The Devil is a Part Timer: Jumpchain

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The world of Ente Isla is embroiled in war, as the legions of the Demon King invade the nations of the four continents and his Generals lead them an unstoppable advance. Until the Lone Hero arose to challenge them. Rallying the forces of the kingdoms against the demons, the Hero and her Cohorts drove the invaders from the land. With the Hero leading them, the federation of kingdoms launched their own invasion of the dark continent, intending to forever rid the world of the Demon King and his armies.

Although their campaign was successful, the Demon King escaped into a portal, vowing that upon his return he would crush them all beneath his power. The Lone Hero chased after him, throwing herself through the portal so that she might finish the task she started.

Upon traversing the portal they find themselves stranded in modern Tokyo, and learn that magic is so rare in this new world that it has faded away to myth. Without a way to replenish their powers, the travelers are all trapped here. Regardless of how demonic their form was previously the travelers are now entirely human in appearance, and only while they are channeling immense magics will their demonic aspects be revealed.

No matter what you are or how you came to be here, you'll begin in Tokyo already, one full day before the first travelers arrive. You must survive this world for ten years.

You gain **+1000** Choice Points (**CP**) to use in this jump.

Backgrounds:
Age: Roll 1d8+15 to determine your age, or pay 25CP to chose.
Gender: Retain your existing gender, or pay 25CP to choose.

Earthborn Native: You were born here on Earth. You don't know anything about this magic stuff that's been happening, but maybe you're savvy enough to find out what's going on. You may, at your choosing, gain a full life of memories here. They're nothing special, but if you've just been through a rough jump then maybe mentally distancing yourself from it will make things easier. You start out with your own apartment and a basic job performing menial labor of some kind. You somehow earn enough money to afford this domicile without requiring a roommate. The rent is almost suspiciously cheap. Best not to look too closely into it. You wouldn't want to be kicked out. (Free)

General / Cohort: When your liege-lord / chosen-champion crossed through the portal, you followed after them. You are their loyal follower, and your service to your master sometimes requires sacrifice. Yet your relationship goes both ways, and they always seem to be there for you when you need them to be. They are as loyal to you as you are to them, and you work hard to honor such action. Whether leading their armies or governing their lands, you are a capable advisor and a talented administrator, and from crafting their arms and armor to planning their itinerary, you are both a skilled enchanter and a competent assistant. (50CP) **Generals** add 1d4+1 centuries to their age.

Lone Hero: You are a Lone Hero. Maybe you were born to the role and maybe you weren't, but what matters is that when the need was greatest you chose to step forward. You are a protector of the innocent, a paragon of the virtuous, a champion of the righteous, and a vanquisher of the wicked. You are an expert leader and are able to inspire loyalty to yourself and dedication to your cause. Your battle prowess is great, and your grasp of tactics is masterful. With your passion and skill you could easily lead a successful rebellion against any form of tyranny, or rally a flagging alliance of nations to halt the advance of an unstoppable foe and then relentlessly drive the enemy back until you stand triumphantly in their capital. (100CP)

Demon King: You are a Demon King. You rose to power over the ages through your incredible cunning and unwavering patience, with some of your plans spanning across entire lifetimes of lesser beings. You have a guile and determination that few can match, and an innate understanding of how your efforts now will turn out later. For you, becoming the master of any realm in which you find yourself is a simple matter of forethought and execution. It might take a few lifetimes, but you're an immortal anyhow, so why should you care about the passage of time. Unfortunately you react poorly to unforeseen circumstances, and should events conspire against you in ways you haven't planned for, you'll be at a disadvantage. Thankfully you're also immensely powerful. Your innate magic has had an enormous amount of time to mature, becoming ever more potent with each passing decade, and your skill in wielding it was approaching perfection a century ago. And if things should fall apart so completely that you find yourself stranded on a strange world without magic... well that's just fine too, because you have a carefree attitude and you can adapt well to any situation. Besides, you needed a vacation anyhow. (200CP) **Demon Kings** add 2d6+1 centuries to their age.



Perks: Perks for a chosen background are discounted by half of the cost (50%), and perks below 100CP cost are free for their respective backgrounds.

Earthborn Native:



Charm: (25) (Free for **Earthborn Native**)
When you choose to show it, you have a certain charm about you that translates into everything you do. You have a beautiful allure, which is simple yet elegant, bestowing a delightful quality to your actions and giving you endearing charm.

Club Activities: (50) (Free for **Earthborn Native**)
You can always find any sort of club you're looking for. Want to practice with your bow? There's an archery club at the nearby campus. Looking to work on your swordcraft? There's a kendo dojo down the street. Enjoy reading? The local library hosts a book club in the afternoons. Feeling thirsty? Your neighbor invited you to partake in her weekly tea ceremony. Time for something spooky? The occult research board is investigating reports of a new haunting. This perk is social interaction made easy!

Adaptable: (100) (Free for **Earthborn Native**)
You are extremely adaptable to new experiences. You can certainly be surprised by something, like discovering that magic exists and your crush is actually a demon, but none of that will really faze you. You'll simply accept it and move on, adjusting your worldview accordingly.

