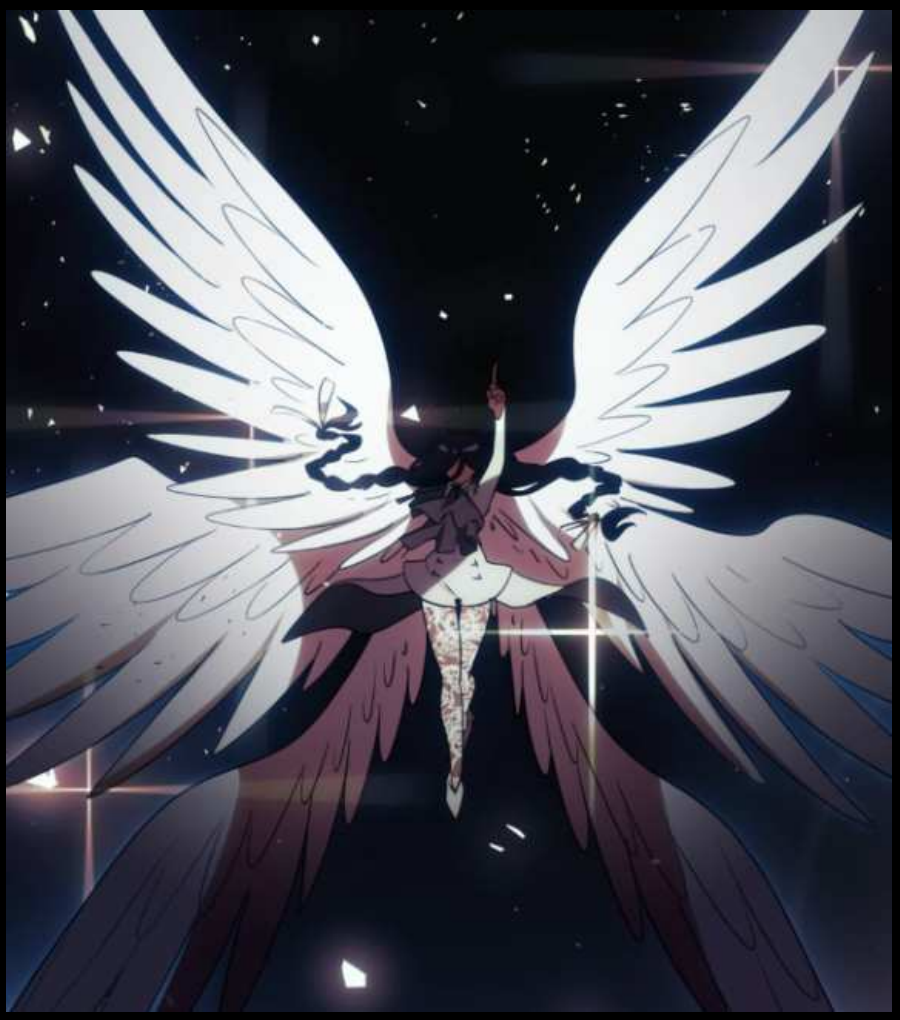
False Creator (400 CP): Any life must come from another life and just God is capable of creating life from nothing. While you aren't able to replicate this feat for now, you can use your demonic abilities to try to imitate it. You're able to use your demonic energy to create flesh puppets in human form, similar to the ones used as vessels by the Grim Reapers. These empty flesh puppets, in truth, are just a pale imitation of true life, having no soul and no mind to act independently, remaining completely inanimate, and not even being able to be considered as living beings, as well as having the same abilities of a basic Reaper's flesh puppet, as explained in the description of the **Mantle of a Reaper** perk. The technique of creating flesh puppets is an art hard to master and requires a lot of practice and training to perfect it. Maybe you can give your puppets other forms than just human-like, grant special modifications to them (like more durability or extra limbs for example), create just specific body parts, like specific organs or limbs, or even create animated flesh puppets similar to some kind of organic robots capable of following pre-programed orders, despite them still being mindless and soulless. Due to them being mostly incapable of natural healing (although it's possible to learn how to grant some healing factor to them with a lot of training), you can also use this technique to repair any damage done to these puppets. If you're a **Grim Reaper**, this can also be used to heal your own body without needing to go to Hell everytime you want to heal from some damage. Lastly, post-Jump, you can also use other forms of esoteric energies, like mana and chakra, to create flesh puppets instead of just demonic energy, without any difference of result.

Ordered to Never Die (400 CP/Discounted with the Boosted Version of Prime Archangel): When you were created, God ordered you to never die and, as his words have power, you decided to obey. This granted you a form of limited immortality. You have much more endurance than before, being able to fight at full capacity even if your heart is ripped out from your body or stay alive and conscious even if you're decapitated or if your brain is damaged. You don't need any vital organs anymore, as you'll be able to function normally even without them. The only way to actually kill you is by completely destroying your whole body beyond repair. In a few words: you get the same endurance of a Reaper. Unlike a Reaper's flesh

puppet, your body is capable of healing itself, being able to regenerate entire limbs in a few hours.

Lord of Hell (600 CP/Exclusive to Demons): You're a lot older than I previously thought, being thousands of years old and have already risen in the demonic hierarchy, becoming an Archdemon, the demonic counterpart of the Archangels, being a very high-ranked demon worthy of the title of Lord of Hell. Firstly, your power, physical attributes and demonic energy as a Demon is powerful enough to be on par with the First Archangel herself, with your full power being potentially catastrophic to the entire Land of the Living. With this power, you're able to properly use the many demonic abilities mentioned above and can discover many more with time and training.
You've also gained a humanoid physical form, but you're still able to use your former form as a mass of unholy energy at will, with the only difference of it being potentially more stable and bigger, due to you having a lot more power than before and gaining more abilities related to shapeshifting your body. As a counterpart to an Archangel's Domain, you can choose to represent one of the Seven Deadly Sins (envy, gluttony, greed, lust, pride, sloth or rage) and you'll gain unique abilities related to the aspects of this specific sin.
Lastly, your position as a Lord of Hell also grants you an authority over lesser demons, as long as they're weaker than you, being able to control the majority of weaker irrational demonic beings and influence those with intelligence. This control can be supported through willpower and raw power, but, the weaker the demons are, the more difficult it gets to them to resist your control.

Archangel Perks:



Wings of Light (Free and Exclusive to Archangels): After being reborn, you're now one of God's creations and servants, an Archangel. You look like a beautiful/handsome human, with six wings and accompanied by an aura of light. Thanks to your celestial power, granted to you due to possessing an angel core inside your body, you have a superhuman physique, capable of easily surpassing a trained Reaper, and access to many different angelic abilities and holy magic, capable of some feats like healing magic, teletransportation, levitation, smite evil spirits, basic light manipulation and other similar feats to the demonic abilities used by demons, but being divine instead of unholy.

One of your basic abilities as an Archangel is the capacity of seeing halos and ascending virtuous people to Heaven with just a slap of fingers, summoning a beam of light from the sky and painlessly ascending their soul to paradise. The ascension can just be used on virtuous people (signalized by their halos in this setting), as long as they're willingly and no form of mind control can be used to force someone to accept it.

You're also able to seal a portion of your power in a hindered state by unsummoning your wings, with each summoned pair of wings releasing a portion of this sealed

power up to all your six wings representing your full power. Using your full power on the waking world may cause catastrophic collateral damage to entire cities or even to the entire world if you enter combat, even if you're even weaker than Azrael, due to being the newest Archangel.

Each Archangel has control over a specific domain of reality and a title related to it, gaining both abilities related to the basic aspects of this domain and also to its more esoteric aspects. The First Archangel, Celeste, probably is the Angel of Space and is capable of using space manipulation, being much stronger than the other two. The Second Archangel, Bernadette, is the Angel of Reflection and has abilities involving the creation of constructs made of hard light, as well as probably other light-based abilities. The Third Archangel, Azrael, is supposedly the Angel of the Future, but, in truth, his domain is another, but is something related to his abilities of seeing the future, not everything but only a single important moment of a life. You, as the Fourth Archangel, can choose one of the canon domains mentioned above or another domain of your choice, like time or life for example, but it must be within the power level of the others.

