MUSUKO GA KAWAIKUTE SHIKATAGANAI MAZOKU NO HAHAOYA

a.k.a.

DEMON MOTHER: MY SON IS SO CUTE, I JUST CAN'T HELP MYSELF

Jump by dragonjek

Version 1.0

It was only a few short years ago that the seemingly-endless war between humans and demons came to a close. Now, demons live on the outskirts and shadows of human society, as both sides still fear one another. But thanks to the work of groups such as the Supernatural Administration Bureau, the relationship between humanity and demonkind is gradually improving, even if true equality is still in the distance.

But none of that particularly matters to Lorem. Once, she was a wild child, a rogue element who was a threat to demons and humans alike, raiding and pillaging as she pleased for the sake of her and her sister's survival. She was like a living calamity, a beast of destruction known as "The Flame of Extermination" and "Goddess of Destruction", and she despised humans and other demons in equal measure.

And now, this delinquent woman's only concerns are about being a better mother to her baby, Gospel. And with the help of her sister Merii, and her human friend Chiharu, she'll do her best to raise Gospel up to be a better person than she was.

But eventually, her own history will cause problems for Gospel, and people who are opposed to the growing harmony between the two races will cause some trouble for the family. But maybe things will be a little different with you thrown into the fray.

Or you could just spend the next decade doting over Gospel as he grows up from an adorable baby to an adorable kid. It's up to you, really.

Take **+1000 Coexistence Points** with which to prepare yourself for your stay in this world. You arrive a week before Merii and Lorem reunite.

Locations

You're free to start anyplace you'd like, but if you'd care to make an additional **+100 CP**, you can instead randomly generate a number between 1 and 8, and go to that location.

1 – Lorem's House:
Located on the very outskirts of a town located not far from sea, this is a simple and modern house, the likes of which you might find anywhere. All that's special about it is that Lorem lives here with Gospel. If you don't have a good reason for being here, there's a decent chance Lorem will try to knock you out and interrogate you on what you're doing so close to her son.

2 – Special Administration Region:
You're just outside one of the residential areas the Supernatural Administration Bureau has set up to prepare demons for integrating into society. Demons don't really have much of a society or culture of their own, and have nothing resembling formal education or healthcare. The Special Administration Region is intended to serve as a living space for demons who aren't quite able to take part in society yet, but who are willing to learn.

3 – Self Autonomous Zone:
The S.A.Z. is a city of demons, by demons, for demons, created after the war came to an end. As demons have problems living in human society due to both the fear humans have for them, and a complete lack of the skills and knowledge needed to function in their civilization, they made an agreement with the government that they would be permitted a place of their own to live, without humans. Unfortunately, very few demons had any idea what they were doing, and the city is a haphazard mess that's barely functional and suffers from rampant poverty.

4 – Merii's Island:
Now, this isn't actually Merii's island… not yet, at least. She won't be buying it for at least a few more months. So far there's only one inhabitant, a demon named Spica who was experimented on in the abandoned research facility at the heart of the island. She stays to watch over the graves of her fellow test subjects, and is terribly frightened of humans.

5 – The Grotto:
A hidden underwater safe space for aquatic demons, it is entirely unknown to surface-dwellers. It has air of its own, so you don't have to worry about drowning, but you may face potentially violent questioning about how you wound up down there if you aren't a water-dwelling demon yourself.

6 – Yoake Island:
A small island that is assumed to be the birthplace of demonkind. Not only was it the place of the earliest demon sightings, but it also gives a sense of comfort to demons who go there, despite the danger of the armed guards who protect the dig site. You start on the outskirts of the island, well away from any guards of the demonological survey site.

7 – Byakuren's Grave:
Well, not really. Byakuren's still alive, after all, and even if she still dies, events might butterfly enough that she winds up buried somewhere else. But this is the cave where she would have eventually been buried if canon were to continue uninterrupted. It's right outside of a small town located by the sea.

8 – Free Choice:
You could choose any of the above locations, or pick somewhere else entirely to begin your time in this world. A number of nations haven't achieved peace yet, and wars between mixed human-demon organizations are widespread elsewhere in the world.

Background

You may select two backgrounds. Any background may be taken as a drop-in.

The Parent:
You are the (hopefully proud) parent of a cute child. Congratulations. Take the **I'm Living for the Sake of This Child** drawback for full value.

The Baby:
You wake up in the womb, moments before you are uncomfortable ejected from it. It's a good thing you have family ready to take care of you. Take **Underaged** drawback for full value.

The Supporter:
Maybe you're a friend, maybe you're a sibling. The long and short of it is, you're there for someone who needs your help.

The Merchant:
You might be here to make money, but that doesn't mean you need to treat other people like trash. Being nice and caring for your employees can take you a long way.

The Official:
Perhaps you're with the Supernatural Administration Bureau, perhaps you're a pencil-pusher helping C.A.T.T. get away with their bullshit. You're most likely a part of some government agency.

The Warrior:
You like to fight, and you know how to. Maybe you're a delinquent, maybe a soldier, or maybe just one of the demons who got caught up in the war—the point is, life's a lot more boring in this era of peace… unless you head off into another nation entirely. But maybe that sort of boredom is something you could get behind.

The Renegade:
It could be that you're working with C.A.T.T. to destabilize human/demon relations, or you could just be a rabble-rouser seeking to separate humanity and demonkind

to form separate nations, or maybe something else entirely. Whatever your origin, you're someone with an axe to grind against the current system.

Race

Human (+400 CP):
You're a human being. Humans in this world have no access to anything like magic or demonic power, and are completely mundane. Still, they have numbers and technology, and that was enough to give them an edge over the individually-superior demons and bring the war to a close as the victors.

Demon (Free):
You are the most powerful species on the planet, easily capable of tearing through dozens of ordinary humans through your raw physical prowess. Demons have a number of notable features, but vary wildly between individuals. They all have pointed ears and sharp teeth… and that's about the only visible features they have in common, other than having various types of tails and some sort of "decoration" on their head. The vast majority have horns which come in many different types, even taking asymmetrical forms, but there are those who lack horns entirely—although they have something along the lines of antennae, fins, or wings on their head, instead.

Some demons have unusual skin colors, such as being blue, while some have slit pupils or extra eyes. Almost all of them have at least one additional set of limbs, whether wings (the most common, and located on the lower back), extra arms, or a set of fins. Other than these features, they look nearly human.

Demons are capable of "demonification", which transforms them into a more monstrous form, while also becoming more powerful; they also all possess a special ability of some sort. Well, almost all—a rare few demons have neither wings nor special power, and are known as "Inferiors" and discriminated against. Fortunately, you don't have to worry about being one of those.

Perks

Perks are discounted to their associated backgrounds by 50%. 100 CP perks are instead free.

General

Demonify (Free, Exclusive to Demons):
Demons possess an organ in their chest called a "Gate Organ", which is believed to draw demonic or magical energy from another universe to allow demons to accomplish their impossible feats. By taking this energy and forming a "shell", a demon can transform their body to fit this shell. What their demonified appearance resembles is innately determined by the demon, not something they have control over, although it does still loosely resemble their original form. This is such a natural process that almost all demons have problems with demonifying parts of their body in their sleep, although when awake they have full control over how much they demonify.

When demonified, a demon becomes more powerful in proportion to how much of their body is demonic, growing in toughness, speed, and of course strength. However, this is not the case for stamina—indeed, energy consumption skyrockets the more demonified you are. Not all are born equal; the "depth" of how much they can demonify is determined at birth. For free, you have the ability to demonify up to 20% of your body, giving you the strength to rip apart or throw a car. You may demonify more of your body for **-50 CP** for each additional 10% of demonification. At 100% demonification, you could expect to throw around entire train cars with ease.