Living Arrangements: (100) (Free for **Earthborn Native**)
You'll never have to worry about being homeless. No matter what, you'll always find somewhere to stay. This can take many forms. Maybe you'll crash at a new friend's place for a few weeks until you get back on your feet, or maybe you'll find a job that also includes room and board. In this world you start out with your own apartment and a

basic job performing menial labor of some kind. You somehow earn enough money to afford this domicile without requiring a roommate. The rent is almost suspiciously cheap. Best not to look too closely into it. You wouldn't want to be kicked out.

Extreme Cuteness: (150) (Discounted for **Earthborn Native**)
You're *really* cute. You have an adorably childlike personality that tends to show through no matter your outward appearance. You can make just about anything you do seem cute, and you're a very lovable person to everyone around you. You have no physical blemishes at all, and you'll always remain beautiful despite any circumstances that might conspire to make it otherwise.

Excitement: (150) (Discounted for **Earthborn Native**)
It's pretty much impossible for you to feel bored. You bring a kind of excited energy into everything you do, and it helps make even the most tedious activities fun. You'll always discover something to make your day more interesting, and you'll oftentimes find yourself feeling enthusiastic and eager to see what each new day brings.

Acquire Translation: (200) (Discounted for **Earthborn Native**)
You have, through exposure to some strange magical transmission, become able to understand pretty much any language you encounter. After overhearing just a few sentences, the communication magic takes over and provides an instant translation for you. This also works on anyone you're touching, which lets them understand you if they couldn't already. With more time and exposure to people talking, you'll actively learn the language until the magic isn't required anymore.

Friendship: (200) (Discounted for **Earthborn Native**)
You have the power of friendship. Wait, that sounded lame. Let me try again. You have the ability to make friends with people. Yeah, not exactly better. Okay, one more time! You grab on to people and don't ever let them go. Well, that's just wrong. How about this: it's easy for you to get to know people. You tend to make friends easily, and turn those friendships into deeply meaningful relationships. Whether platonic or romantic, you can express yourself clearly. And when you've built up enough trust, you can share your secrets and expose your heart without fear of rejection. You're hardly subtle, so they probably already know you're not from around here. The local Demon King figured it out the first time he met you, he just didn't say anything because he's cool like that.

In Distress: (400) (Discounted for **Earthborn Native**)
Sometimes you need saving. Sometimes you need *a whole lot* of saving. Now your allies will never fail to make the attempt. Whether you're a damsel in distress or the hero

of the story, you can expect a timely rescue from those who care for you. Whenever you're in danger your allies and companions will instinctively know, and your faith in them will urge them on, subtly guiding them to you. No matter where you are, if it's possible to do so, they'll find you. Whether or not they can win against whatever has taken you is another question. This has two additional effects. Anyone who has decided to become your enemy will habitually underestimate you, never quite giving you the credit you deserve for any of your accomplishments, and if they do manage to capture you they'll make the often false assumption that you're powerless and at their mercy. The second part is that enemies will be *much* more likely to leave you alive after defeating you. After all, it shows you how far beneath them you really are, and that you pose no threat at all to them or their plans. They really should have read the list. The more outclassed you are, the more this lenience comes into effect. Being totally trounced by your enemy will almost certainly result in them sparing you to gloat more, but an extremely close contest will have them doubting such a decision.

Redemption: (600) (Discounted for **Earthborn Native**)
Such is the purity of your spirit that you can cleanse any form of taint from the souls of those you care for. Simply through the act of offering them your unconditional love, you can redeem the fallen and the lost. In your company, a demon might find themselves able to feel compassion and empathy for others. With you at their side, a dark lord might find absolution and catharsis from the guilt of their actions. When you are with them, a fallen angel might find the hope that they lost and the determination to act upon it. Your presence brings about great change to the benefit of others. No person is too forsaken for you to save. Only things which are incomprehensibly alien or utterly monstrous and totally bereft of even the concept of a soul are beyond your means to bring salvation. As an effect of this power, unless you are violently hostile towards them, almost no person would ever dare to hurt you. Deliberately bringing you harm is an almost unthinkable act, and if you somehow get caught up in something that's happening because of them, they'll make every effort to keep you safe. Even if you're really angry at them, yelling and screaming about how horrible they are for being evil, they'll understand that you're only angry because you actually care about them. However, if you act with the intention of hurting them or if you don't genuinely want to offer them the chance at redemption, this effect is broken.

General / Cohort:



Bearing: (25) (Free for **General / Cohort**)
When you choose to show it, you have a certain bearing about you that translates into everything you do. You have a sharp posture that marks you apart from others, a stance and a way of carrying yourself that conveys professionalism and courteousness, giving you a strong bearing.

Bit of Magic: (50) (Free for **General / Cohort**)
You have just a tiny bit of magic. You'll always have this little bit, because it replenishes just as fast as you use it and never really runs out, but there's still so little of it that it can't do much on its own. However, if you should find a potential source of energy you could expend this bit of magic to draw it into yourself and convert it into a more viable reservoir of magic. You can also hold quite a bit of magic before you'd have to worry about it leaking out. This perk stacks with the *Bit of Magic* perks from the other backgrounds, both increasing the amount that infinitely replenishes and the maximum amount of magic that you can hold. Your reservoir can be replenished by absorbing the ambient energy emitted from the emotions of mortals. The more intense the emotion, the greater the amount of magic returned. You passively gain magic from emotions in a rather considerable radius.