Like reapers and demons, you can also grow stronger with time and training. As a last resort, you'll be able to tap deep into your angelic nature to assume a primordial angel form, being more akin to those biblically-accurate eldritch angels.
In this form where your angel core will take over you, all of your abilities will be greatly enhanced, but, as your mind becomes too alien, most of your rationality will be gone, making you no different from a berserking Reaper. Initially, staying in this transformed state will cause a lot of strain in your body and you'll be very tired and weakened after returning to normal.

Eye of the Virtues (100 CP): While Reapers are capable of seeing Sinner's Marks, the Archangels are able to see Halos floating above the heads of virtuous people. While your coworkers are only able to see them, you enhance this ability to a new level, because everytime you see someone with a Halo, you'll have a general idea of their virtues, enabling you to discover which personality and which moral alignment they have. You also retain the ability to see Halo on virtuous people post-Jump.

Patience For Eons (200 CP): The Archangels are very old, with the oldest and strongest of them, Celeste, existing since immemorial times. As an Archangel yourself, even if you're just the youngest of them, you have already learned a few things about having basically all the time in the world. You have a mental resilience similar to your coworkers, being virtually immune to boredom and isolation, with these factors being unable to negatively affect your mind, although sensory deprivation will still affect you. Your determination when it comes to staying on task regardless of time and setbacks is also greatly boosted.

Blind Loyalty Isn't Loyalty (200 CP): One of the greatest flaws of how the First Archangel and the other angels, with some exceptions like the Second Archangel, work is the fact they consider that Heaven is perfect and God's decisions should never be questioned and, if you're one of their servants and have a slight doubt about his decisions, your loyalty and devotion will be questioned and, if you continue with this behavior, they'll mark you as a rebel. Like many sages already said, following your master's decisions without thinking about it and questioning it is just blind loyalty and blind loyalty isn't true loyalty. You don't need to worry about being marked as a rebel, because, as long as you remain truly loyal to something, your loyalty won't be questioned even if you disagree with your superiors' orders and decisions. You can also use it to defend other loyal "rebels" and even dialogue with your superiors to help them to analyze the current situation more clearly and make better decisions.

Divine Precision (400 CP): The Archangels are powerful, but this power also tends to be their weakness. They need to fight in a hindered state, because their full power is so great that collateral damage will be caused and innocents may be hurt or even die due to it. But this isn't a problem for you, because, thanks to your training, you can control exactly how much collateral damage is caused by your attacks, from just causing damage to your targets with little to no damage on the surroundings to even the maximum of collateral damage you could cause with your destructive power. This skill not only affects the amount of collateral damage, but also lets you control the exact amount of strength you use in your attacks, so accidentally killing someone because they're too weak or you're too strong is now a thing of the past.

Rising Power (400 CP/Discounted with the Boosted Version of Lord of Hell): The Archangels almost always tend to suppress their own power. Sometimes it's because they want to prevent collateral damage while other times it's a matter of pride. Rarely they find opponents that make them use all of their power and even rarer they find something that truly makes them go beyond their limits to win. To these moments, you learned a unique skill: instead of just suppressing your power, you're able to store this stored strength to use it during moments of need in the form of achieving a form of temporary transformation (like gaining a fourth or even a fifth pair of wings for example) that grants a power boost equivalent to how much energy you had stored and inversely proportional for how much time you'll use this power boost (a transformation capable of lasting for an entire day will grants a much smaller power boost than a transformation capable of lasting just for a single minute). This can be used in a more general way, like suppressing all of your power, or just suppressing the power of specific perks, transformations, abilities or similar things. You also gain the ability to suppress any ability that you have, up to a fourth of their original strength. Lastly, you can decide the exact details of your transformations, including their duration and cosmetic changes.

Prime Archangel (600 CP/Exclusive to Archangels): You're one of the oldest and most powerful angels in existence, being a Prime Archangel like Celeste herself. Firstly, your power, physical attributes and divine energy as an Archangel is powerful enough to be on par with Celeste, with your full power being potentially catastrophic to the entire waking world. With this power, you're able to properly use the many angelic abilities mentioned above and can discover many more with time and training. Lastly, your position as a Prime Archangel also grants you an authority over lesser angels, as long as they're weaker than you, being able to directly control weaker angels and considerably influence the stronger ones. This control can be supported through willpower and raw power, but, the weaker the angels are, the more difficult it gets to them to resist your control.

-Items-

Each item is discounted for their respective origins. Every item is fiat-backed.
Humans receive an extra 300 CP to spend on items only.

General Items:

Wanderer's Helicopter (100 CP): There are just two remaining human cities currently on Earth, each one of them located on one of the poles, with a radioactive wasteland separating them. Even if the radiation and the toxins aren't a problem to supernatural beings like Reapers, running and/or swimming for all this distance is still incredibly boring and takes a lot of time. Fortunately, you won't need to face these problems. By taking this item, you receive a seemingly mundane modern helicopter, which has two main anomalous properties.
Firstly, it's self-repairing and needs no fuel source to keep working, allowing it to have a virtually unlimited flying time, as well as automatically blocking the effects of any harmful substance and/or radiation on the outside and generating a breathable atmosphere within it, allowing even a mundane human to safely traverse the wastelands using the helicopter. While being just as fast as a military helicopter, it's also a fiat-backed item, so, if lost or destroyed, it'll reappear in your Warehouse next week.

The Sanctuary (400 CP): A last gift from a martyr that temporarily achieved godhood, or better saying, this be will be his last gift, but you're receiving a copy of it in advance. What you're receiving is essentially a pocket dimension built using Chase's mind as its foundation, causing it to take the form of a fantasy village, like those you would see in a MMORPG game like Fatecraft.
This pocket dimension is meant to serve as a last bastion for humankind, a safe place where it's always warm, there's an endless amount of space and all the essentials are covered. While medicines and other more advanced resources aren't generated by this place, the clothing stores located here will always have clothes in exactly the size of the customer and the food shops will restock every night, ensuring the inhabitants will never run out of food.
Furthermore, due to being disconnected from Earth, this dimension is also protected from any potential universal collapse that might happen during your stay here and you can summon a door-sized portal that leads to it at will.
Lastly, mundane humans that live in this new home may decide to continue living here by following you along your Chain, with them counting as your followers but they'll be unable to exit from there unless you import them as your Companions.



A Shard of DIVINITY (800 CP): I'll tell you a little spoiler: in this world, God is dead, and you, my friend, managed to acquire one of the fragments left over of her "core". This crystalline shard allows one to gain a considerable portion of God's power for a limited time, temporarily granting even to a normal human enough power to even surpass beings like the Archangels and maybe even the devil himself.

Normally, such power would inevitably cause the destruction of a normal soul, so just an angel (or maybe a demon) would be able to use it without sacrificing their own life and soul, but, thanks to paying a special price, your shard is different and anyone can use its power without suffering any consequence.

Additionally, instead of breaking after usage, the shard will just become darkened and will recharge at the start of the next jump or after ten years, whichever comes sooner.

Stranger Items:

Unsuspicious Switchblade (100 CP): In a dangerous world like this, it's good to have some weapon to defend yourself. You receive a mundane switchblade, equipped with a hidden high-quality blade. This specific switchblade has a special property that hides its existence, as long as it stays hidden, and not even supernatural abilities will be able to detect it. Even if you're currently with it and someone searched you, they're going to be unable to find the switchblade. This effect wears off completely once you pick it up to use, as well as being unable to affect people that already know about its existence. Fortunately, this also doesn't affect you and your Companions, so you don't need to worry about hiding it somewhere and forgetting where it is. If lost or destroyed, the switchblade will reappear in your Warehouse the next day. Alternatively, you can import one of your weapons to receive this concealing feature instead.