Demonic Ability (Free, Exclusive to Demons):
The Gate Organ can be used for more than just demonification. By channeling their energy through an "Ability Expression Organ", a demon can perform other supernatural feats. For free, you have an ability such as producing webbing from your tail—something useful, but not revolutionary or particularly powerful. If you instead use **-200 CP**¸ you can get a very useful or combat-focused power, such as the ability to generate ice, summon electricity, the ability to breath great gouts of flame, or the power to telekinetically manipulate inanimate objects that you've previously touched.

For **-400 CP**, you can get something truly amazing, such as the ability to compress air so powerfully that it can be used to tunnel through stone, the ability to permanently mind-control other people by touching them on the head, heat generation (although not to Lorem's extent), or Abyssal Demonification, which allows you to transform into a not-even-remotely-humanoid kaiju of a demon.

At **-800 CP**, you can acquire a power such as that of Merii, which has the surface use of allowing her to generate stem cells to allow herself or other people to regenerate from any wound in moments… but in reality is far more insane, bordering on tactile biokinesis. She could flush someone of an incurable disease by merging biologies and destroying the disease inside of herself. She reshaped people's bodies to specifically remove individual organs without otherwise harming them, store extra organs inside of herself, and at a later date insert that organ into someone else and adjust their physiology to be able to use it naturally. She was able to animate a clump of her cells left inside Chiharu to form a miniature clone of herself from an unknown distance, producing mass for the clone at a distance without draining Chiharu and allowing it to smoothly extract itself from her body without harm, telepathically controlling the resulting creation. And her regeneration is truly absurd, being capable of returning to full health in seconds after being reduced to a literal pile of ashes (although this required the use of a Demon Stone to provide extra energy). You can choose to have Merii's ability, or something similarly ridiculous.

I See You (-50 CP):
You have the remarkable ability not to categorize people. If a human were to kill your twin sister, you'd probably hate them—but you wouldn't hate all humans for the sins of one person. You are always able to see people for the individuals they are, and won't group people together in categories for simplicity's sake.

Cuddler (-50 CP):
When you hug or cuddle someone, you will never cause your partner discomfort. Pointy body parts, high temperatures, super strength, rock-like skin—none of this will ever impede your ability to give someone a comfy hug.

That Can't Be Comfortable (-50 CP):
But for you, it is! There's an awkward period of time where a child is old enough to walk, but too short to reach their parents' hands. Fortunately, you can lean over to

hold your cute little muffin's hand without experiencing back pain or dizziness, and can walk in such an awkward position without discomfort. As a matter of fact, *no* position that you take will cause you discomfort, no matter how unusual or contorted, as long as it doesn't actually result in injury.

Demonic Infusion (-100 CP, Exclusive to Humans):
Perhaps you were subject to a similar operation as Chiharu, or it could be that you were subject to some manner of human experimentation during the war. Maybe you're proof that demons and humans can interbreed, or it's possible that you just have this ability out of nowhere. Regardless, you have some demon cells in you, which are somehow disconnected from the original demon. This has a number of benefits, such as generally improving your health and strength to the degree that an otherwise completely ordinary 19-year-old girl would be able to casually carry around a 17-kilogram draconic demon toddler with only one hand. Your appearance will also receive a boost, improving your conventional beauty and gifting you with larger "assets". There are otherwise no physical indications that you've been altered.

"But I'm here for you too." (-100 CP):
Sometimes it isn't your kid that you're taking care of, but someone else's. It could be that they're incapacitated and can't care for their child, they might be incompetent, or maybe they're away from home to prevent their enemies from discovering that they have a child. There are a lot of reasons for someone to take care of someone else's child, and even more reasons to help someone else raise a child.

Any perks you possess that reference your own children can now be applied to the children of other people, as long as you've had a significant role to play in their rearing and childhood.

Safe Sleeper (-100 CP):
While asleep, you have the guarantee that none of your special powers or features will act up while you're unconscious. You won't transform in response to dreams, accidentally activate your abilities in response to a nightmare, or experience any other form of sleep accident—including bed wetting or sleep walking.

If you have a perk that explicitly activates when you are asleep, however, it will continue to function. That said, outside forces are also incapable of forcing your body to act while you are asleep.

Benevolent Manipulations (-100 CP):
The closer you are to someone, the better you understand the buttons and triggers to press to get them to do what you think is best for them. For instance, you might convince a demon mother to eat vegetables by telling her it will make her milk taste better for the baby, or get a doting-but-technology-inept parent to learn to use a phone by making a picture of their kid on the home screen.

Replacing Doggy (-200 CP):
Being a parent is hard, and everyone makes mistakes. But it can be disastrous if one of those mistakes involves breaking one of your children's beloved toys, especially if you can't afford a lot of toys in the first place. Fortunately, you have a guarantee; if you destroy or lose an object that holds emotional value to someone else, you will be able to find an identical replacement for that item with an hour of searching, no matter how preposterous it would be to find… although you may have to purchase or steal the object once you find it.

Don't worry, "Doggy" is the name of Gospel's stuffed toy. No animals were harmed in the production of this document, and living creatures are not considered "objects" for the purposes of this perk.

Precise Control (-200 CP):
The biggest benefit of this perk falls to demons who take it; you now have fine enough control over the "shell" you make when you demonify that you can use the demonification process to transform into other, roughly human shapes—or even inhuman shapes, if you have the Abyssal Demonification **Demonic Ability**. You can even alter your vocal cords to sound like other people.

Beyond this, you receive exceptional control over all of your abilities and powers, to the point that you could turn flamethrower breath into a fine cutting tool. This degree of control also applies to parts of yourself or your powers which are normally automatic processes (although if you don't want to consciously regulate everything, you can just set it to "normal" and ignore it).

I Want to Be the Light That Shines Upon You (-300 CP):
It's not rare at all for a parent to be willing to sacrifice themselves for their children, but those children would be a whole lot happier with a parent who was actually there for them. So long as you are alive and there for them, your children receive a special boon, an incredible sort of fortune that makes it all but impossible for them to have a bad childhood. Life will be fun, their bonds will be close and lasting, the unfortunate events that happen to them will fail to cause trauma. They will learn life lessons easily, and when they do wrong, they will be quick to realize it and learn not to repeat their mistakes. When they eventually grow up, their childhood will be full of golden memories that they will treasure for the rest of their lives.

Of course, they can hardly have a good childhood if they're dead, so this luck comes into play to ensure that they will survive almost anything (*almost* anything—luck can be fickle, after all). Just so long as you live and are there to be a part of their life.

The Flame of Extermination (-400 CP):
[Requires at least 300 CP spent on **Demonify**]
A demon's power is supposedly measured in two categories: the depth of demonification, and the strength of their ability. But even a fully-demonified demon with a mighty ability, empowered by multiple Demon Stones, was still crushed by the overwhelming power of Lorem. That is the sort of power you now possess.

Your **Demonify** perk is enhanced in effectiveness. For instance, if you were to have 100% demonification, you would be a match for Lorem—when you got serious, maps might need to be redrawn to account for the destruction you can wreak upon the world, like annihilating entire towns. You might not be able to detect a sniper round until it's only a few centimeters from your body, but that's more than enough time for you to catch it and fling it back at the sniper hard enough to pierce through demonified limbs and kill your target. A Demon Stone-amplified air compression ability strong enough to destroy an army would only be a minor inconvenience to you, something you could rip your way out of with only a moment's effort.