Sorcery: (150) (Discounted for **General / Cohort**)
Even if you're not a *Demon* or an *Angel*, you've got some serious power behind your magic, and what's more, you have the skill to use it. You can use your magic to teleport and fly, to heal injuries and cure illness, to blast and bombard your foes, to shield yourself and others, or even just to perform a bit of telekinesis. Making use of your magic in new and creative ways is second nature for you. With time you could even learn to open a portal between worlds. You'll still need to be in a world with ambient magic or else find another source of magic to fuel your powers.

Loyalty: (150) (Discounted for **General / Cohort**)
You're loyal to your master or your cause. But what does that mean? It means you'll never be subverted by outside influence, or made to act in a way unbefitting to your oaths. When you give your word, you *mean* it, and other people instinctively know this to be true. A promise from you carries weight, and you'll find that you have significantly more willpower whenever you need it to follow through with a promise you've made. This does not apply to a promise made with the intention of breaking it.



Expert Authority: (300) (Discounted for **General / Cohort**)
You have a specific skill or area in which you are an uncontestable authority. In a single profession that you choose, you are now the most extreme example of what that profession is capable of. You might be an actual general, able to lead armies across multiple campaigns against entrenched foes with superior numbers and equipment and still, through pure tactical and strategic skill, achieve victory. You might be a spy, able to perform high-level espionage in hostile conditions while beguiling the counterspy sent to oppose you and use only your suave personality to convince her to switch sides, just so she can be with you. You might be an accountant, able to audit the finances of an entire nation and produce a massively larger budget from seemingly nowhere, while still ensuring that the entire bureaucracy runs smoothly. You might be a mercenary, able to wield any weapon you come across with precision and finesse to kill your enemies with brutal efficiency, the perfect fighter in any battle. Regardless of your choice, no one will ever challenge your expertise in that area again.

Commission: (300) (Discounted for **General / Cohort**)
When there's a job that needs doing, you're one who's always good for it. Any time you're given orders by a superior or when you agree to perform a task someone's asked you to do, you'll find that it's easier to accomplish. You're ordered to find a job to help with the household finances? The shop down the street is looking to hire someone.

You're asked to help cook dinner? No matter how few ingredients you have, you'll be able to come up with something tasty. No promises on how filling it will be if it's just milk and cucumbers though. Simpler things come about more easily, and this is no substitute for actual skill. Being ordered to assassinate someone might be outside of your purview unless you're a mercenary.

Titleholder: (600) (Discounted for **General / Cohort**)
You are nobility. This is a fact, as certain as existence itself. You're simply cut from a different cloth, set apart from others through your accomplishments and heritage. No matter where you go, people will always understand this. And what is more, you have the ability to fill your position. You are simply *better* at everything you do. This affects *EVERY SINGLE PERK* you have, and will apply itself to all future perks you take. No matter what it is, you have a small passive boost increasing its effectiveness. You may also choose a single perk, and double whatever benefit it provides you. Once you have chosen a perk for this you cannot repick it, though you may defer choosing if you want.

Flawless Competence: (600) (Discounted for **General / Cohort**)
Reliability and skill are personal qualities which are often in short supply. You have tremendous amounts of both, and in general you will be able to perform well at any task in which you have at least some proficiency. Your personal ability doesn't matter as much as your dedication to the task and your will to succeed. You must have some idea of what you are trying to accomplish and where to begin, but after that your talent takes over and guides you adroitly through the steps to achieve the end result you desired. This generally works better on simple tasks. The longer a task would take to complete, the less this perk aids you in completing it. Preparing a delicious dinner when you've never had to cook before might take you an hour. This serves to enhance the qualities of other perks and skills. You could apply *Flawless Competence* to your martial arts knowledge to make you an awe inspiring fighter, or you could apply it to your magic ritual to ensure you flawlessly bind the spirit you've summoned. If you have also taken *Commission*, you'll find that coincidence and happenstance just seem to conspire so that you can complete your chosen task. Need to assassinate someone? They'll die in a completely random and unrelated car accident just because you showed up, but don't worry, because you'll still get to take credit for it. Your boss will be amazed at how ruthlessly efficient you were. This perk helps you avoid making mistakes, but can't actually give you the means to do something that's completely beyond your capabilities. It can also only focus with full efficiency on a single task, so using it towards multiple objectives at the same time will reduce its overall effectiveness.

Lone Hero:



Grace: (25) (Free for **Lone Hero**)
When you choose to show it, you have a certain grace about you that translates into everything you do. You have perfect balance, fluid movements, and natural agility, making you especially graceful.