Cheap Apartment (200 CP): Again, the basics, but this time this is a little different. You receive your own apartment, appearing in a city of your choice, in future jumps, equipped with everything a mundane house needs. The basic resources here are restocked daily, so don't worry about needing to buy food or pay for electricity and water anymore and it's also rent free. Besides this, there is also a last benefit of this apartment: it's soundproof, so any sound below 130 decibels here inside will be completely suppressed, with louder sounds being relatively less suppressed according to its intensity, being unable to be heard in even the neighboring apartments and this lack of noise inside your apartment won't be considered suspicious by anyone.

Experimental Medication (400 CP): You receive a bottle containing thirty white pills. These pills are some kind of drug developed as an experiment made to replicate the Scarlet Rot's properties that were studied by Ante Nora, but, regardless of it, the result became a perfect way to kill someone without leaving traces behind. Once a single pill, or an equivalent amount of the substance it's composed of, is ingested by a living being, they'll start feeling the initial symptoms after an hour, like strong headaches and fever, and, after a few hours, they'll die due to necrosis on their internal organs. After it, the substance will quickly degrade in its basic components and become completely undetectable after an hour.
If less is ingested, the substance won't trigger its effects and will be naturally purged in a week, but, if more than a pill is ingested, the speed of its effect will be increased accordingly. The only way to save someone after they consumed it is to remove the substance from them somehow or use another drug to neutralize its effects if possible. The pills are restocked monthly and, if lost or destroyed, the bottle will reappear in your Warehouse in the next year.

Innocent Citizen Items:

Fatecraft Account (100 CP): You receive a free account of one of the most famous MMORPG games currently, Fatecraft. Your account has all the same benefits of the other common accounts, but with a few extra ones. First of all, you're able to quickly download the game and login in any computer that you have, without the need of an Internet connection and regardless of where you're, even post-jump, as well as being immune from being hacked by other people. Now, Fatecraft is a complex lore on par with other good MMORPG games, like World of Warcraft for example, and it'll be updated to add new contents and mechanics as you progress in the gameplay. It's up to you if you'll continue to login in the servers located in this world or if the game is released to the public every time you arrive at a new setting. You can also reset your account if you want to start the gameplay at any time if you want.

Your Own Cell Phone (200 CP): You receive your own fiat-backed cell phone, being of the most advanced model available to the common people. It's indestructible, never runs out of charge, always has a top-quality signal and bandwidth, and never costs you anything. It also will connect to any form of wireless network in its normal range, without needing a network key or password, as well as being protected from invasions of any source and has an innate immunity against any and all kinds of malwares. The quality of your cell phone will also automatically update itself to maintain cutting-edge tech whenever something new becomes available to the public and will update if you go to a more technologically advanced setting. If lost, it'll reappear in your Warehouse next week.

Apple of Virtue (400 CP): This strange-looking apple is, in truth, an ancient artifact made to be a way to purify sinners and give to them a chance to escape from their eternal punishment. You receive this same apple that can be divided into 12 slices. Each slice, when ingested by someone, purifies them from any sin they might have committed before, removing a Sinner's Mark if they have it, and removes any negative karma. It also removes any unwanted supernatural corruption, resetting them to their previous condition before being corrupted if they want it. Each slice of the apple, or the entire apple if all of its 12 slices has been eaten, will regenerate or reappear in your Warehouse at the start of the next jump after being consumed.

Criminal Items:

Surveillance System (100 CP): Each one of your property, including your Warehouse, may be equipped with an advanced surveillance system, counting with many motion sensors and video cameras distributed around the buildings, all of them connected to any computer and/or similar equipment that you might possess. It's up to you to decide exactly how and where this equipment will be positioned. All the surveillance system is fiat-backed, so, if destroyed, it'll be repaired and installed again over time.

Backup Explosives (200 CP): You receive a set of ten boxes with each one of them containing enough explosives to blow up an entire house, as well as a remote detonator capable of detonating any of these armed explosives as long as they're within a max range of a kilometer. These explosives work perfectly as a backup plan when you're surrounded by your enemies. The boxes restock every five years and, if lost or destroyed, the remote detonator will reappear in your Warehouse next month.

Maze System (400 CP): You have access to a huge maze of tunnels located hidden all around the city. The tunnels can be used to flee during emergencies and they're connected to a plenty of rooms and food storages left around and located in random places and also to any of your properties in the city. It has many tunnels that lead just to dead ends, making it very hard to travel in it without some assistance. Additionally, unless someone knows about its existence and they're actively searching it, they won't find any of its entrances. Post-jump, the maze will appear in a city of your choice in future settings. You also receive a map that continuously updates to show the layout of the tunnels, making it far easier to navigate here.

Police Officer Items:

Handgun and Badge (100 CP): You receive a handgun and a badge as the basic equipment to be a police officer. The handgun is of a model of your preference and comes accompanied with five magazines that restock itself monthly, while the badge shows your affiliation with the police department and automatically updates itself to take the form of any symbol used by the main security force, or similar organization, in the starting location of any future settings. Even if you aren't a police officer, the badge can still be used as a bluff if you want to pretend to be one. The equipment, if destroyed or lost, will reappear in your warehouse the next day.

Trackmate (200 CP): You receive a modified version of this mobile app on a pen drive. This program, which looks more like a spyware than an app, when installed on any electronic device, like a computer or a cell phone for example, it'll hide among its files and become very hard to find, requiring a specialist to find it, and being even harder to completely remove without formatting the device. Once initialized by you, the program will send the current location of the infected devices, even if said device doesn't have a built-in locator, to computers, cell phones or similar devices of your choice, as long as they have an Internet connection or other similar wireless network. The program is very hard to reverse engineer, but not impossible, and all of your devices will be immune to it, so you don't need to worry about someone trying to use it against you. If lost or destroyed and you don't have a remaining copy of it, you'll receive a new pen drive containing it in the next year.

Entire Criminal Registry (400 CP): You managed to download the entire criminal registry off of the government servers. This registry contains information about every case submitted to the police department and to other national security agencies from its inception, including about any evidence, suspects and other details. It'll also update automatically every time a new case and/or new related information is submitted. Post-jump, it'll continue updating itself using the cases of the setting you're currently in. The registry can be uploaded to any device that you have, like a cell phone or a computer for example.

Doctor Items:

Trapped Like a Fly (100 CP): You receive a very special type of trap that can be set on any corridor with just a few minutes of preparation. This trap is a set of extremely thin, resistant, hard-to-see and sharp metallic wires that, when armed, are capable of even easily cutting off the limbs of a Reaper that runs on it if they aren't reinforcing their bodies using their demonic power. Each wire has around three meters of length, but they can be decreased if you want to set the trap on smaller places. The trap, if destroyed or lost, will reappear in your warehouse the next week.

Personal Hospital (200 CP): You're the legitimate owner of an entire hospital, fully equipped with high-quality equipment, both for medical care and for security, and with a lot of space to be used as you want. It also comes with a trained staff of other doctors, nurses and other needed workers to keep a hospital working and its resources are replenished monthly. The staff will count as your followers. As a last benefit, the hospital will remain clean and free from any unwanted contamination from any source, so you won't need to worry about hospital infection happening there.

Scarlet Rot Sample (400 CP): Apparently, you were one of Yue's pathologist coworkers and managed to acquire a rare sample of Scarlet Rot in perfect condition. The Scarlet Rot is possibly a virus that causes internal necrosis on its victims. Simple enough. It also has a very peculiar trait, as only about 10% of people have the right genes to be infected by it, and it has a long incubation period, taking about a month for the first symptoms to appear and just more a few months to lead to death. Your specific sample can be easily reproduced and, with the right ways to do it, you can also modify the disease with relative ease to speed up its incubation period or even make it able to infect just specific people that you want to target.
As a bonus, you also receive a month's worth of stock of the medicine used to delay the internal necrosis and the cure developed by Yue. Both of them are replenished monthly and the cure can be mass produced if you have the needed resources. You could even distribute the cure and help stop the Scarlet Rot outbreak, saving many lives this way, but this would anger a lot of powerful people. If the sample is lost or destroyed, you receive a new one in the next year.

