

Ah! My Goddess

By Anon the Anonymous

The Information Age has begun to swing fully in this world and you've arrived just as Keiichi Morisato proposes, unknowingly, to the Norn Belldandy.

This is a modern world but in the background there are forces greater moving Heaven and Hell's plans forwards.

Heaven is one of the two divine factions in the series. It is where the three main goddesses and several other characters reside. It contains, Yggdrasil, the heavenly computer system that maintains reality, with the Gods and Goddesses acting as its programmers, system administrators, and debuggers. Yggdrasil works with the Goddess Relief Office by notifying the goddesses such as Belldandy working at the office of people whose fortune and misfortune is out of balance given their actions such as fortitude in facing misfortune, kindness in sympathizing with others.

Heaven is also the home of the Almighty One, sometimes also goes by Tyr or Kami-Sama, who reigns over the gods and goddesses and they must give to his command.

Hell, or Niflheim, is the realm of the demons and where Hild rules but currently it is being ruled by Hagall, which has most Gods and Goddesses wondering where the Queen of Hell could be right now. So far there hasn't been any souls, human or otherwise, in active torment. Hell is simply another Realm of reality, part of the system that controls the fortunes of mortals.

There are various structures around including a large spire which is presumably the seat of the Daimakaichō's power. Niflheim has a sister-system of the Yggdrasil systems and uses it to tip the balance of Misfortune and fortune to the former side and in this way keep the world and everything in it working.

Almighty then intro over!

Here's **1000 CP** as per the usual agreement.

Since, you are my Jumper I'll be sending you into this world, Kami and Hild have been informed of your situation and notified that they're to be good hosts... or else.

Though if you want to go into the world where two high end reality warpers have full control over you and everything around you without my personal protection.... That sounds like a lot of FUN too! Should you chose this route you may find yourself under review from the Reality Warping system for the massive amounts of Fortune you have from being my Jumper. However, I know some of my Jumpers are Hardcore like that you don't need to take it, though all the nifty stuff I may have given you over the years doesn't even exist in their silly little computer game so they can't just turn off your powers or anything like that, but they can sense your fortune and thus create great misfortune on an equal scale to however fortunate you've been on the Chain.

By the way for you guys who met L-Chan back in Slayers.

If a Jumper wants to change their Gender as they enter this world they may of course do so for 50 CP. As for age well roll 1d8 and add it to 18!

As for your location? Well you can start anywhere on planet Earth, though depending on your Perks you may need to head elsewhere at points. Make it fun Jumper!

Origins:

Drop-In:

You are you. Brought here to this world by an outsider.

Your very existence is unique, and probably playing marry hell with the system the big players of this great game have in place.

Provisional God(dess):

You've decided to help uphold the Tyr side of the Divine War. For this you've been given provisional license as a God(dess) of Tyr's faction. This grants you access to magic formed by Yggdrasil.

A being of total good doesn't exist, not even in this warm fluffy world. Remember this.

Provisional Demon:

You've decided to help uphold the Hild side of the Divine War. For this you've been given provisional license as a God(dess) of Hild's factions. This, of course, grants access to the system of magic formed by Nidhogg.

Born of a wish for companionship a being of selfishness is not a being of Sin.

Earth Spirit:

You have decided to help the world and ignore the Divine War. Earth needs its guardians and as you tend to it I do have a question for you. Oh, never mind.

If Earth Spirits are the natives of Earth who are suppose to uphold the rights of the world, then would Gods and Demons not just be beings from another world invading and claiming their own strength. Using their mighty systems Yggdrasil and Nidhogg to manipulate the reality they now have claim over. What a shame no one can figure this out. Idle thoughts.

Perks

Origin specific Perks are discounted except for the 100 CP Perks, which are Free for that origin.

Jumper: Third Class, Category One, Limited Provisional (Free)

This is your license Jumper. This world uses a sort of classification system that is somewhat like a parody of the Japanese engine licensing system. Gods usually introduce themselves with their name, class, category, and whether they're limited/unlimited. For you this is a method to get across just who/what you are to other very quickly as well as an additional layer of legal professionalism to other beings on the level of Gods and Demons from this world.