Your **Demonic Ability** is similarly amplified. If you were to have the heat production ability given as an example, then you would be able to casually maintain a widespread aura of 1000 degrees Celsius, and ramp it up even higher if you actually got emotional. You could produce vast storms of flame, or make an annihilating inferno to destroy anything caught within. You could rapidly heat your own body to the point that someone trying to strike you with an iron sword would find that you didn't take a scratch—not because you're that tough (although you are), but because the weapon melted the moment it approached your flesh.

The Parent

Baby Needs (-100 CP):
All too often, parents dealing with wailing children have no idea what the child is crying about. They've been changed, they've been fed, they don't want to play, they don't seem hurt, but they bawl anyways. Fortunately, you know how to interpret a child's wants and needs better than they do, and will always know why a baby is crying.

Do as I Say, Not as I've Done (-200 CP):
Normally, imitating one's parents is an admirable thing, and an important part of a child's development. That said, sometimes a parent might be… less than admirable in certain ways, have a checkered history that they don't want their child to copy, or have made mistakes they want their kid to avoid. You might very well be such a parent, which would make this perk invaluable.

This is a guarantee that your children will never copy aspects of your personality that you wouldn't want them to, that they won't repeat the same mistakes that you've made in the past, and will never take inspiration from the darker parts of your history. The unpleasant parts of you will never influence who your child becomes.

This applies to anyone whom you've either raised or created, not being restricted to your biological children.

It'll Be Alright (-400 CP):
A demon with a stronger special ability is certainly going to go far in life… if they survive. A demon's powers come in before they can control it and before their body is prepared to handle it, so most demon children with powerful abilities wind up killing themselves and/or their parents. This results in many young demons being abandoned by their family in fear of being killed by them before they learn self-control. But that's something you'll never have to do.

Creatures and people that you have a responsibility for are incapable of accidentally harming you. Even if your baby demon were to be engulfed in flames, you could hold and comfort them even in the face of the inferno until they, and their rampaging power, calmed down. If the child were to have an ability that pierces through defenses, you have the willpower and self-control to keep holding

on as long as you need to without letting them see that you're in pain. Although it is recommended that you douse the burning baby first.

What's more, you have a mild form of precognition regarding dangers that threaten your charge(s), making you aware that such threats exist before they manifest themselves, although this tells you nothing of what the problem is, only who is about to suffer from it. But being aware that something is wrong before your child encases themselves in ice and starts to suffocate is a precious thing to have.

Fury (-600 CP):
There is nothing in this world more powerful than a parent's love for their child, and you are ample proof of this. When faced with an immediate threat to your child (or something preventing you from reaching your child in need), you will find yourself greatly empowered in all respects, allowing you to accomplish the impossible and crush all but the strongest opposition.

And you don't need to worry about holding back to keep your little one safe, either; you have been rendered entirely incapable of accidentally injuring your children, or catching them in collateral damage.

This applies to anyone whom you've either raised or created, not just your biological children

The Baby

Unnaturally Clean Infant (-100 CP):
It's an unfortunate fact that babies can get very gross, very fast. With no control over their bowels, and no understanding of the need for such control, messes are an unavoidable part of living with a baby. Your parents won't need to worry about such a thing, however, because you just don't need to defecate, urinate, or vomit. Your waste just disappears from your body, and anything that actually needs to be expelled from your body will emerge from you perfectly clean.

What's more, nobody seems to find this strange. Indeed, none of the powers you may evince from your Jumper nature will be considered unusual. You can toggle this perk on and off, in case you want to make the most of the out-of-context nature of your abilities.

Before the First Words (-200 CP):
Babies can have a lot of needs, and it can be hard to communicate your desires before you can form speech. You have preternatural abilities for communicating without words. You won't be able to convey fine details, but you will always be able to express your wants, needs, and desires even without the ability to speak. It's a good thing that you already understand the importance of speech, because an ordinary baby with this ability would probably take years to even produce their first word, because words would just be that unnecessary.

The Mind of a Child (-400 CP):
Early childhood is marked by an extreme affinity for learning new things. You might have the mental complexity of an adult, but now you will always be able to absorb information at the accelerated rate of a child—and a bit faster than that, too, picking up new knowledge at easily three times the expected rate.

But there is more to being a kid than just learning fast, something that you may have abandoned long ago. Children have a sense of wonder to them, an ability to see the world in fresh and new ways and take excitement from that which grown-ups have long since grown accustomed to. That is something you now regain, and will never lose again, as you are capable of finding something to enjoy in any circumstance and will never succumb to ennui.

CUTE! (-600 CP):
Children are pretty cute, but you're something else. You are, to be frank, ludicrously adorable. Your appearance, the sounds you make, the actions you take—everything about them is endearing to people, and you're sure to become a shining star in people's hearts. Your cuteness is such that people want to protect it—protect you. It doesn't really matter who it is; your parents, a friend, a stranger, or even a trained killer… all of these people would be willing to go to great extents to defend you and your precious smile. You will easily be able to form friends and insert into social groups, and just the sight of you is enough to make even hardened criminals rethink their life (although you might not like the conclusions they come to). Your presence on the big screen at a concert would enthrall the audience, and you could become an icon of coexistence to humans and demons alike, uniting people in their shared adoration of your seemingly limitless cuteness.

The Supporter

A Helping Hand (-100 CP):
Zeke might have been the one to open up Lorem to the idea of trusting people outside of her sister, but it was Chiharu who taught her that friendship with humans was something that was even possible to begin with. When you mean someone no harm, they can tell on an instinctive level that you aren't a threat; when you offer to help someone and truly mean it, they will recognize that you're genuinely trying to help. This drastically increases the likelihood of someone allowing you to assist them, even if they're normally paranoid about other people.

This effect is strengthened on people who have a valid reason to fear and distrust "your kind", such as if they were a demon who had been experimented on by humans in the past. They would be able to clearly understand that you aren't like the people who hurt them in the past—which could be a vital step in helping them see that the differences between your respective peoples aren't so great, after all.

Lending an Ear (-200 CP):
Sometimes, even someone who seems happy and cheerful can be hiding a dark, troubled past. Holding that sort of thing in isn't healthy, so it's a fortunate thing that you make for an excellent listener. You just seem like a natural person to talk to when someone is experiencing troubles… although fortunately you can "turn off" this part of the perk if you don't feel like having more people vent at you.

You are good at listening to people's stories and understanding the important parts of what they have to say. You can easily see how someone's past influenced the person they became today, and will always know just what to say to comfort someone, help them overcome their past, or just reassure them that you're there for them. With how good a listener and friend you are, it would be hard for people *not* to like you, and it would be easy for this to grow into a greater form of attraction.

Housekeeping (-400 CP):
Sometimes there are people who just can't take care of themselves. Maybe they have no skills to get a job, or need to spend all their time watching over their newborn child. Maybe they lack an education, and can't take care of billing and expenses. But you can't just leave them to flounder, can you?

Fortunately, this perk doubles the effectiveness of everything you do for the sake of taking care of someone else, without negative consequences. When you pay for someone else's living expenses, the relevant companies receive twice as much money as you spent; when you buy someone groceries, you receive twice as much food as you paid for; when you cook food for them, it is twice as healthy. And this ability doesn't even impact the economy, nor will anyone ever wonder where the "extra" money came from.

Goals of a Teacher (-600 CP):
Of course, directly taking care of someone is just a stopgap measure. The ideal solution is to help someone grow into someone able to take care of themselves without needing to commit crimes to survive. Just by interacting with you, the people around you will grow. They will gain greater skill in the tasks they pursue, will develop into more moral people, and will see an overall improvement in health and happiness across the board.