Grim Reaper Items:

Reaper Clothes (100 CP): You receive a cool set of clothes, especially designed by Satan himself to be your outfit as a Reaper. This outfit is based on your personality and preferences and probably will have some kind of anime-like appearance because he thinks it's normal to Reapers to have this kind of clothes, but, regardless of it, it's almost guaranteed that you'll like it. It's fiat-backed, reappearing in your Warehouse next day if lost or destroyed, and will always stay clean and capable of self-repairing damage over time as long as it isn't destroyed beyond recognition. These clothes can also be repaired using demonic energy, if you're able to use it.

Sinner Radar (200 CP): This item may take diverse varied forms, be it a map, a program in a cell phone or in a computer, a cloud of dark energy or just some kind of esoteric artifact, but, regardless of the form you chose, its function stays the same. It's capable of detecting with precision any being marked with a Sinner's Mark (or that would be marked if you don't have the **Judge and Executioner** perk) in a radius of a kilometer, as long as they aren't using any supernatural ability to hide their presence. The exact method to do this varies according to its form and can be toggled on or off at will (a map or a program would show an X on their location and a dark cloud would appear above them for example). You can decide which form this item has at the start of each jump and, if lost or destroyed, it'll reappear in your Warehouse next month.

Reserve Flesh Puppet (600 CP/Free if you're a Grim Reaper and have the False Creator perk): Due to their current nature as a soul, the Reapers are unable to affect the Land of the Living, so, to overcome this little problem, the Devil created to each one of them, including you, a flesh puppet to their souls to control. Apparently, for some reason, he decided to create an extra one for you, or maybe you're able to use this same technique and created one for yourself, as a backup plan if things go wrong. Even if you aren't a Reaper, if you're ever killed and as long as your soul survives, your soul will immediately be sent to this reserve flesh puppet and you'll be revived on this body, essentially being akin to a 1-up bonus, but your former body will stay dead and would requires other form of resurrection (or other 1-up bonus) to you revive in your original body. This flesh puppet has the same endurance of a Reaper. If destroyed or used in your resurrection, a new one will appear in your Warehouse at the start of the next jump.

Demon Items:

Golden Chains (100 CP): You receive a set of around ten meters of chains made of a golden metallic alloy, more than enough to easily bind a human-sized being. The main feature of them is that their strength and durability is directly proportional to your own physical strength, meaning that the stronger you're, the stronger the chains will be. By default, these chains will stay inside your Warehouse, but they can be summoned by you at will to autonomously bind a specific target of your choice, through portals or just appearing around your target, in just a few seconds and once summoned, they can return to your Warehouse at any moment but you'll need to wait for a few minutes to be able to summon them again. Obviously, it's possible for someone to escape from the chains after being tied, like overpowering them using superior physical strength, being faster than them or just using some kind of teletransportation to flee. If lost or destroyed, the golden chains will reappear in your Warehouse next month.

Mark of Sin (200 CP): You receive a copy of the first prototype of the Sinner's Mark that is currently on Satan's chest. This yellow oval-like crystal with an X inside it can be attached to any being, regardless if they committed some kind of sin or not, and count as a Sinner's Mark, with all the features of one, but being visible to anyone and not only to Reapers. When attached to someone, it's impossible for anyone but you to remove it and, unlike its original, it doesn't cause any corruption on them. It also enables their wielder to access Hell and other hellish planes in future settings, be it through using it as a key to open pre-existing portals or showing it to get help from those that help transport dead spirits, like Charon from the Greek Mythology. While attached, the crystal will count as a body part of its wielder, with them sharing with it their durability and healing factor. If lost or destroyed, the mark of sin will reappear in your Warehouse next month.

Pit of Flames of Hell (400 CP): You receive a pit located in your Warehouse (or in any other of your properties instead if you prefer) containing around thirty cubic meters, or around thirty thousand liters, of a strange red liquid. In truth, this liquid isn't a liquid, but instead it's an extremely condensed form of the Flames of Hell to the point it has some characteristic of liquids but it isn't in reality. Unlike regular fire, the Flames of Hell don't normally spread and don't provoke physical burns, although it still causes the sensation of burning on living beings. Once in contact with living beings, the flames will start to corrupt them, tainting their bodies and substituting any kind of magical and/or holy concept for their demonic counterparts (a mage capable of using magical fire would gain the ability to use demonic fire instead, for example). A corrupted being would usually gain demonic features and gain some marks to show their tainted nature.
For example, after being corrupted, Satan lost his nature as a Seraphin, with his wings being burned, his limbs becoming blackened, gaining demonic features, like horns and a tail, and becoming a complete demon. Demonic/hellish beings, like demons, are immune to this effect, due to already being corrupted, but the exact

details of the corruption varies according to each individual. You can use these flames to corrupt any being in contact with them, but they're consumed every time they're used and, as a general rule, any supernatural being will be able to use their power to protect themselves and the stronger they're, the more flames will be consumed and more time is needed to successfully corrupt them, with someone on par with the First Archangel basically consuming all of the flames at once to be corrupted. It's up to you to decide if these flames also corrupt the personalities of its targets or not. The Flames of Hell in the pit are refilled yearly and, if destroyed, it'll reappear in your Warehouse at the start of the next Jump.

Your Own Personal Hell (600 CP): No place is like home, so you decided to bring a copy of your home together with you along your Chain and everyone knows that the home of a demon is Hell itself. You receive an exact copy of Hell as your personal dimension. It doesn't include any of its inhabitants, like sinners and demons (with the exception of those directly related to the punishments), being currently empty, but it also has copies of its nine Circles and retains its time dilation. As the legitimate ruler of this Hell, you're able to teleport to it at any time, regardless of where you're, and you can send the soul of any sinner, or of anyone slain by you if you have the ability to absorb souls, killed by you or your minions to suffer here.

Unless you directly send a soul to a specific Circle, the souls will be automatically judged by the will of this plane itself and will be sent to an appropriate Circle of Hell to receive a fair punishment depending on their sins. As long as you're there, you'll be able to sense the presence of anyone within this dimension, including any trapped soul, as long as they aren't using some supernatural ability to hide themselves from the detection.

Besides this, the main benefit of this place is the power that comes from all the pain and torment of all the souls tortured in this infernal place. While outside, this comes as a very small amount of energy to fuel your power from each soul and, the more they suffer, the more energy is generated. Once inside this realm, all the energy contained and generated by every soul will directly be transferred to you, granting an enormous increase in your power to the point you'll be almost invincible if enough souls are being tortured here. About the circles, we still don't know all the nine of them, but the ones that have already been revealed are:

The **First Circle of Hell** is barely different from Purgatory, being probably a vast stretch of preserved nature with the only significant difference being its red sky. The sinners sentenced here usually receive punishments that can hardly be classified as such, like being chased by a snail for example, but this is due to the true punishment of this circle being simply loneliness, because it's so huge that the sinners probably will never run into another one of them.

The **Second Circle** is a copy of Earth without a single sign of life, where the sinners are locked forever, usually starting on the arctic, meaning that they'll need to swim to somewhere where they won't freeze for eternity.
The **Third Circle** is unknown, but, as described by Dante Alighieri, it's probably related to gluttony, being a "great storm of putrefaction".
The **Fourth Circle** looks like an abandoned city in ruins made of a black stone with a giant statue of an angel of death in the middle of it. In this circle, the sinners are buried in their graves, forever clawing through the mud to escape, but never able to dig themselves free.
The **Fifth Circle** is a rocky wasteland, filled with demonic birds. The sinners sentenced to this circle are hanged here until the end of time and will have their flesh eaten by the birds, picking them to the bone. Their bodies will hang until their flesh slowly grows back, when the birds will return for another meal.
The **Sixth Circle** is a red ocean filled with skeletal remains, where the sinners drown for an eternity at its bottom, dragged down by their sins.
The **Seventh Circle** is unknown, but it's probably related to violence, having a river of boiling blood and fire where those that committed violence against others, a forest where those that committed sins against themselves are transformed into trees and then fed upon by harpies and lastly a plain of burning sand that is the final resting place for those that committed violence against God, art and/or nature.
The **Eighth Circle** is unknown, but it's probably related to fraud, with many diverse punishments due to the varied nature of this sin.
Lastly, the **Ninth Circle of Hell** is a void of absolute nothingness. We'll talk about this place later.