In addition, this License can be used to limit your power to about one-third its maximum controlled output, so you don't blow a tree to smithereens if you happen to get a little steamed about something. This feature provisional, meaning you can switch it on or off at will.

This is not a physical object more a title you can carry with you that beings of a certain level can see is true when you admit to it or reveal it truthfully.

Jumper Category Two License (50)

A slight update to your license that will allow even those below the level of local godhood to acknowledge your status as a certified being from another world.

The Emperor's New Clothes (50)

Like the Divine Factions you can create clothes 'from thin air' which look like impossible articles that have little to no substance. Weirdly enough these clothes are not only very real but they are also weirdly resistant to damage, and seem to regenerate from the damage they do take over time.

Drop-in

Normal Everyday University Student (100)

Who just seems so plain but manages to pull through for so many others. You've got the luck of a man able to glide through life. In summery, like Mr. Morisato after he met with Belldandy you bear a small amount of fortune which helps you get around small matters. Things like getting places on time seem to usually just seem to work out and you can manage a windfall once or twice a month to sustain you, but this is simply luck and it can't change traffic or anything like that. Don't expect miracles! In addition to this quirk you also have entry level skill in just about everything that you'd need to become an average working stiff in Japan, in any occupation at all.

My Eyes Have Been Opened (200)

You have a funny trait. When others see in you something that they lack they have a tendency to not get green eyed with jealousy, but to double and sometimes even triple down on their own training. A monk could be inspired to pilgrimage through a few magic tricks and a song, a demoness could be convinced to go easy on you after a reminder of what true friendship looks like, and more. This effects most all of your abilities and can be switched on or off at will.

Angel, Not Former-Demon (400)

Angels are the balancing factor between Demons and (God)desses. Demons naturally have more power and obey fewer restrictions, thus the Angels are employed to equal the playing field. Angels are heavenly symbiotic creatures which when paired with a being with great love for others, such as those of a God or Goddess, allow the being to preform more powerful and complex actions without breaking limiters or harming others.

Humans usually cannot host such spirits without a large amount of love from Gods or Goddesses, however there is a pair of exceptions to this rule. The first is the human known as Keiichi who carried enough 'love from Goddesses' that he was able to bear an Angel. The other was demon

familiar which can be purified and then housed within even a human body, performing on the same level as a Angel for their host, allowing a mere human to perform powerful and complex actions like magic, the original example of this exception is the being known as Die Wespe der Blauen Lanze (German: The Wasp of the Blue Lance) who was able to latch onto a Goddess, a Human, and a Demon throughout it's life.

Like Keiichi you bear a special ability to use powers or beings without meeting normally inflatable prerequisites like 'be a God(dess)', and bear a being of unique origins like Blue Lance.

This being is like a new, very special friend! The most understanding existence in the universe... a mirror reflecting your inner soul. Like that unique existence you bear a purified demon familiar within yourself and using it's existence you could even fight on par with a Earth Spirit of the Second Class, Goddess of the Second Class or even the Demons of Hell's Third Class (Unlimited). No longer a demon familiar, this is your Angel. It sustains itself on your emotions and mystic energies, and in return you have greater control over those things in addition to access to it's own strong magical ability.

Should you already have an extension to your soul such as a Fighting Spirit, Appetite Demon, Stand, or Fetch Soul then you may import them in as your Angel.

Missing Time (600)

You are crazy lucky. Lucky enough you can teach a endangered species of 5-D beings how to call out for their fellows, on accident. So lucky that you might have three goddesses, sisters at that, fall in love with you. Never will you have to worry about dying without giving your everything, nor will you have to worry about a death like choking out on dumplings or something silly like that. Your one in seven billion chance character able to turn even impossible events into merely an event that, whilst Herculean and risking failure, has a chance of becoming realized. Nothing is without risk, but with this chance is firmly on your side.

In addition to this frankly insane luck you also have a skill at talking to beings much stronger than even yourself. Beings that shouldn't even care about your words and normally wouldn't be inclined to care about your existence will give you the time of day and take a few moments to contemplate your side of the story. Just like Keiichi you are the kind of person who could talk down the Queen of Hell from a bad idea and only get admonished for not being politer.