What's more, you make for an excellent teacher. You know all the different methods of learning, and have an instinctive understanding of how any individual you interact with would best absorb information. With this, you are easily able to customize lesson plans to be as effective as it's possible to be, on top of providing your students a threefold increase to the rate at which they absorb, process, and memorize information.

But a teacher's role isn't merely to give their students knowledge. They are also meant to teach their pupils how to be a part of society, how to be good people, and help them establish good habits that will serve them well for the rest of their life. When it comes to life lessons and moral codes that you seek to convey, those you teach are more than merely apt students, and seem to absorb the lessons like a sponge. It's up to you to shape the youth that will determine the shape of the future, and teaching children the importance of coexistence is a large part of that.

The Merchant

Eye for Talent (-100 CP):
While a good merchant needs goods or services to sell and customers to sell to, the third most important thing for an enterprising entrepreneur is to have talented and trustworthy employees. You can tell on sight how beneficial it would be to have any given individual join your workforce, in a limited and specialized form of premonition. It won't tell you how to best make use of them and their particular talents, but you will always recognize a good hire when you see them.

Furthermore, people just seem to be inordinately grateful to you for providing them a place to work. If you happened to, say, buy a demon girl at a slave auction, free her, and then employ her, she'd probably be so thankful she'd be willing to work for you for the rest of her life.

As long as you provide a paycheck, obviously.

Supply and Demand (-200 CP):
When you get right down to it, a businessperson without a service or product to provide is just running a con. You have an astounding ability to find empty niches in the business world, and have a keen understanding of the ebb and flow of the various fads and fashions that make up the economy, to the point that you can predict changes in the market before they happen.

To help you take advantage of this, your luck when it comes to finding people to supply you with goods (or the raw materials to make those goods) is incredible, often letting you make deals to get these products at well below their expected value, such as by finding a demon capable of producing and weaving silk into incredibly durable clothing (who has no understanding of how valuable it is to be both the source of the material and the person who turns that material into a finished product at once).

Profitable Powers (-400 CP):
It's unfortunate, but the vast majority of demons just don't have the education to succeed in modern civilization. Those who do find success almost always do so by relying on their special abilities. But with the powers it's possible for a Jumper to possess, scaling down your power to the point of useful non-combat applications might be difficult.

In short, you have precise control and awareness over your powers, down to the microscopic scale. As an example, if you had a form of biokinesis, you'd be able to inspect all of someone's cells and purge disease from them, leaving not a single molecule of the virus in their body. Of course, biokinesis is easily marketable, and with some abilities having fine control over its little details doesn't do much to make it more (monetarily) valuable.

That's why you're able to "edit" your powers in small ways, so long as those edits are solely for the purpose of making a profit. For instance, if you had the power to take over people's minds, you could adjust that power into hypnotism for use in hypnotherapy—and even use it *without* stabbing into people's heads with your hand-spikes. This doesn't get rid of the original usage of your power, it just expands on its versatility.

Business Is Booming (-600 CP):
Merii is by far the richest character here, but eventually it is discovered that she's only been free from confinement by C.A.T.T. for a few months. And in that time, she managed to amass a great fortune. Of course, that's certainly helped by the high price she demands for her medical procedures, but becoming a billionaire in such a short time is no small feat. But it's one you could imitate.

Your business ventures are lucky. People see and remember your advertisements more easily, your name spreads by word of mouth like wildfire, and as long as they have the quality to back it up, your goods and services easily manage to supplant the "normal" fare in people's minds as the go-to option. Nobody's going to go to McDonalds when your fast-food restaurant makes better burgers.

What's more, as long as what you provide has quality to back up the price, no one will care how much it's worth, as long as they actually have the money to pay for it in the first place. Nobody will complain about the tens of millions of yen you charge for your regeneration procedures, because they'll all understand that no one else will provide the same services as you.

The Official

Bane of Paperwork (-100 CP):
If there's one thing all government officials have in common, it's a surplus of paperwork that needs to be done. Nearly everything in your job requires you to fill out one form or another. Fortunately, what would normally be a time-consuming chore is a breeze for you. Your reading speed is such that you can take in an entire page of writing in an instance, and your mental processing speed lets you immediately work your way through the labyrinthine wording of even the most devilish of contracts to see all the meanings hidden behind the legalese. You are also capable of writing at four times your normal speed.

The Path to Coexistence (-200 CP):
Not everyone is eager for man and demon to live together, and even for those who are, it isn't always immediately viable. But that's no reason to give up. No matter what problems someone has in participating in society—be it biological issues, mental hang-ups, a need for blood, or something more exotic—you will have a clear understanding of what is needed to allow someone to take part in society in a legal and healthy manner. Furthermore, if other people are opposed to someone joining (or rejoining) society, you will understand what is needed to convince them to be more accepting.

If someone poses a massive threat to other people but wants to change, you would know how to improve their public image and lessen the threat they pose to other people; if a demon child had vampiric needs and a vulnerability to the sun, you would know how to go about obtaining blood bags for them and find ways for them to take part in civilization while restricted to a nocturnal lifestyle.

Maze of Bureaucracy (-400 CP):
The bureaucracy is needed for society to flourish, but is also a giant clusterfuck that hinders societal progress. Fortunately, you are an apt student of the labyrinthine processes of the bureaucracy, and know how to maneuver through it to get your paperwork looked over, approved, and filed in record time. Your knowledge of this system (and an unnatural degree of specialized luck) also allows you to easily find information that otherwise might have disappeared into the vast labyrinth of paperwork.

But just as importantly, you know how to turn this around, and impede other people through bureaucratic means. If someone wants to search for a specific demon, you can make their request disappear behind a maze of triplicate. Almost anything someone wants to get done, you can find a way to put a stop to through entirely legal means.

Furthermore, once per year you can accomplish something that should be impossible to do with paperwork alone, such as securing the freedom of a demon who has been experimented upon.

Put a Spin on It (-600 CP):
Some things are outside of even your control. Some things can't be prevented, but only reacted to—but it is possible to influence how other people react to events. Just like the Bureau managed to spin the accidental forced demonification of demons in the crowd of Valentine's concert into a symbol of solidarity and movement into a new age, you are a surpassing master of propaganda and information control. You know how to phrase things in such a way as to turn even something like a major disaster into something you and your cause could benefit from, and if that something managed to not turn out all that badly in the end? That's something you could spin into a great victory for you and yours.

You don't just know how to rephrase things, though; you have supernatural talent at both spreading and suppressing rumors, either personally or through intermediaries. The public tends to follow the narrative regarding the meaning of the events that affect them, and you are the one who writes that narrative. In your hands, you could achieve genuine coexistence during your ten years stay in this world… or split everyone apart into two separate nations, with all sides believing it to be a superior alternative to coexisting.

The Warrior

Combat Ready (-100 CP):
The nation might be at peace now, but it wasn't always so—and in other places in the world, war continues. Violence is a threat that could come at any time, and you need to be prepared for that… but at the same time, you need to be able to live a normal life, too. You have no difficulties in shifting your mindset between full combat readiness and a peacetime mentality, and can switch between them as easily as flicking a switch.

Of course, having the mentality to fight does nothing if you don't have the skills to back it up. You know how to fight in both melee and ranged combat, have an inherent understanding of how to most effectively weaponize any natural powers you might possess, and have the sort of combat experience expected from someone who's spent years on the battlefield.