Archangel Items:

Good Luck Charm (100 CP): This small souvenir was a gift from Azrael to you, maybe because he wanted to congratulate you on your ascension as an Archangel. This souvenir is a simple good luck charm of your choice, be it a paper origami, a unique coin or a four-leaf clover-shaped necklace. When wielded by someone, it grants a basic luck boost, enough to ensure that you'll always win in a worthless rock paper scissors game or make a gun aimed at you jam at least once a year. If lost or destroyed, it'll reappear in your pocket or in any drawer or similar storage near you after a few minutes.

Divine Food (200 CP): The Seventh Ring of Heaven is famous among the celestial beings not only because of its beautiful sight, but mainly because of the food served in a certain restaurant located at the top of some mountains. This restaurant is owned by one of the greatest chefs of the entire creation, capable of preparing the most divine food, being one of most delicious foods that can be found in the Omniverse. You receive a meal of your choice weekly, with enough to feed even ten people if needed, prepared personally by this chef himself. This divine food is supernaturally durable, to the point that, if properly stored, it'll never rot and always retain its quality.

The Main Room (400 CP): From time to time God secluded himself behind the Main Door of Heaven and he's currently absent for thousands of years already and hasn't spoken with his angels for all of this time. The secrets located behind this door are still a mystery to us, but you received a modified version of this structure. You received a copy of the Main Door and you're able to summon it anywhere. This door can just be open by you and those that have your permission. On the other side of it, it's an isolated dimensional space with the size of an average house, being located far away from any other dimensions and planes in the local multiverse and, due to it, it's virtually impossible to reach this room by even godlike beings without using the door as a gateway.

While inside the door, any sign of your presence will be concealed and no one will be able to detect your current location, turning it into a perfect hideout. With the door being the only entrance, it's immune to any mundane attempt to open it, including raw strength like trying to destroy the door using any attack, requiring a being on par with an R.O.B. to destroy it. Despite this, more esoteric ways are capable of opening it, like using anomalous powerful artifacts especially made to open things like

SCP-005 may work if used by powerful people. If someone is inside the dimensional space, the door can't be unsummoned, so if you want to stay hidden inside it, it's better to hide the door too. The room retains any modifications done to it and, if somehow destroyed, it'll be repaired by your Benefactor in the next Jump.

Celestial Library (600 CP): You receive a copy of the jewel crown of Heaven, the Celestial Library itself. This metaphysical library contains billions and billions of books, with them together recording all of God's memories and knowledge until the current day, being potentially ever expanding or even infinite. Some books contain memories written in chronological order like diaries, while others are written separately on different subjects, being more similar to encyclopedias.
Despite the almost infinite number of books contained here, you'll have an innate feeling of where the books you're searching for are and, after reading a book, you'll be able to automatically summon it to your location, without needing to search for it again. Alternatively, due to the metaphysical nature of the library, all the information recorded here may be manifested in other ways other than books instead, like being stored in a structure similar to a supercomputer, manifesting as holograms or any other form, if you prefer. If any of the books is lost or destroyed, it'll immediately reappear in the library.
Post-jump, the library will be expanded and will copy all the knowledge and information stored in the Akashic Records related to the local multiverse of future settings. The Akashic Records are like the main storage memory for Life, the Universe, and Everything's server, with essentially and literally everything ever stored inside of it and altering these records would literally enable someone to edit and overwrite reality itself on a universal scale or even greater. As the information recorded on your Celestial Library is just a copy of the original, it lacks this property, so editing anything recorded here won't edit the universe. By default, the library may become a Warehouse attachment or be turned into a separate personal dimension if you prefer.

-Companions-

Companion Import (50 CP for Each One): You can import a companion for 50 CP each, with an origin of your choosing and 600 CP to spend on perks and items. For 300 CP, you can import all eight companions. They get 600 CP to spend anywhere in this jump.

Canon Companion (50 CP For Each One): For 50 CP each, you can choose to bring a single canon character that you can convince to follow you in your chain. You can start with some pre-existent relationship with them, like friends or even rivals, if you prefer.

GRAVEWEAVER THE ELF (50 CP): Graveweaver, the *author* herself, decided to follow you along your chain, well, not exactly her real version but instead just her avatar in this world. Here, she looks like a small sleep deprived elf that hates pastel colors and apparently is constantly overworked. She doesn't have any supernatural abilities here, but she counts as a companion and gets a special discount on any elf-like and reaper-like species/origins in future settings. You can check out more of her work in the real world on her social networks.



-Drawbacks-

There is no drawback limit, take as many as you think you can handle.
Remember the rule: Drawbacks always override perks.

Has This World Always Been So Ugly? (+100 CP): You always have seen the beauty of the world, until you noticed that your worldview before was an illusion, but, after discovering the true nature and mechanisms ruling the reality, the real face of the those masked sinners and the existence of demons and angels, you noticed how ugly the world currently is. Unfortunately, this drastic change of mind also ended up affecting your own perception. Any tone of black and red you see will be greatly amplified in your vision, with the cities' colors being mostly composed of gray and black, with the sky becoming red. Despite this, you're still able to see other colors. During your stay in this Jump, red and black will be the main colors that will paint your world.

The Fourth Chosen One (+100 CP - Exclusive to Grim Reapers and Archangels): Three Reapers for three Archangels, with Hell and Heaven staying equal in power and, this way, balance must be preserved. It's prohibited by God to have more Reapers than Archangels and vice versa, but, by default, if you're the fourth one, there will be an excuse to explain your existence. If you're a Grim Reaper, maybe because the Archangels are way stronger than the Reapers so another extra Reaper won't disrupt the balance or, if you're an Archangel, you were chosen to join the rank of the princes of Heaven due to God's absence.
This is what would happen normally, but this is different if you take this drawback. If you're an Archangel or a Reaper, as a way to restore balance, someone will be chosen to become the fourth Reaper or the fourth Archangel respectively. This also affects any of your companions that also have taken these two origins. In this case, for example, if you and two other companions take the Archangel origin and another companion takes the Grim Reaper origin, two extra Reapers will be chosen to match the numbers of both sides.

The Fallen City (+100 CP): While some more optimistic people see that we're currently recovering from the near extinction, others, including the Second Archangel, see that this world is still slowly crumbling into decadence and humans are just preparing their own extinction. Regardless of whether the former is right or not, this more pessimist viewpoint basically exemplifies the current situation of your starting city. Crime rates are rising without control with thiefs becoming daily occurrences and gangs controlling the city, almost every police officer and law agent is corrupt, hospitals are full and even the people are scared, as well as becoming more prone to violence. This city is crumbling and slowly corrupting almost everyone here and, in a few years, anarchy will reign here. Fortunately, there are still some good people fighting to save the city, but, without more powerful help, they'll just fail on their mission.

Overworked Jumper (+100 CP): Like a certain elf, you have the bad habit of always trying to do too many things that almost always demand a lot from you, resulting in you becoming almost constantly overworked and overloaded with too many tasks. With some effort, it's possible to focus your mind and actions to fight against or even overcome this tendency if you want some time to rest, but none of your perks will help you with this, so it's up to you to solve this.

Extended Quota (+100 CP - Exclusive to Grim Reapers): You were sentenced to stay on one of the nine levels of Hell until the end of time itself, but, to avoid this fate, you accepted Satan's deal and became a Grim Reaper. Unfortunately, every one of his deals has a price, with the price of staying as a Reaper is to kill at least one sinner a day to fulfill your daily quota, during the duration of this jump. But, for some reason, the devil decided to complicate your situation through increasing the numbers of how many sinners you must kill a day to fulfill your quota. From now, to fulfill your daily quota, you'll need to kill at least ten sinners a day instead of just one.