Bit of Magic: (50) (Free for **Lone Hero**)
You have just a tiny bit of magic. You'll always have this little bit, because it replenishes just as fast as you use it and never really runs out, but there's still so little of it that it can't do much on its own. However, if you should find a potential source of energy you could expend this bit of magic to draw it into yourself and convert it into a more viable reservoir of magic. You can also hold quite a bit of magic before you'd have to worry about it leaking out. This perk stacks with the *Bit of Magic* perks from the other backgrounds, both increasing the amount that infinitely replenishes and the maximum amount of magic that you can hold. Your reservoir can be replenished by absorbing the ambient energy emitted from the emotions of mortals. The more intense the emotion, the greater the amount of magic returned. You gain substantially more magic from positive emotions.

Trustworthy: (150) (Discounted for **Lone Hero**)
You know that you can trust in your allies, and they know that they can trust in you. Anyone who has sworn themselves to your cause, or to whom you have made a promise, gains comfort and reassurance from your presence. They know that you have their back if the need arises. For so as long as you act with honesty towards someone, this grants you both a measure of mutual trust and respect for one another. Even if you have never met them before, a person can sense this innate quality in you. It certainly helps with first impressions.

Indomitable: (150) (Discounted for **Lone Hero**)
You have a force of will that could stand against any challenge and always emerge victorious, if not totally unscathed. You know yourself, and you will not allow outside

forces to influence you. Any attempts to subvert your concept of self in any way will be met with an utterly relentless willpower that destroys the source of influence, whether it be a psychic attack or a magical assault. You cannot be forcibly turned away from a cause you have embraced, nor can you be made to give up unless it is your choice. If you decide to do something, you will never lack the will to see it through to the very end.

Inspirational: (300) (Discounted for **Lone Hero**)
You can bring out the best in others. Your presence naturally rallies and encourages your allies, even in their darkest moments. At peace, this helps your allies to fight off their fears and overcome their insecurities. At war, this helps your allies maintain cohesion in battle and maneuver more swiftly as a unit. In a crisis, this will allow your allies to briefly fight at full strength, even when injured. And in the final moment of desperation, when you are about to be struck down, this will unleash the fullest potential of your allies as a furious reckoning upon whomever dared to threaten you with harm!

Champion: (300CP) (Discounted for **Lone Hero**)
You are a champion on the field of battle. Your prowess with your chosen weapon has reached the pinnacle of what can be achieved by mortal hands, and now you have gone even further and surpassed all mortal limitations. You are completely without peer in battle with your chosen weapon. Initially this raises you to the absolute peak of mortal skill, but more critically it removes the limitations that being mortal places upon you. With further effort you become just a little bit more able with your weapon, becoming stronger, tougher, quicker, and more agile in body and mind. This provides small but incremental improvements to your stats that compound over time without any real limit to how much you can develope. While noticeable in other areas, it really shines through when you wield your weapon of choice. Now you will never stop improving. The more specific the choice of weapon, the better the results will be, so while choosing *Swords* would have an effect on all such weapons, it would be less pronounced than the benefit of choosing a single type like *Falchion* or *Katana* would be. Note that *Unarmed* is a viable weapon choice. This perk can be taken more than once, allowing for multiple weapon choices. The benefits of the incremental stat improvements will partially stack with each other, allowing for slightly faster development.

Celestial Force: (600) (Discounted for **Lone Hero**) (Cannot be taken with *Demon*)
Maybe you are the offspring of a mortal and an angel, and through your angelic heritage it is your birthright. Maybe a fragment of the divine will collided with your soul and left something precious behind. Maybe the choirs of heaven decreed that you should be so blessed. Maybe you came into it through some other means. Regardless of how, the *Celestial Force* has manifested within you. This provides any of your magical abilities

with a massive increase in power, imbuing all of your magic with celestial might. You become able to form protective barriers and fire bolts by directly manipulating celestial energy. You can now also affect the minds of mortals, either putting them to sleep or selectively erasing their memories. You can imbue the celestial force into yourself to enhance your physical attributes or form ribbon-like wings of celestial energy and fly. You can use it to bless and heal others, or to sanctify areas to create a sanctuary which wards those within from coming to any harm. You can also channel it to open gates between worlds. When imbued with the *Celestial Force* your hair turns silvery-white and you can manifest the arms and armor of heaven, materializing a heavenly weapon and a set of heavenly armor. The *Celestial Force* draws from the same source of energy as your magic, but unlike magic it can be replenished by absorbing the ambient energy from the belief and worship of the faithful, or by performing acts which invoke gratitude towards you.



True Heroics: (600) (Discounted for **Lone Hero**)
You are no mere knight. You are a valiant guardian to those in need, and an exemplar of everything that it means to be virtuous and faithful to what is right. Your altruistic nobility is such that you have become able to channel a the very concept of Heroism to bless both yourself and your allies, and to bring your righteous wrath down upon your foes. This surrounds you and those you've blessed with a barely perceptible aura of divinity, passively increasing your luck and making you all far less likely to be injured. This works by forcing away things which would harm you. Both physical strikes and magical attacks impact you with only a fraction of their power, as the blessing redirects the force of the assault away from you, reducing them in potency. This aura extends to include your own attacks, which become charged with a fragment of divine power, imbuing them with a divine force that easily penetrates defenses to smite your enemies. In times of need your divine aura blazes with visibly incandescent might, bestowing you with incredibly potent regeneration to heal your injuries and radiating holy light so bright it burns away any foes that stand too close. During such moments all other aspects of this perk are amplified immensely. The benefits of this blessing will always work at full potency for you, but they are diminished for others the more people you spread the blessing to. Companions who take this perk may pass their blessing to you, and although the blessings stack they do so with diminishing returns.