Insane Reflexes (-200 CP):
You have the sort of reflexes required to catch bullets… well, if you had limbs that could move that fast. Sensory data immediately transmits from your sensory organs to your mind, is instantaneously processed, and your reactions to that information begin the very same moment you process it. The end result is that you have genuinely instant reflexes, capable of acting against any threat the moment it reaches your senses without any of the minute delays that would occur due to chemical reactions or electrical impulses. If you are a demon, this also makes your demonification occur immediately, rather than in any sort of process of transformation.

Battlefield Awareness (-400 CP):
If you want to survive in combat, the most important skill to cultivate is situational awareness. You have a general awareness of everything that occurs within a range of a dozen meters of your body. The further away it is and the smaller the activity, the less you know about it—at the edge of your range, you might have an idea that a person is staring at you, but the closer something is, the more you become aware of it. In feeling the intensity of this awareness changing, you can feel things get closer or further away from you even if your other senses aren't able to perceive them; with this, you could even detect a sniper round as it approached you, although this purchase alone doesn't give you the reflexes or the speed to do anything about it.

Monstrous Strength (-600 CP):
In fights between demons, victory often comes down to who has the strongest special ability, who has the deepest level of demonification… and of course, who is just plain stronger. Like Nightmare and her son, your body is trained to the very peak of ability for your species, and then a bit beyond that. As a demon, then even when undemonified, you'd be able to do handstand push-ups while holding up a kaiju with your feet. Your punches demolish buildings that your hand never even touched, and your incredible strength gives you ample speed to go with it.

This increased strength transfers to any alt-forms you may possess, pushing them beyond the limits of what that species is capable of.

The Renegade

Firebrand (-100 CP):
It does you no good to start a new nation of demons if no one hears about it. When you try to spread news or rumors, they catch on with supernatural speed, and will quickly spread across the nation, and even further. This doesn't mean people will agree with you or side with you, or even look upon you more favorably… but it does put the word out where people can hear it. It's up to you to have a message worth listening to.

Perfect Hideouts (-200 CP):
When on the run from the law, it pays to be able to find someplace to lay low for a while. You excel at finding places that would make good hideouts, and have a healthy heaping of luck to ensure that you'll always be able to find someplace that would work as a decent hideout. What's more, it is difficult for enemies to find your hideouts; unless they directly follow you or one of your subordinates, no one opposed to you will be able to discover it.

Rally the Troops (-400 CP):
You aren't just a leader of a rebellion, and are more than a would-be ruler of a new nation. You *stand* for something, serving as a symbol to those who follow you as you preach of a better life, a better world. Those who serve you, follow you, or work under you are inspired by your presence, being invigorated with greater morale and bravery. They even seem to fight harder, too, with their blows landing more heavily and with greater speed. It's when you're in a bind, though, that your followers can really show their stuff, allowing them to accomplish feats normally beyond their reach for the sake of helping you. Your people have put their faith in you; now you have to live up to it.

Raise the Flag of Rebellion (-600 CP):
Coexistence is a sham, a flimsy velvet coating over an iron gauntlet of tyranny that would suppress demonkind. It's only by breaking away from humanity and forming a new nation that any sort of equality could be achieved. But before you can make a country, you first need to have a people to fill it, and demons aren't going to get behind just anyone who tries to get attention. You need to make people see your cause, *believe* in your cause… and you know how to do that.

You know how to present your words in such a way as to appeal to the desires of those who listen to you, and can accurately judge any crowd to tailor your message to best suit those listening to you. With this, you become a potent public speaker… but the real special stuff starts when you speak with passion. When you pour your heart into your speeches, your message spreads like wildfire, and your passion becomes contagious. Preach of revolution and overturning the status quo, and you'll find your listeners aflame with enthusiasm. Not everyone will agree with what you have to say, but if what you're saying already resonates with their own opinions? Gathering new members for your army becomes simplicity itself.

And when your supporters speak to others, they carry a lesser echo of this perk; those who accept and join your cause from this will in turn carry an even lesser version. Like a great conflagration, you ignite the fires of rebellion in the hearts of others, that their own passion might spread the flame to others.

Items

You receive two 50% discounts for each price tier of items. Discounted 50 and 100 CP perks are instead free. If you have a pre-existing item similar to one you've purchased here, you may import it into its new form and add their special qualities together. If an item is lost, destroyed, or damaged, it is replaced after a week. Items keep any improvements you make to them.

Bib (-50 CP):
A bib for a baby, designed to let them eat without getting their clothes messing. This bib ensures that no matter how messy an eater a child is, the entire mess will land on the bib alone, sparing any clothes they are wearing. It magically cleans itself after every meal.

Tile Cleaning Brush (-50 CP):
Although certainly useful for cleaning tile, this one is modified to make it perfect for cleaning thick, heavy scales. It's a little strong for smaller, finer scales, but for the bigger scales it feels amazingly satisfying. And it's guaranteed to get rid of any filth or stain in a single scrub!

Ethically-Sourced Food (-50 CP):
Ordinarily demons are omnivorous, even if they prefer meat. This isn't the case for all demons; some have specialized diets, or even consume blood as Lizette does. To satisfy your dietary needs, you receive this refrigerator. When it is opened, it contains ready-to-eat food that the opener is capable of safely consuming and that will provide ideal nutrition. The food tastes pretty good, too.

Vaccinations (-50 CP):
Demonitis is a bitch to deal with as a demon, and up until Merii cured Chiharu was infamous for its 100% fatality rate in humans. Fortunately, you won't have to worry about catching or spreading demonitis thanks to these handy dandy vaccinations. These provide you a complete immunity to all the diseases of this world, as well as to mundane diseases in future jumps.

Cosmetic Products (-100 CP):
Many different body types have special needs to maintain them. Skin needs moisturizer to be healthy, fur needs to be shampooed and conditioned, scales and

horns need polish, nails and claws need trimming… all these things and more are something that a Jumper needs to consider, both for whatever alt-forms they may have and for the unusual children that might find themselves in their care. Fortunately, this purchase provides you with a bag that answers all your needs. Just reach in while thinking of a cosmetic or body-care product (or something that reasonably should exist to care for the appearance of whoever you're trying to take care of) and the bag will provide. Specialized soaps for different skin and hair conditions, different kinds of brushes, makeup, facial paint… anything you could possibly need is available in this bag.

Doggy (-100 CP):
No, it isn't a real dog. Having a pet in the same house as a baby demon is just asking for a terrible accident. No, this is a stuffed toy of a Shiba Inu, named "Doggy". Babies and small children adore it, and it's a sure bet to become their favorite toy. It has the remarkable trait of being impossible to accidentally damage.

Smartphone (-100 CP):
A handy electronic device for accessing the internet, running various apps, and communicating with other people. It is indestructible, so unlike Lorem you don't have to worry about accidentally stabbing your finger through it. It doesn't require charge, and always has perfect connection. By default the home screen features an adorable picture of baby Gospel, but you can change it yourself if you want.

Baby Carrier (-100 CP):
You can't always use your arms to carry around your younger children. That's what this convenient harness is for. It easily fits on your front or back, and is guaranteed to provide a comfortable place for your kid to rest—regardless of their weight, your strength, or *their* strength, it is going to be comfy. Also, your kid is incapable of harming you while they are in the harness, and are guaranteed to be able to breathe so long as you are able to, so don't worry about your baby beating you with their tail or accidentally smothering your child in your breasts.

Permit (-100 CP):
Just like many a number of societal benefits are gated behind having citizenship, demons can run into problems if they don't have a permit stating that they're safe to participate in society. In the future such things won't be necessary, but so soon

after the end of the war, when so many people remember when demons would pillage human towns for supplies, it could be considered a necessary stopgap measure. Or perhaps it's simply an example of humans attempting to control demonkind.