A Worthy Vessel (+200 CP - Exclusive to Demons): Demons, at their simplest, are just living masses of dark unholy energy and apparently just the highest-ranked demons have a true physical body. By default, if you're a demon, you'll be able to enter the Land of the Living even if you lack a physical body, but, if you want more power, I can change this for you. During this Jump, every time you want to go to the mortal plane, you'll need to find a host/vessel to stay here, regardless of your current strength. You're still able to stay on Earth without a vessel for a few minutes, enough time to find a vessel to anchor your stay there.
Basically anything you're able to inhabit as a being made of dark energy can count as a vessel, but ideally the best vessels would be possessed by humans, due to being far easier to possess than just inanimate objects. While inside a host, you'll be susceptible to exorcism and, if someone manages to banish you from your current vessel, you'll be sent to Hell if you don't find a new one. The stronger you become, the harder it gets to find a vessel strong enough to contain you, due to the fact that there are no humans capable of containing the full power of a Lord of Hell for example.

Bound By Hierarchy (+200 CP - Exclusive to Archangels): One of the greatest flaws of how the angels work is the fact most of them consider that Heaven is perfect and God's decisions should never be questioned and, if you, as one of his servant, have a slight doubt about his decisions, your loyalty and devotion will be questioned and, if you continue with this behavior, they'll mark you as a rebel. This is especially bad to you, due to being one of the greatest angels in Heaven, an Archangel. You're known for already having questioned the Will of God in the past, so Celeste, the First Archangel, will pay close attention to you and will be ready to mark you as a rebel at anytime if you continue with this behavior or make any "rebellious" action, like becoming an ally of a Reaper or interfering with the Waking World. Stay tuned and

be careful with your actions, so I advise you to at least apparently obey the hierarchy.

The Fallen Society (+200 CP - Requires The Fallen City): Just a single city? No, this time, this is happening in both the cities and any remaining human community in the entire world and the end of the current human society is again visible on the horizon and will happen in a decade or less. Unfortunately, even with the world crumbling and heading to decadence and chaos, Heaven and most of its angels very likely won't take any action to stop this and help humankind, due to them still waiting for new orders from God, who is currently absent. If you don't want society to fall and a world ruled by pure chaos be born, you'll need to directly intervene and find other powerful beings, including Scarlet and Bernadette for example, that share this goal and also want to save this world. In a few words, it's up to you to help guide the waking world towards a brighter future.

Touched By The Supernatural (+200 CP): Even if there are many demons and angels living on Hell and Heaven respectively, this world has very little supernatural influence, being very limited to the Reapers hunting sinners to meet their daily quota and rarely an Archangel visiting Earth for some reason, like preventing a berserking Reaper from killing innocents. But not anymore, because the supernatural will have a much stronger hold on this world now. Mystical artifacts appear around the world, some high-ranked priests and cultists being truly capable of using holy/demonic power, demons and angels coming much more frequently to the land of livings and even other lesser supernatural creatures, like ghosts, vampires and werewolves, are starting to appear. Although the supernatural probably will stay hidden from the common people, it's just a question of time for the governments to discover this new source of power and try to use them to their own interests and goals.While none of these new supernatural beings will be at the best strong as an average Reaper, the average power level of this setting will rise to a whole new level and even some humans will be able to pose a threat to a careless Reaper.

The Red Death (+300 CP - Exclusive to Humans): Well, you're part of the unlucky 10% of humankind that is vulnerable to the Scarlet Rot and ended up being infected by it once you entered this setting, regardless if you had some kind of immunity or resistance against diseases. You'll need to fight against this disease during your entire stay here. The first symptoms will start at the end of your first month here and, if you don't want to slowly become weaker overtime and root from the inside out and eventually die in a few months, you'll need to go after a constant supply of the medicine used on its treatment. Unfortunately, even if you manage to find the cure, it'll just give you one or two months of rest with each dose until the disease starts progressing again. Even if you die and come back to life thanks to some 1-up bonus, you'll just be infected by it again and the timer will just restart again.

Scum of Society (+300 CP): You're wanted due to committing a very serious crime, even if this is just a mistake and you're innocent. Due to it, you're an internationally wanted criminal and basically every ruling force will hunt you if they discover your location and even their police forces will have permission to kill you if you resist. They won't hesitate on sending their elite forces and armies to fight against you if you prove to be a dangerous enough threat. To make things worse, every major country has placed a bounty on your head, making you a target of many mercenaries and criminals in the world. There is no way to prove your innocence, but it's possible to find individuals and some organizations that might help you.
Alternatively, if you aren't a human, the reason why the governments are after you is because they managed to discover your true nature and, while most of them want to capture you to make experiments involving you, others just want you dead. In this case, they'll respect the laws a lot less, but, unless they want to keep your identity and their actions outside the news, it'll be a lot easier to find help with the common people. Even if mere mortals usually aren't a threat to Reapers, Demons and Archangels, if you're one of them, you won't be able to kill them indiscriminately, as this will attract a lot of unwanted attention from Heaven, so it's good to avoid conflict and remain hidden when possible.

Lost Memories (+300 CP): Maybe this happened because your guilt was too big to handle or maybe you made something that your Benefactor greatly disapproved of and she decided to punish you. Regardless of the exact reason, most of your memories are currently blocked inside your own mind, more especially, your memories from before this Jump (or literally all of your memories if you're a Drop In). You don't remember being a Jumper, thinking that you just lived in this universe during all of your life. Fortunately, by seeing familiar things and with the help of your Companions and followers, you'll have flashbacks revolving around your lost memories and will recover each piece of memory over time, but this process will take a few years to be completed. You'll still retain your perks and items from other settings, but, at the start, you won't remember how to use most of them or even won't remember their existence at all. It's guaranteed that you'll completely recover your memories before the end of your stay here.

Marked to Die (+300 CP): You've become an obstacle to the devil's plan, so he's decided it's in his interest to get you out of his way and will try to eliminate you using whatever methods are available to him. As Satan won't be able to directly interfere with the Land of the Living and even if he won't be able to freely send many of his minions to Earth, it's good to prepare yourself to fight at least three to four demons every month until the end of your ten years here. Most of these demons will be animalistic in nature, but trained to detect and track back your scent, a few of them will be intelligent, even if they're low-ranked ones, and will use more refined strategies to fight you, but even they will avoid interfering with other humans when not needed because they don't want angry angels meddling in their affairs and indirectly helping you.

If you manage to survive for a few years, the devil will start sending his Reapers to personally kill you and even some high-ranked demons if he manages to send them to the Land of the Living. If ever you go to Hell, he'll personally hunt you and, if you insist in hiding in holy places or even in Heaven itself, he'll send specially mutated demons, having innate resistance or complete immunity against holy energy, and capable of entering in the land of the angels. If you're a **Reaper**, you won't be forced to go to Hell everytime you kill a sinner or, if you're a **Demon**, you'll be able to start on the Land of the Living instead.

Immutable Restriction (+300 CP): To keep Satan as the architect of Hell for as long as it was needed, God placed two immutable rules upon him: first, he can never kill himself and, second, he can never leave Hell. Apparently, God, Key or another godlike entity placed a variation of this second immutable rule upon you. Whatever was the plane of existence you first arrived in (Earth, Hell, or Heaven), you'll be forced to stay there no matter what, with not even a miracle being able to bring you to another plane.
This might seem simple, but, in the case of the Shattering actually happens and the dimensions end up collapsing and merging together, the resulting merged plane won't count as the original plane. So, if you're forced to stay in Hell and a portion of it fuses with Earth, you'll be restricted to stay only on the untouched portion of Hell and won't be able to enter the merged plane for example. If the dimension you're bound to ends up fully collapsing and/or merging with another one, you'll end up being sent to a void beyond reality, unable to exist anywhere else and I doubt you'll be able to survive for too long in this condition.
Lastly, you can't even enter other pocket dimensions you have access to, including your Warehouse. Fortunately, you can still ask your followers and Companions to take the things from your Warehouse if you need to.

Fallen Archangel (+300 CP - Exclusive to Archangels): You were severely wounded during a past battle and, while you managed to escape alive, your wings were all burnt off, resulting in you only maintaining a small fraction of your abilities for the duration of your stay here. If you could teleport people to basically anywhere in the universe and other planes, you'll be restricted to only simple teleportation. No power in this universe can ever cure your wounds, no matter how many miracles are spent on you.