Demon King:



Presence: (25) (Free for **Demon King**)
When you choose to show it, you have a certain presence about you that translates into everything you do. You naturally project a sense of ease and self-assurance, a dignified comportment that commands instant respect, making you especially distinctive.

Bit of Magic: (50) (Free for **Demon King**)
You have just a tiny bit of magic. You'll always have this little bit, because it replenishes just as fast as you use it and never really runs out, but there's still so little of it that it can't do much on its own. However, if you should find a potential source of energy you could expend this bit of magic to draw it into yourself and convert it into a more viable reservoir of magic. You can also hold quite a bit of magic before you'd have to worry about it leaking out. This perk stacks with the *Bit of Magic* perks from the other backgrounds, both increasing the amount that infinitely replenishes and the maximum amount of magic that you can hold. Your reservoir can be replenished by absorbing the ambient energy emitted from the emotions of mortals. The more intense the emotion, the greater the amount of magic returned. You gain substantially more magic from negative emotions.

Domination: (150) (Discounted for **Demon King**)
With a bit of your magic, you are able to exert your will upon the minds of others. This power takes hold almost instantly, mesmerizing the victim and allowing you to place compulsions upon them. Very few can resist, though the effects will wear off in time. Repeated exposure to this power causes the victim to become more docile, even after they are no longer under its effects. Victims will attempt to fulfill whatever commands they have been given with a rather single-minded focus, performing their assigned task to the best of their ability.

Barrier World: (150) (Discounted for **Demon King**)

You are able to expend some of your magic to create a barrier world, creating a pocket of magical space in which you can do battle without risking harm to bystanders. This creates a kind of null-space where colors are muted and anyone you've excluded from the barrier is left safely outside of the effect. It takes the form of whatever area you were in when you created it, but any damage that occurs within the barrier world *only* happens inside the barrier. The real world remains safe and untouched outside the effect of the null-space. This takes a large amount of magic to create, but very little to maintain. An enemy can breach the barrier, but only at vastly greater cost in their own magic, leaving them vulnerable if they should choose to do so.

Shrewd Calculation: (300) (Discounted for **Demon King**)
You are an extremely brilliant study of motivation and can correctly assess a situation with only a few points of data. You have a deep understanding of behavior and find it incredibly simple to manipulate others, though doing so bores you utterly. Instead you'll find that you often turn your vast social intellect towards unraveling any mystery or deception you come across. Figuring out who was behind those murders? A single hour spent investigating the evidence. Deducing that it was one of her own cohorts that had betrayed the hero? Nigh-instantaneous. With sufficient evidence and a few moments of thought you can figure out who was responsible for something and what their motivation was. You'll also know instinctively if someone you trust is going to betray you.

Actual Immortality: (300) (Discounted for **Demon King**)
All demons live for a very long time, but you're *actually* immortal. You will physically never age past your prime, and you'll never suffer from any of the deteriorating effects of old age. This means that you can take your time with doing things, because you've literally got forever to do them. As a side-effect this makes you a little bit lazy, but you're perfectly adapted to your immortality so you don't have to worry about going crazy or something like that. You are also able to surpass normal mortal limitations. With enough time and effort spent training, you can become *stronger*, *swifter*, *smarter*, *sharper*, and *saner* than any mere mortal has the right to be. You can still die if you're killed, but any injury which leaves you alive will heal given a bit of time, and much faster with some magic. A hole through your chest vaporizing most of your organs doesn't actually kill you instantly. You're still technically alive for a few seconds, which is enough for this perk to kick in. Losing your head will complete your death, however, so just pretend you're *that* kind of immortal.

Keen Intellect: (600) (Discounted for **Demon King**)
The power of the Demon King doesn't come from your raw magical might. It comes from the incredible potential of your mind. You possess a level of intelligence that utterly

exceeds the very concept of genius, have perfect memory and recall, and a limitless capacity for learning. If you also have *Shrewd Calculation*, that perk is further enhanced by an order of magnitude, as you are able to piece together events and deduce a logical and correct conclusion with complete ease. All of your intellectual stats, such as memory, calculation, learning, and creativity, along with all of your cognitive stats, such as awareness, observation, assessment, deduction, tactical analysis, combat intuition, multitasking, and coordination, are all proficient to the absolute highest level that is possible in existence. And perhaps you even exceed that? You have effectively limitless intelligence and mental capacity. You are able to perform infinite mental functions simultaneously, without any difficulty or stress, and without losing focus on any of them. You can instantly recall specific information with incredible speed and perfect accuracy, and you are able to store everything that you experience and retrieve it immediately and without the pause typical of mortal thought. The speed of your thoughts augments your tactical and analytical abilities, allowing you to make instant decisions as though they were carefully considered and create complex scenarios at high speed. This in turn allows you to track probabilities and calculate outcomes with incredible swiftness and accuracy. You are capable of understanding, then analyzing and duplicating any knowledge or skill after observing or being exposed to it even once. You are always able to make the best out of your situation.