Regardless, this is your permit, and it permits you to do a fair bit more than the demon's does. This permit is every sort of licensing and certification that you might need; it's an ID card, a driver's license, a license to practice medicine, a license to practice law… as long as it's something you're actually qualified to do in terms of skill and knowledge, you will have the law's backing permitting you to do it legally.

Electric Fan (-200 CP):
This powered fan will improve the air circulation throughout the entire building it is placed in, and will ensure that the whole place stays comfortably cool even in the hottest conditions, regardless of size or temperature. If placed outside, it just provides a 10-meter sphere of chilled air.

Toy Store (-200 CP):
This is the best toy store you could hope to visit. Not only does it provide excellent customer service, but it has copies in stock of every toy that exists in the setting, and the employees are familiar with all of them—if you broke a specific toy, they could help you find a perfect duplicate.

But for you, they have a special catalog that has every toy that has ever existed in any world you've been to. You still have to pay for them (either in their original currency or in the money used in your current world), but it provides access to toys that might otherwise be unavailable to you.

Despite the requirement that you pay to get their toys, they do still work for you and you receive a steady income from this business.

Shop for the Supernatural (-200 CP):
This is a business designed to cater towards nonhuman customers. Clothing that is meant to be worn even when you have wings or extra limbs, hats that account for horns, and shoes for unusual foot sizes. Cleaning supplies for people who produce special by-products or have different hygienic needs, and food for those with

special diets. Regardless of what jump you go to or how bizarre someone's physiology, this shop will have something useful for them. It somehow makes a steady profit, even in worlds without sophont non-humans.

Anti-Demon Bombs (-200 CP):
Resembling a black sphere with a ring around it, with 8 sharp points emerging from the orb, this was one of the few weapons that humanity had against demons before the creation of the Anti-Demonification Gas. When it senses the presence of demons, the points unfurl into fronds resembling a moth's antennae and it beeps, which signifies that it's about to explode. They're strong enough to kill ordinary demons, although someone on the level of Lorem would only be injured by one. They can be blocked from sensing demons by something as simple as a bag. In future jumps, you can toggle whether they react to demons alone, or any sort of magical energy. They will also have a switch to turn them off, although no one but you is able to flip it. You receive 2 bombs, which replenish at the end of each day.

Family Home (-400 CP):
Whether you live alone or have a family, you need a place to live. This house is perfectly suited to the lifestyle you live and the species you are; as a demon, doors will be larger to account for horn length and wings, both of which can get caught in normal doors, while chairs will have partially cut-away backs so your tail and wings don't get smooshed against the furniture. Furthermore, whenever you take another alt-form, this house changes its features and dimensions to account for it, always taking the form that would most comfortably house you.

If you have a family, the house will also take their needs into account regardless of their species or number—and that also considers stuff like fire-proofing the house for children with powers over flame. Although the outside never changes its appearance from that of an ordinary home, the inside will expand to have space for your entire family. Water and electricity are provided by jump fiat, and have nothing to do with where the house is located. Your utilities will never break down or require maintenance.

It has curious spatial-warping features, too; no matter how big you are, visitors will always be able to fit through the door, and no matter how large it grows due

to your family, it never takes more than a minute to travel between even the most distant rooms of the house.

Anti-Demonification Weapon (-400 CP):
This is like a smoke grenade, but emits Anti-Demonification Gas instead of smoke—the upgraded version of the stuff, based on Zeke's poison. It shuts down a demon's ability to use their Gate and Ability Expression Organs, completely preventing them from using their supernatural powers or transforming, and further weakens demons to the point that they could be fought by humans on an even standing. In future worlds, this gas will shut down any living being's ability to use supernatural powers of any sort, and will stay in effect for about an hour after exposure, although the gas itself dissipates at the speed you'd expect of a smoke bomb. You are unaffected by the Anti-Demonification Weapon, and constant exposure will gradually see people develop an immunity to it over the course of years.

You get one grenade, and it replenishes each night.

Demon Stone (-400 CP):
A special type of mineral, kept on a chain to use as a necklace. Normal Anti-Demonification Gas only shuts down the Gate Organ; however, Demon Stone maintains a connection to the same alternate universe that the Gate Organ does, and can provide a flow of energy for a demon to use instead of, or in addition to, their Gate Organ. This allows them to demonify and use their powers even in the face of the A.D. Gas, and without the gas will amplify their powers. You can eat a Demon Stone to temporarily gain a significant boost in strength.

In future worlds, this becomes far more versatile; it will allow you to use any supernatural powers you possess even in the face of effects that would neutralize or cancel them, such as an antimagic field; outside of such effects, having this on your person will also empower you.

Obscene Amounts of Money (-600 CP):
You're rich. Really rich. Rich enough that you could casually purchase entire islands for a vacation without making a significant impact in your funds. Your stupidly vast amount of money replenishes at the start of every jump. Somehow,

your spending of this wealth never seems to dent the economy unless you're deliberately trying to affect it.

Special Administration Region (-600 CP):
Consisting of 5 residential buildings, a park, and a host of facilities to help with medical needs, education, and anything else that might be necessary to integrate into society, this is your own personal Special Administration Region. People in this region pick up new material faster and seem to grow as people at a greater rate. It's easier to learn to be less destructive, to lose bad habits, and to find ways to resolve conflicts other than violence.

The medical facilities have all the equipment needed to care for anyone, regardless of physiology (or lack thereof), and the attached school provides lessons in absolutely any subject that exists in any jump you've been to, suitable for people of all ages. The staff all count as followers, and are completely loyal to you.

Self-Autonomous Zone (-600 CP):
The S.A.Z. consists of a single, ramshackle city, full of mostly-destitute demons. You receive a duplicate of this city, with your own population of demons. Hopefully you can do something to improve their living situation, because at the moment life here is awful. However, every last person here accepts you as their leader, and are loyal to you above all else.

Companions

Jumper's Family (-50 CP):
The world is a lonely thing to confront on your own. Why not take someone with you? You are able to import an existing companion into this world, or create a new one. Regardless, they can freely pick their race and background, and receive 600 CP with which to make purchases in this document. You must pay 50 CP per companion you're bringing in, or get a set of 8 for 200 CP.

Canon Companion (Free):
If you find yourself getting attached to any of the characters of this world, you may bring any of them with you on your journey that you like, as long as you can convince them to come with you. Just keep in mind that some people will be entirely unwilling to come along unless certain other people are going to join you as well—you'll never see Lorem or Zeke leave behind Gospel, for instance.

Martial Artist (Free):
In a few years, martial arts competitions between demons are going to catch on as a new sport. This demon already figured out that it would be a big hit, and has been diligently training in preparation for the day they'd step into the ring in front of the cameras. Unfortunately, while they're an excellent martial artist and have a powerful ability to control sound, their shyness is a barrier they've thus far been unable to overcome.

Billionaire Philanthropist (Free):
This eccentric human has lately taken up the cause of demon rights, but not at home—no, their attention has turned to those nations still at war that haven't taken the first steps on the road to coexistence. They've funneled billions into funding peacekeeping organizations in an attempt to put a stop to the conflict, although to limited success thus far. Do note that that's billions in terms of yen, not dollars.