Balance Is the Law (+400 CP): One of the ruling concepts in this world is balance. Three Reapers for three Archangels and, this way, Hell and Heaven must be equals in power. But this changed the moment you arrived here. Your out-of-jump power is probably already great enough to literally destroy this fragile balance, bringing many wanted and unwanted consequences depending on your actions. Unfortunately for you, your Benefactor decided to prevent this from happening. You'll lose access to your Warehouse and your out-of-jump perks and items. You'll be reduced to just your

Body mod and the things you purchased from this Jump. This drawback affects your companions as well.

Enemy of Heaven (+400 CP): Feel honored, because you have become a priority target of Heaven and, not only this, but, thanks to you, they decided to make an exception to you and temporarily abandon their rule of directly interfering with the waking world. During your stay here, the forces of Heaven will try to eliminate you on a fairly regular basis, with a few low-ranked angels attacking you at least once a month. Initially, their leaders will hold back, but, depending on how troublesome and/or powerful you're, stronger angels might appear to stop you. If you prove to be a true threat, they'll stop holding back and even one or more Archangels or an entire army of angels may be involved in this conflict.
If the forces of Heaven are forced to reach this point, they won't care anymore for the rule against direct interference and will just attack you without caring about any collateral damage. It's possible to evict this hunt to evolve to the point it becomes a total war that could destroy the entire world through hiding your true power from your pursuers and just defeat them, instead of killing them. If you try to talk and convince the angels to spare you, you may still be able to convince a few of them, but, by default, all the angels will inherently distrust you and most of them will not even stop to hear what you have to say.

Oblivion (+500 CP): No, this is definitely a bad idea. Normally, I'd prefer to not even offer this to you, but since we're already here, you can take it if you truly want it. You'll be sentenced to spend 100 years in the Ninth Circle of Hell, without having access to any of your perks, items, bodymod and basically being reduced to your original form before the start of your Chain until the end of your sentence there. The Ninth Circle of Hell is literally one of the worst, if not the worst, places in the entire creation, being a void of absolute nothingness, where the sinners exist until the end of time itself in a state of absence of everything, or better, everything except their own minds, being completely unable to sleep, breathe or even feel pain, staying completely numb.

To have an idea of how horrible this place is, a strong-willed person like Scarlet almost became completely broken after spending "just" 25 years there to the point that she didn't even believe she was out of there when Brook saved her. If you take this drawback, you don't need to worry about Satan discovering that there is someone from outside this universe in the Ninth Circle and, after your 100 years are finished, the jump will start normally and you'll receive everything back, but, if you have become broken beyond repair within the time of your stay here, you'll be healed and sent back to your home, marking the end your Chain.

The Ninth Circle of Hell is a cursed place that even I would prefer to stay away from. Good luck. You'll need it.

The Angel of the End (+800 CP): No, this is definitely another bad idea. Somehow, you managed to earn the hatred of the Third Archangel, Azrael. While initially you'll think of him as a joke due to his lazy behavior, the problem is his domain. Instead of being the Angel of the Future, in truth, he's the Angel of Death, with him having authority over the domain of the "End".

Essentially, Azrael is the most dangerous being in the entire reality, even considering the existence of a devil that achieved godhood, and you, my friend, are the being he hates the most. Using the power of his domain, he can literally kill everyone in the universe by thinking about it for a single moment, with everyone subsequently dying before their brains could even respond.

Additionally, as the one that rules over death itself, he's also truly immortal and will eventually recover from any damage done to him, with the only way to truly kill him is to absolutely erase him from existence, but such a feat would consume a huge amount of divine power, a power worth of around four miracles.

The only mercy you're going to have is that, as he hates killing, Azrael will want to confront you personally at least once instead of merely using his instant death ability. However, even if he can't simply wish for you to fall dead with a simple thought, he's still absurdly powerful, even above Celeste herself, making him the third strongest being in the entire reality, below only God and the devil.

To make things worse, despite not being the true Angel of the Future, he can still see the future, but only how someone will die and this might include you too. While you could still change the future he sees, he can use the knowledge he acquired in order to discover how to kill you.

You can't negotiate with him, you can't rationalize with him and he won't stop until he finally kills you. Good luck. You'll need it.

-Ending-

Go Home: Return to your home, with everything you gained until now.

Stay Here: Continue in the world of I'm The Grim Reaper, ending your chain.

Move On: Go to the next jump and continue your adventure.

-Capstone Boosted Perks-

Walker of Worlds: Now you're closer to replicating Brook's feat of traveling all the way from Purgatory until he reached the First Circle of Hell. You're able to essentially travel through dimensions by simply walking with a specific destination in mind, enabling you to physically use interdimensional travel without the need of a preexisting portal. The exact "physical" distance needed to be traveled between dimensions increases the further away they're currently and more protected they're. For example, a journey from Hell to Purgatory, due to both of them being connected, would already require around a few years for a normal human to travel walking without stopping but faster beings would take relatively less time to arrive, but a travel between two unrelated dimensions, like Hell and Heaven, would take even centuries instead to a normal human.
During the journey, the two dimensions will appear to be merging, with one overwriting the other, until you arrive at your destination and stopping would reduce your progress. Even if you use this ability, you won't be able to arrive in completely isolated dimensions or dimensions that are blocked from being accessed without some help. Initially, a travel between two dimensions would most times be not worth it, but, considering how fast some Jumpers tend to become, a travel between two distant dimensions could be basically instantaneous and very easy.

Blessed By God: You're maybe one of God's favorites, but luck isn't the only blessing you might receive. Firstly, any divine being, including deities and similar existences, will have a positive first impression of you, usually paying attention to you without considering you worthless just because you're a mortal, with most of them considering you as a possible ally or even a friend in some cases depending on their proximity with you. Unless you're directly hostile to them, they'll, at the worst scenario, maintain a neutral attitude towards you. In addition to this, you're also able to form deals with divine entities to enable you to permanently or temporarily channel a portion of their godlike power to gain access to their abilities and/or knowledge.

The exact details of each deal depend on the conditions established during its formation, with some deities requiring only worship, others just wanting to gift you and others may ask for specific things instead. These deals can also be canceled by you at any time if you want to.

Ace of Spades: The strength of a leader is the strength of their group. Apparently, you took this statement to another whole level. To each member of all of the groups or organizations currently leadered by you that willingly joined it, you receive a small power boost according to their power level (an increase of 0,1% by default, but, if they're at least strong as Scarlet soon after she became a Reaper the increase will be of 0,5% and if they're of equal power or even stronger than you without the power boost granted by this perk, the increase will be of 10% instead).
Anyone that has been somehow forced to join a group leadered by you won't count to this boost. While this is normally a very weak boost, the only limit for this increase is the number of people that are currently leadered by you. Additionally, if a specific organization is leadered by you and at least another person, the boost granted by its members will be divided among you instead.

I'm the Best Detective Here: You're a true genius, matching with some of the greatest detectives in the multiverse. While your observation abilities don't change much, your reasoning ability skyrockets, to the point you would need just a few seconds to completely scan all the details of an entire battle scene and another one or two minutes to deduce with a very accurate precision what happened there, as well how perceiving if there is some hidden details that are important to discover the truth. Your newfound capacity is good enough to even be able to be used in battle, letting you run very accurate predictions and simulations of the next actions and movements of determined opponents and/or allies in your mind, as long as you have enough information about them.

Horseman of Pestilence: Your connection with pestilence itself was enhanced to a whole new stage, reaching a supernatural level now. You not only are able to become a carrier to any biological disease but now you can also actively emit at will an aura of pure pestilence that spreads any infection that you're currently hosting. By default, this aura will extend to a few meters only and will only surely affect those that have their immune system weakened, but, as your experience with this ability and the number of infections within you grows, the aura's range and power will increase, to the point it could extend to a kilometer and infect almost every human on its range easily. You can choose to spread only specific pathogens through your aura or just entirely turn off the transmission of the infections inside you.