True Cunning: (600) (Discounted for **Demon King**)
You are able to make impossibly grand, all-encompassing plans which span the ages. How this works is simple: any plan that you make will become more effective the longer it takes to complete. If it takes an hour from inception to conclusion, your plan will be no different from normal action. But if it takes an entire day? It'll start gaining a kind of conceptual momentum towards being achieved. The longer one of your plans takes to come to fruition the more momentum is built up. If your plans are halted early enough, they'll never gain the momentum to become truly unstoppable, but if they're left alone for long enough it'll be as if fate conspires to ensure your plans come to pass. You'll also find that you have an easy time making contingencies and other fallback options, in the unlikely event that your plans are somehow derailed. The more complex a plan is the more slowly momentum is built up, so simple plans are still easier and better than overly complex ones. Conspiring to get a girl to ask you on a date might take a week to gain enough momentum that it can't be stopped, while conquering an entire world might take a few centuries to reach that point. Your plans are still vulnerable to outside-context problems. Something that was impossible for you to have foreseen will bring all your machinations to a halt.

Unaffiliated:

Angel: (300) (Discounted for **General / Cohort**) (Cannot be taken with *Demon*)
Perhaps you are an angel of heaven sent to aid the Lone Hero, or perhaps you are instead a fallen angel in service to the Demon King. Either way you have a fair amount of celestial power, and while it is not the equal of the *Celestial Force* it is still more than enough to augment your magic and your other powers. You can also use this celestial power to obtain a rather ridiculous amount of strength and speed. Whether or not you have fallen from grace is up to you. Your angelic heritage allows you to manifest a pair of feathery wings made of celestial energy, which are either the purest white if you are still a part of heaven or the pitchest black if you are not. You may also expend bolts or beams of violently destructive celestial energy. Like the *Celestial Force*, this power can only be replenished by drawing from your reservoir of magic. But it does allow you to gain significantly more magic from either positive or negative emotions, corresponding to your choice of whether or not you have fallen from grace. Your maximum reservoir of magic is also expanded greatly, and as long as you are not somehow cut off from it you can draw from celestial sources to replenish your reservoir. These bonuses stacks with the increases from the *Bit of Magic* perks. When your time in this world is over, you are considered to be connected to a source of celestial energy that slowly replenishes your reservoir of magic so long as you are able to access your warehouse.

Demon: (200) (Free for **Demon King**) (Cannot be taken with *Angel*)
You are a demon of hell, and gain much from that association. Your physical stats have increased rather dramatically from this infusion of infernal power, making you much stronger and faster than before. You won't quite match up to an *Angel*, but you also won't be too far behind in terms of power. Your demonic heritage allows you to manifest a pair of leathery wings made of infernal energy. You may also expend bolts or beams of violently destructive infernal energy. You can also use your infernal power to augment your magic and other powers. Like the *Angel* perk, this doesn't a separate pool of energy, meaning this power can only be replenished by drawing from your reservoir of magic. And it similarly allows you to gain significantly more magic from the ambient energy emitted by the negative emotions of humans. Your maximum reservoir of magic is expanded greatly, and as long as you are not somehow cut off from it you can draw magic from infernal sources to replenish your reservoir. These bonuses stacks with the increases from the *Bit of Magic* perks. When your time in this world is over, you are considered to be connected to a source of infernal energy that slowly replenishes your reservoir of magic so long as you are able to access your warehouse.

Archetype: (600) (Discounted for **Demon King**) (Requires *Angel* or *Demon*)
You are a cut above all others of your kind. If you are an *Angel* you are elevated to an *Archangel*, and if you are a *Demon* you have now become an *Archfiend*. Either way your magical power and proficiency increases by an order of magnitude, and you gain an absolutely massive boost to the rate at which your magic is replenished from all sources, and a truly tremendous increase to the capacity of your magical reservoir. Your celestial or infernal powers are also amplified dramatically, allowing you to rival someone wielding the *Celestial Force*.



And if you have also somehow obtained the *Celestial Force* for yourself, you will find that it has become significantly more powerful and may be used freely without any cost to your energy reserve, as it has become a fundamental part of you and is now self-perpetuating. What is more, it can *never* be taken from you, as it is conceptually bound to your existence.

And if you have all three *Bit of Magic* perks, you can now syphon off small amounts magic from your infinitely replenishing supply to refill your reserve. This takes considerable concentration and isn't the fastest process, but it allows you just enough magical dexterity to circumvent any sort of block preventing you from using your magic. You will never again have your magical powers restrained.

Companions:

Single: (50 each)
You can import or create a companion, giving them 300 points to spend on perks and items, and either the **Earthborn Native** or the **General / Cohort** background for free. They may spend some of their points to take either the **Lone Hero** or the **Demon King** backgrounds instead. Created companions are built to your specifications of age, gender, personality, quirks, and physical form. Circumstances will conspire that you

meet and that they quickly come to consider you a friend. With time and effort it is possible to pursue romance with them. They will gladly follow you after your time here is over, becoming a companion.