Ethical Researcher (Free):
As humans became increasingly desperate to win the war against the demons, their scientists began to walk down terrible paths. Experimenting on living demons, sometimes even children, vivisection, and other terrible acts. Once, this human was a head of a department researching demon physiology, but was

eventually ordered to perform acts they couldn't countenance doing to a living being, and quit in protest. But that just meant that their successor was the one to agree, and to this day they wonder if they might have been able to stop it if they hadn't acted so rashly. Thanks to connections in the field, they have an excellent understanding of just what was done to the demon test subjects, and they are haunted by this knowledge.

C.A.T.T. Escapee (Free):
This demon was once one of those demons captured and experimented on by C.A.T.T., an anti-demonic terrorism organization. In the process of developing weapons to use against demons, they experimented upon many demons—and because younger demons were easier to get a hold of than older demons due to how many were abandoned, many of these test subjects were children. They were one of those children, who only managed to escape because they hid the full details of what their special ability could do for years. They're currently on the down-low, afraid to move into the S.A.Z. because they suspected that C.A.T.T. wanted to invade it, but too scared of humans to do more than scavenge their trash at the edges of town.

Drawbacks

If you want to make your time in this world more difficult, you can take drawbacks for extra CP. As always, drawbacks are removed at the end of the jump.

Jiku? Sieg? Zeke? (0 CP):
This story has been through a few different translators, and some characters and places have had a few different names. You can freely decide what the "true" names of the characters are now. Want Crown to be called Clown? Here you go.

A Mother That Interprets Compliments That Her Son Never Said (+50 CP):
You tend to interpret other people's words in a way that makes it seem like they complimented you for something. This can range from just reinterpreting what they said in a favorable way to outright mishearing them.

"How much do you weigh now?" (+50 CP):
People seem to keep commenting on your weight, and you can't help but be sensitive about it. No matter how fit you are or how carefully you diet, people will continue to make such comments. For an additional **+50 CP**, you are actually overweight, significantly so (although not quite obese… yet). No amount of exercise or dieting will get rid of your weight.

"Are you bragging?" (+100 CP):
It seems as though everyone in this world is gorgeous—more so than you, at least. No matter how attractive you are, in this world you're at best a 5/10, on a good day. Most other people are rendered better looking than you.

Target of Mockery (+100 CP):
Something about your body is different, and it attracts mockery from others. As a demon, you might have a tiny tail, or you could have asymmetrical horns. As a human, you might have a funny nose, or be prematurely balding. The point is, people are going to make fun of you a lot.

"Lizette is going to change her name instead." (+100 CP):
You are no longer known by your original name. Instead, you have changed your name to something easier for a baby to pronounce. Both you and other people are incapable of referring to you by any other name.

Prideful Pinocchio (+100 CP):
You aren't quite Pinocchio; it isn't lying that makes your nose grow, but other people's praise. When you hear someone speak favorably of you, your nose grows… but it also grows if they speak well of anyone that you're responsible for, such as your child. Praise for your child will make your nose grow just as much as praise of you, although it will fade away after a few minutes. Fortunately, people just overlook this little idiosyncrasy.

Getting Pricked (+100 CP):
Horns are sharp, and you're going to become uncomfortably familiar with this fact over the course of your stay. You keep getting jabbed by the horns of demons. It won't necessarily make you bleed every time, but they're going to be pointy and it's going to hurt every time, no matter how tough you are.

"W…W…W…What do I do, he just said 'Mama'!" (+100 CP):
It's just so cute, your heart can't take it anymore! Cute things make your eyes start to fill with tears. And there are a lot of awfully cute things in this world.

Creepy Cute (+100 CP):
Eliza's a sweetheart, but damn if she isn't creepy. That's something you share with her now; something about you is just off-putting to others. Maybe your appearance, your tone of voice, or something else, but you seem a little creepy to other people, and it's hard for them to be comfortable around you. Fortunately, this isn't a permanent thing—if you can show people that you mean no harm and are a nice person, people can get used to you and grow to appreciate you for who you are—but it will make positive first impressions more difficult.

I'm Living for the Sake of This Child (+100 CP): [Incompatible with **Underaged**]
Congratulations on becoming a parent, Jumper! Maybe it's your biological baby, or maybe they're adopted—it doesn't really matter. The point is, you have a newborn baby to take care of now, and if they die before the jump ends, your chain is over. If they are kidnapped or enslaved, and outside of your authority by the time the jump ends, the chain is over.

There seems to be a small problem with bringing them into your Cosmic Warehouse—that is, they can't enter it at all. By default, they are a human child of

a sex of your choosing. As a small blessing, they will be immune to sudden infant death syndrome. You can bring them along with you as a companion once the jump is over.

Demon Troubles (+100 CP):
The child you're responsible for is no longer a human, but a demon. Not only are demons stronger and more of a handful to raise, but when young there is a strong tendency among younger demons to accidentally use their abilities and accidentally demonify, which can cause trouble and break things. Your child has a decently useful power that will come in after they turn 1 year old, when it's weak enough that they're unlikely to severely hurt themselves with it and have time to grow accustomed to it by the time it potentially becomes dangerous.

What Defenses? (+100 CP):
Any perks or abilities that you possess that might give you an immunity to your child's special power will no longer function when it comes to their ability.

Power Overwhelming (+200 CP):
Your demon child has an especially strong special ability. This is a problem because the majority of demon children with strong powers kill themselves with it, or kill their parents. Powers can activate on accident, and a child has no control over this event; what's more, their bodies have not yet built up a resistance to their own ability. While the fully-grown Lorem is basically immune to fire, when she was a child she nearly burnt herself to death several times, only saved due to the healing prowess of Merii. Fortunately, due to the abilities coming in early, with careful planning you may be able to avoid the need for such healing.

Painful Powers (+200 CP):
Your demon child's powers will come in at between 5 and 6 years old. Their bodies will be unprepared to handle the power, and their abilities will be much stronger than they would be if they came in earlier in life. They are almost certainly going to severely injure

themselves at least once, and if they have **Power Overwhelming**, they will most likely die unless you intervene to save them.

Double or Nothing (+100 CP):
It turns out that it isn't a single child that you're watching over, but twins. On one hand, that's extra cute. On the other, you now have to keep care of twice as many kids and ensure that they live for the entire jump. You may take this drawback multiple times, adding an additional child each time. But be careful—the more children you have to take care of, the more chances of disaster happening.

Undisciplined (+100 CP):
You just can't handle your child's sad expressions. You have a very hard time applying discipline to your child, and will let them get away with things that very much deserve to be punished.

No Firsts (+100 CP):
Their first word. Their first time saying your name. Their first steps. Their first birthday. Their first day at school. There are so many important moments when you're raising a child that become precious and important memories to a parent. But you're going to miss all of them—you will always be away or be busy when one of these important firsts happen to your kid, and will have to rely on people telling you what happened second-hand… if anyone was around to see it in the first place.

Missing Milestones (+300 CP):
There are certain milestones in a child's development that are important for them. Unfortunately, your child isn't going to experience a couple of them until 10 years pass; they cannot form sounds into words, and they cannot walk. They can still make noises, and still crawl, but talking and walking are out of their reach until this jump is complete.

Halted Development (+200 CP):
Growing up is an important part of being a child, but it's not something your kid will know until the jump is over. They are physically and mentally stuck as an infant—they will spend the next 10 years without ever developing further than a one-month-old baby.

A Father's Duty (+300 CP):
Zeke wanted nothing more than to be there for Lorem and Gospel, but with humanity being more zealous about registering demons, and Gospel's potential immunity to the A.D. Gas making him a sure target for C.A.T.T., he was forced to leave his family and rejoin C.A.T.T. in order to ensure that attention was taken away from his family, that they could live in peace. Perhaps similar circumstances have befallen you, or maybe something else; but for the next 10 years, you cannot get close to your child. Hopefully you have a companion to raise them for you.