The First Reaper: You transcended your nature as a Reaper and have become a new kind of existence. There is no more division between you and the demon trapped inside your body, with you two becoming a singular existence. There are no ways to separate your demon from you, because there is just one being now instead

of two individual existences. This merged being is predominantly you, due to the demon's mind not being strong enough to resist and ending up being completely erased during the fusion. You gain perfect control over your demonic abilities, capable of shaping your energy outside your body to form constructs at will and easily changing between your normal form and your demonic form at will. Despite this control, you're still able to tap into the instincts of your demon half to enter in a berserk form to gain an extra power boost.
Your ascension also granted you a new level of power, granting you enough strength to be on par with the First Archangel herself. You also retain your ability to reap souls from those you personally kill, but now you can decide if you want to send to a specific afterlife of your choice (despite there are no guarantees that they'll be able to stay there) or if you want to just retain their souls to you, either to store them for some reason or just devour them to increase your own power. As a transcendent being, you're free from your deal with Satan, being free from your daily quota of a sinner a day. You're no more a mere Reaper, because you're the Grim Reaper.

Lord of Hell: After God was born out of nowhere, His first creation and the second being in existence was Satan, but the third being to exist and the second one to be created by Him was you. You've been created to be a Primordial Demon, as a progenitor of almost every demon in the entire existence and one of the two rulers of Hell. Your authority over demonic beings weaker than you is absolute, capable of overwriting their wills and completely controlling them, and your power is enhanced to be on par with the devil himself, putting you among the strongest beings in this universe. You also gain access to every non-unique ability that a demon can potentially have access to in this setting. Additionally, due to your nature as a primordial being, you still have a spark of creation within you, enabling you to do a similar feat to God's ability of creating life from nothing.
By infusing this spark with your unholy energy, you're to convert physical objects, other living beings or even your raw energy to use them as catalysts to create demons of the most varied forms. Their strength is directly proportional to the amount of energy and the original strength of the used catalyst you used during their creation and their form and abilities varies according to the catalyst used (using just energy or blood as catalysts would result in a demon similar to the ones trapped inside the Reapers while using a corpse would result in a demon with a physical humanoid body for example).
Despite these demons having a low potential of growth, they can still become stronger if they manage to find a way to grow, like consuming souls or other powerful energy sources for example. This ability can also be used to corrupt living beings, as long as they're willingly or unable to resist, to turn them into demons in the demonic counterpart of their species, instead of using them as a catalyst to give birth to a new one. Any demon created by this ability will be absolutely loyal to you and not even mind control will be able to overwrite their loyalty.

Prime Archangel: After God was born out of nowhere, His first creation and the second being in existence was the devil himself, but the third being to exist and the second one to be created by Him was you. You've been created to be a Seraphim, as the highest ranked angel and one of the kings of Paradise, but, unlike the first Seraphim, God decided to maintain you in Heaven instead of sending you to Hell together with the other one. Your authority over angelic beings weaker than you is absolute, capable of overwriting their wills and completely controlling them, and your power is enhanced to be on par with the devil himself, putting you among the strongest beings in this universe. You also gain access to every non-unique ability that an angel can potentially have access to in this setting.

Additionally, due to your nature as a primordial being, you still have a spark of creation within you, enabling you to do a similar feat to God's ability of creating life from nothing. By infusing this spark with your divine energy, you're able to create angels using this divine light, without the need of a preexisting catalyst. Their forms and strength is dependent on their current position on the heavenly hierarchy, which, in turn, is initially decided through the amount of energy you use for their creation. Some of the angels will look like winged beautiful humans while others will be literally eldritch abominations.

Despite them requiring more energy to create than a demon, your angels will have a better potential of growth and can grow stronger through training usually without requiring an external source of power. This ability can also be used to ascend living beings, as long as they're willingly or unable to resist, to turn them into angels or in the angelic counterpart of their species. Any angel created by this ability will be absolutely loyal to you and not even mind control will be able to overwrite their loyalty.

-Notes-

1. The power scaling of this setting is unclear and how exactly powerful the characters are is still unknown for now. In the VS Battles Wiki, Scarlet, the Red Reaper, is classified as wall level (tier 9-B) and higher in her demonic form. Meanwhile, Brook, the Pink Reaper, was able to defeat an entire small squadron of trained soldiers and lifted a car and threw it on a helicopter without even using his demon's powers and Bernadette, the Second Archangel and the weakest of them, claimed that her full power would be catastrophic to the entire world. Satan also mentioned that Ashen is the strongest Reaper by almost double, with Brook probably being the second strongest Reaper;
2. Grim Reapers aren't humans anymore;
3. The **We Are Humans** and the **Unshakable Morality** perks have similar effects, but have their differences. The former grants a good resistance against external mundane factors that could alter your ideals and beliefs combined with a basic willpower boost, while the latter basically grants an absolute resistance instead and protects your morality as a whole;
4. According to a statement of the Second Archangel, currently there are less than a billion of mortal humans living on Earth, as she mentioned that "there were once billions of mortals but now there is but a paltry sum of what there was before";
5. The reason behind the above statement was unknown when I made the first version of this Jump, but now it's partially known. Around fifty years ago, the last bits of ice melted away from the Earth's surface thanks to climate change and this released many viruses that laid dormant in the ice. Later, it, combined with a complete nuclear war, caused the death of 90% of humankind, being the reason of why human population decreased to a paltry sum of what there was before;
6. Both Land of the Living and the Waking World are terms used to refer to Earth by demons and angels respectively;
7. Archangels with control over more specific concepts tend to have stronger abilities, but with less versability, while more vague concepts tend to grant weaker abilities, but with more versability at the same time;
8. Additionally, the abilities granted by more abstract domains tend to be harder to master;
9. Archangels that take the **Enemy of Heaven** drawback will immediately be considered rebels;
10. If you take the **Grim Reaper** origin and already have a perk that grants you a healing factor, your body will retain it and be able to heal naturally;
11. A Grim Reaper with the boosted version of the **The First Reaper** perk that takes the **Extended Quota** drawback will still need to fulfill the daily quota;
12. When I first made this jump, the series was still on its second season and it hadn't even been revealed that this world was post-apocalyptic for example,

so this jump was also made with some of my headcanons and interpretations of how this setting's world was. Some were right, others were wrong, especially when it comes to drawbacks that worked better before it was revealed that there were only two cities in this world;

13. If you're an Archangel and take "Death" as your domain, you'll still need to at least take the boosted version of the **Prime Archangel** perk in order to be as powerful as Azrael;
14. The series is still ongoing, so I probably will update this jump to add new content at some point.

-History-

V 1.2: Second Update

-Corrected some errors and updated some things with new information about the lore again;
-Added new notes;
-Added some new images;
-Increased the value of the **Balance Is the Law** drawback from +300 CP to +400 CP;
-Added new perks:
    -**Spiritual Core**;
    -**Demonic Devourer**;
-Added a new item:
    -**The Sanctuary**;
-Added new drawbacks:
    -**Immutable Restriction**;
    -**Fallen Archangel**;
    -The Angel of the End;

V 1.1: First Update

-Corrected some errors and updated some things with new information about the lore;
-Added new notes;
-Corrected the parts where I mentioned "**First Circle of Heaven**" by replacing it with "**Ninth Ring of Heaven**". I don't know why I made this mistake before;
-Added a new origin: **Doctor**;
-Added **Starting Locations** and **General Items** sections;
-Added new perks:
    -**Masked Heart**;
    -**Universal Recipient**;
    -**How Sweet of You to Guess So Low**;
    -**Kill as a Human**;
    -**Properly Taught Surgeon**;
    -**Bright Pathologist**;
    -**Horseman of Pestilence**;
-The **Self-Taught Medic** perk is now free with the **Properly Taught Surgeon** perk;
-Added new items;
    -**Trapped Like a Fly**;
    -**Personal Hospital**;
    -**Scarlet Rot Sample**;
    -**Wanderer's Helicopter**;
    -**A Shard of DIVINITY**;
-Added a new drawback: **The Red Death**;

V 1.0: Released