Multiple: (300) (Every 50 extra spent grants 100 extra points)
Identical to the single import, except for up to eight companions instead of one. This also allows you to spend more points, in 50 point increments, to give your imported or created companions 100 more points to spend on themselves.

Hero and King: (800) (Discounted for **Earthborn Native**)
You gain two companions, either imported or created, with one being given the **Lone Hero** background and the other being given the **Demon King** background. They gain *EVERY SINGLE PERK AND ITEM* that is discounted for their respective backgrounds. Created companions are built to your specifications of age, gender, personality, quirks, and physical form. Circumstances will conspire that you meet and that they quickly come to consider you a friend. With time and effort it is possible to pursue romance with them. They will gladly follow you after your time here is over, becoming a companion.



Basic Items: (Not replaced if lost or destroyed, only valid on this world)

Money: (25) (One free for **Earthborn Native**)
Spending cash, totaling about twenty thousand dollars.

Identity: (25) (One free for **Earthborn Native**)
An actual legitimate identity in this world and all the paperwork to prove it legally.

Bicycle: (50) (One free for **Earthborn Native**)
A simple means of transportation. Pedal faster. This is how you get around.

Apartment: (100) (One free for **Earthborn Native**)
You have a nice little apartment, and you don't even have to share with a roommate. You could if you wanted to though, since it's big enough for several people to stay comfortably. The rent is almost suspiciously cheap. Best not to look too closely into it. You wouldn't want to be kicked out. A few days from now a certain exiled Demon King will move into the apartment next door. Prepare for plot and other shenanigans.

Intermediate Items: (Replaced in warehouse after one week if lost or destroyed)

Magic Focus: (50) (Discounted for **General / Cohort**)
This deceptively simple tool allows you to use less magical power to achieve the same effect when casting magic. It can also sharpen your focus, enhancing how much magic you can draw from ambient sources.

Magic Locket: (50) (Discounted for **General / Cohort**)
This piece of jewelry is a tool that can shield the wearer against hostile magic. It only blocks weak effects, and has a limit to how much it can block. But it stores the magical energy it absorbs and allows you to draw freely from it to power your own spells.

Magical Bindings: (100)
A set of manacles formed from glowing glyphs that seal away the magic of anyone shackled by them. They fold up almost perfectly flat, like a single playing card.

Demon King's Cloak: (100) (Discounted for **Demon King**)
This cloak is stylish and billows dramatically behind you. It keeps you comfortably warm and always stays perfectly dry, but it is a rather obvious sign of your station, so you'd better keep it hidden if you don't want to be found out by a certain stalker-hero.

Advanced Items: (Bound to you, summoned at need, simply resummon if damaged)

Heavenly Weapon: (100) (Free with *Celestial Force*)
Your choice of any sort of weapon, forged to absolute perfection from heavenly bronze and imbued with powerful offensive enchantments. Even a single strike carries immense power, cutting through unenchanted defenses with incredible ease.

Heavenly Armor: (100) (Free with *Celestial Force*)
Your choice of any sort of armor, forged to absolute perfection from heavenly bronze and imbued with powerful defensive enchantments. Even a single bracer conveys full-body protection from the immensely powerful shielding magic.

Demon King's Sword: (200) (Discounted for **Demon King**)
This demonic sword is extraordinarily powerful. And it drains your magic rapidly when you call upon it. But it can utterly demolish any defense your enemies mount, and you can summon it at need, though you need something to use as a focus. A broom handle would work in a pinch.

Sacred Sword: (200) (Discounted for **Lone Hero**)
This sword is legendary, forged from heavenly silver and imbued with celestial energy, it is powerful enough to cut through just about any kind of defense, and it guides its wielder in battle almost as if it has a mind of its own, helping them block attacks and exploit weakness to strike at their foes. If you have the *Celestial Force*, this replaces the *Heavenly Weapon* that is summoned.

Drawbacks: (Maximum of 1000 points; Bonuses from *It Gets Worse* effects don't count)

Endlessly Clumsy: (+100)
You're always tripping on things or slipping and falling down the stairs. Expect a lot of comedic incidents that bring you physical pain. It'll happen at least twice a week. At least it's never anything life-threatening... as long as you're not a mundane human that is. You do have some durability and healing powers, right? Otherwise why would you be stupid enough to take this?

It Gets Worse: (+50)
The frequency of incidents increases to at least once a day.

Employment Required: (+100)
You now work as a part-time laborer at MgRonalds. You aren't allowed to quit. You can't even work your way up the company ladder to earn better pay. You are allowed to transfer between franchise branches if you want. But you have to keep this job. And it kind of sucks. It's boring, menial labor. You won't ever be fired, but you'll face punitive work if you fail to meet their minimum expectations. This is the kind of job that sucks the life out of you. Every day for the next ten years. You do get vacation, it just isn't paid.

It Gets Worse: (+50)
Your new shift manager is a certain exiled Demon King. Good luck meeting his ridiculous standards. I hope you can be perpetually cheerful, because you can no longer change franchise branches. You're stuck there with him.

Rogue Demon: (+200)
When the demon kingdom fell to the Lone Hero, the demon army was scattered. This demon lieutenant escaped to this world, and now he's hunting for you. He has a brutal sort of animalistic intelligent and is moderately powerful in magic, but he'll never be a match for the Demon King.