My Son is so Cute, I Just Can't Help Myself (+100 CP):
When you observe something especially cute, you are overcome with an irresistible urge to throw or break something. You might hurl a table, or smash a chair. You don't feel the urge to hurt the adorable thing you saw; you just need to bash something to vent out the overwhelming emotions bubbling up inside you.

Alphabet Agency (+100 CP): [Incompatible with **Underaged**]
You have a job with a government agency of some sort, and will be required to keep your job for the duration of the jump. If you ever lose your job, you have two months to find a new job working for the government before you fail the jump. For an additional **+200 CP**, the agency you're working for is C.A.T.T., and you're probably secretly trying to stir up trouble between humans and demons in order for C.A.T.T. to remain relevant in times of peace… even if you don't know that's what you're being used to do.

Lorem's House Mystery #1 (+200 CP):
When you leave your stuff lying anywhere except in their designated location, it will disappear in ten minutes. It doesn't matter if they're CP-backed or not, your items are going to disappear into the ether if you don't either put them back where they're supposed to be, or check on them regularly. You get your stuff back at the end of the jump.

Baby Trauma (+200 CP):
You are really, really good at scaring small children. So good that you do it on accident, without ever trying. You could give a child a lifelong phobia this way.

Hematophage (+200 CP):
Lizette is a vampiric sort of demon, and now you share these properties with her. You are vulnerable to sunlight; it won't kill you, but it is very painful. Furthermore, your body is incapable of digesting non-fluids, and your diet consists almost entirely of blood—specifically, human blood. Behind your primary teeth you have a second row of serrated, porous, razor-edged teeth designed to tear open arteries and absorb the blood within. If you purchased **Ethically-Sourced Food**, you are incapable of opening the refrigerator.

Money Illiterate (+200 CP):
You do not understand the value of money. You will sell things for way less than their actual value, be willing to buy things for way more than they're worth, and will make spontaneous, foolish expenditures. This will ensure that you rarely have more money than you need to live, even if you purchased **Obscene Amounts of Money**.

Wild Child (+200 CP):
You have memories of a childhood living in the wild. You might have had parents once, but if so, they abandoned you around the age of 5. You've lived on your own since then, scavenging or stealing food where you can. You're under-educated and have no skills or knowledge dependent upon higher learning. If taken with **Underaged**, you will be left in the wilderness once you turn 5.

I, Jumper, Have Jumped to a Conclusion (+200 CP):
Like Dolores, you have a bad tendency to assume to the worst and jump to conclusions. Your sister is working under a boss? They *must* be manipulating and exploiting her somehow. Someone admires your sister? They *must* be perving on her. Your sister has been missing for years? She *must* be suffering terribly (although who could blame Dolores for thinking the last, considering that the last she saw of Teresa was her being sold into slavery?).

Wetting the Bed (+200 CP):
Like Lizette, you still wet the bed. Considering that you (probably) aren't an eight-year-old child, this could very well cause you significant problems in your social life.

Technological Idiot (+200 CP):
You just don't get this new-fangled technology. You can use simple things like lights easily enough, although a stove and microwave are a little tricky, but something like a smartphone? You will require extensive tutoring to be able to make even simple and straightforward usage of such tools, and will need to be separately educated again for each new gadget you want to use.

Underaged (+300 CP):
You don't enter this world as an adult or teen, but as a newborn child. You retain your consciousness and awareness and have an immunity to S.I.D.S., but your control over your body is reduced to that of a child. Furthermore, your perks and powers from all sources (including this jump, except for perks from The Baby perkline) are reduced in potency to be appropriate to what a baby could accomplish. They will grow with you as time passes, but will never reach their full potency in this jump.

By default, you have an average family of your species (although if you are a drop-in, you may instead be raised by an adoptive family). If you're a demon, this drawback is worth an additional **+100 CP** because you'll have to deal with your demonic abilities going out of control once you awaken to them. Unless you accidentally maim one of your family members, you have the guarantee that they won't abandon you for having a strong power.

Any time or age manipulation powers you possess will fail to function; the only way to grow up is for time to pass in the jump.

"I haven't slept properly in ages…" (+300 CP):
Have you ever been around an infant before? If you have, then you must be aware of their sleep schedules… or to be more precise, their lack of one. You, like many new parents, now suffer from a lack of sleep. You tire easily, generally feel exhausted, and can have difficulties focusing on complicated tasks. No amount of sleep seems to actually help with this.

The Sound of Silence (+300 CP):
When the demon idol Valentine realized that her singing was forcing demons to demonify, she volunteered to have surgery to remove her vocal cords. Fortunately, an alternative was found for her… but not for you. You are incapable of speaking,

and any form of telepathic communication you may possess is no longer able to convey words.

Violence Makes the World Go Round (+300 CP):
Your first tendency is to find destructive or violent resolutions to problems in your life. If you needed to find a specific toy in a toy store, you might threaten the owner instead of just asking for help; if you think someone's spying on you, you knock him out and THEN ask what he's doing. Need food? It's easier to just raid the village than try to buy something. You can train yourself to behave in a more civilized manner, but it will be an uphill battle.

Anti-Jumper Weapon (+300 CP):
C.A.T.T. has heard of your powers, and made sure to do as much preliminary research on you as they could before you arrived. They have adjusted the Anti-Demonification Gas to also neutralize your perks and powers, and a **Demon Stone** won't be enough to keep your abilities working despite the gas.

Wanted (+300 CP):
It would be very unlike C.A.T.T. to give up on the potential advantage of having a Jumper to study. You are now a wanted individual, with a bounty on your head to be taken in, dead or alive. They can still study your corpse if need be. The bounty is large enough to tempt any bounty hunter out there. The rest of the government believes you to be some sort of terrorist, and will take appropriate measures to capture or kill you should the opportunity arise.

> **Test Subject (+200 CP)**: [Requires **Anti-Jumper Weapon**]
> Oh, you're still wanted, and you still have the bounty on you, but that's so C.A.T.T. can hide that they've already obtained you. You begin the jump in C.A.T.T. custody, a research subject that will be extensively and tortuously tested. There are many graves of demons who went through such an experience; you are not guaranteed to survive.

Parasomniac Power Incontinence (+400 CP): [Incompatible with **Inferior**]
It's a common thing for demons to partially demonify during their sleep, and children often use their power while they're sleeping. You never grew out of that, and now it applies to all your abilities. It won't be every night, and they'll only

activate at their lowest level, but bedtime is a lot more troublesome for you now. And if you had some ability that let you go without sleep, it no longer functions.

You have a fiat-backed guarantee that none of your sleeping power activations will be more dangerous than is needed to destroy a house, so you don't have to worry about accidentally sinking the nation into the ocean or anything like that.

Inferior (+400 CP): [Incompatible with **Parasomniac Power Incontinence**] "Inferior" demons are those demons who both lack wings, and lack any sort of special ability. They are strongly prejudiced against, to the point that a parent might sell their own child into slavery if they turned out to be so useless. Now you, too, are "inferior". You have no access to any of your perks or powers from previous jumps, and if you are a demon, you similarly have no access to the **Demonify** or **Demonic Ability** perks for the duration of this jump.

Finale

Your time in this world has come to a conclusion, and it is time for you to make a choice. Do you

Stay Here?
Go Home?
Move On?

Notes

Changelog:

- Version 1.0
    - Spelling and grammar corrections
    - Created The Baby origin and associated perks
    - Created Underaged drawback
- Version 0.5
    - Created jump