It Gets Worse: (+100)
The demon has found that while this world doesn't have any magic, he can still replenish his reserves by feeding on the souls of humans. This also makes him vastly more powerful, so be ready for a dangerous fight. He'll almost equal the Demon King in raw magical power, though he could never hope to match him in skill.

Hunted by the Church: (+300)
You've somehow become an enemy of the church, and they'll be sending their dreaded inquisition after you. They'll be circumspect about how much magic they use here, since they want to keep enough in reserve to return home. At first they'll only send one inquisitor to capture you. They'll be dangerous only because you don't know when or from where they will strike. And if you defeat them the church will send a team of three. If you killed the first instead of making him flee, they'll also send a templar captain. These foes are far smarter than the Rogue Demon, and they're all remorseless killers.

It Gets Worse: (+150)
From now until your time here is up, the church will dispatch another team every time the previous one is defeated. During your last year, they'll send an entire crusade led by a high inquisitor, which totals five teams of three, each captained by a templar. You can

end this early by taking a jaunt over to Ente Isla and killing the cardinal who leads the inquisition. He's not actually that tough, but he's really well protected and lives in the heart of the church's domain. The most holy capital is guarded by an archangel.

There is No Magic: (+400)
Like the main characters, your magic has been effectively crippled while you are on Earth. Even magics not from this world are affected. Any supernatural effect that you are capable of performing now drains from a limited reservoir of power. And you'll need one of the perks from this world that allows you to replenish it. Every perk that you have that gives you magical ability increases your maximum reserve, but without a source of magic you cannot replace what you expend. Traveling to Ente Isla will allows you to draw upon the ambient magic of that world to replenish yours.

It Gets Worse: (+200)
Your magical reservoir is leaking. You'll lose about ten percent of your maximum reserve every day. This is rather bad for you if you don't have an easy way to replenish your magic. Also, technology that is significantly more advanced than what could be found on Earth no longer works. You aren't allowed to cheat the problem.

Tree of Life: (+600)
So there's this problem that's sort of in the background. The Tree of Life is really super important to existence. The name kind of implies that. Well, the mortal spirit and drive to become more than they are is the fertilizer that allows the Tree of Life to thrive and grow, without which it will starve and wither away. And in Ente Isla the Tree of Life is on the verge of death. Worse, the angels from heaven are using the energy from the Tree of Life to sustain their magic, exasperating the problem. The mortal population of Ente Isla has stagnated, their ambition locked away by the doctrine handed down by heaven and enforced by the church. Normally you'd have had centuries before this really became an issue, but not anymore. You now have eight years until the Tree of Life dies. You can still ignore this, but that will mean that as the Tree of Life on Ente Isla dies there'll be a massive surge of refugees fleeing to Earth. Expect this to cause enormous problems.

It Gets Worse: (+300)
Well now you don't have a choice. You need to fix this problem, because if Yggdrasil dies, you'll have failed this jump. You have a lot of potential solutions. If you could find one of the lost Yesod Fragments you could plant a new Tree of Life on Earth, which will eventually grow to connect to its parent tree. As simple as this sounds, it creates a whole host of other problems. Heaven will begin to draw substantially more energy from

the Tree of Life, becoming vastly more powerful. They're also rather likely to invade Earth, to secure the source of their new power and lay down their most holy law. Another option you have is to poison Yggdrasil. This sounds counter-productive, but if you taint the Tree of Life, heaven will no longer be able to draw energy from it, and it will begin to recover. This must be done at the heartwood, which is only exposed in the most holy temple, deep within the realm of heaven. Your last option is to finish what the Demon King started. Raise your own army and invade Ente Isla. Bring advancement to their world by force of arms. Your engines of war will feed the starving Tree of Life.

All drawbacks are voided when your ten years is completed.

The End:
So you've survived. I hope you enjoyed the time you've spent here. Now it's time for you to decide what happens next. Choose.

Return Home:
The journey is over for you. Maybe you've got what you came for, or maybe you're just tired of all this stuff. You return exactly where you left from, keeping all of your boons and items, and retaining access to your warehouse. Make something of yourself.

Stay Here:
This world has grown on you. Maybe you set down roots without meaning to, or maybe you're done with adventuring and don't really feel like you belong back in your old world. Regardless of your reasons, you're free to stay. Enjoy your life here.

Continue the Journey:
You're ready to move on. It's a big multiverse out there, and you're aiming to see some more of it before you quit. Hope you find what you're searching for.

Notes:
Earthbound Native is the drop-in option.

Yes, taking *Titleholder* and using its bonus on *Hero and King* will let you import or create two **Lone Heroes** and two **Demon Kings**, with each gaining their entire perk trees.

Yes, portal magic explicitly crosses into other universes. But you'll be locked in your current jump's universe until you gain your planeswalker spark. But if there are different dimensions or worlds in your current jump, feel free to use portal magic to access them.

As always, use your best judgement about the power-level of things. If you paid more points for a particular perk, it's probably stronger than the one you paid less for, barring some strange requirement or circumstance that allowed you to take the perk.

Thanks for reading.