Provisional God(dess)

Heavenly Voice (100)

You have an amazingly clear crisp voice able to sing with the very best of idols. In addition, you're able to, in an instant, speak at what some would consider insanely high speeds with no loss of coherence. A four sentence long feather fall spell to save a person already falling towards the earth from a story up should be around the speed you start at but with practice you can even go farther. This grants a solid voice and high speed speech, not magic, just in case you got confused there.

The Future Foundation (200)

Like a certain childish Goddess you've got a strange ability to utilize futuristic devices as easily as breathing, a mind that could crush every genius in the Information Age is yours. AI controlled robots, expanding a storage space through using machines to warp the local space-time, fitting what amounts to hammer space full of dozens if not hundreds of missiles and weapons to a human sized robot, being inhumanly good with programming and computer manipulation in general are all things that you do as easily as breathing. Like the Norn of the Future herself you have the keen ability to take technology of the Information Age and push it firmly eight or nine hundred years forward.

A Pure Soul (400)

Your soul is a strange thing. Evil and corruption simply slide right off and even your 'Evil'

doubles won't do anything worse than jaywalking without having to be possessed or actively being commanded by the Queen of Hell herself. This makes it nigh impossible for the forces of Hell to get a foothold upon your soul the only evil deeds you'll ever commit will be those you knowingly choose to do, though even those won't mark you the way that others would be marked. Possession outright doesn't work on you any longer, to often comical results like the possessor becoming purfied, and you can craft actual Good Luck Charms with simple things like paper, a small bag, and some thread.

In addition to this ineffable soul you also hold a serenity that could match the greatest human priests, a calm empathy and sense of emense love for all things which matches Belldandy's own, and an immense magical power able to outmatch even a Second Class Unlimited Goddess.

God(ess) of War: First Class, Category Two, Unlimited (600)

You are one of maybe two beings like yourself. Strong enough to fight the Demons of Hell of equivalent level one-on-one... well in truth it's three-to-one. You're a god(dess) with the strange ability to host and hold two Angels within your soul. This allows you to have strength far above the norm and thus grants you the title of God(dess) of War, a title only given to those who are able to fight the forces of Hell on their own so fiercely that should the Queen of Hell herself battle you it would necessitate releasing one of her dozens of limiters, a significant occasion as normally Hild could take on all three Norns (Two Goddesses of the First Class and one of the Second Class) without doing so.

With this you have a foundation in all Earthly forms of battle, are immune to the rigors of combat fatigue and PTSD. Magical skill could be said to be your secondary skill but thankfully with the pair of angels at your side it could also be said that your control over magical energies is perfect, allowing you to use half the magic that anyone else would in magic.

Should you already have an extension to your soul such as a Fighting Spirit, Appetite Demon, Stand, or Fetch Soul then you may import them in as your Angels.

Provisional Demon

The Queen's Due (100)

You've got a great eye for deals, law, loopholes, and generally everything needed to be a stable minor demon, or maybe a world-class lawyer. In addition to this suite of skills you also have simply amazing natural good looks. Everything from your hair to your cloths seem to be in pretty good order even if someone were to straight up dunked you in water. Doesn't require one to be female, of course.

Curses, Demon Familiars, and Shopping?! (200)

You can do an awful lot with your power. To list a few things you could easily pull off at the drop of a hat youe can fly, shrink, project yourself into other people's dreams, possess others, and curse people (turning them into objects), conjure the Winds of Pain and Agony. You can craft Demon Familiars, beings that hold a shard of your own power and can work independent of yourself, they're not as strong as Angel but they're useful when you need to be in more places or have little time.

In addition to this you have a line of communication to a undisclosed Demon Realm representative who is more that willing to sell you various items of evil to use in your nefarious plots. The items are usually a match for the local's high end magical/mundane arms and equipment, topping out at buying city cursing items for truly mind boggling amounts of favors. Do note that the Demon Realm only trades in favors, money is not something they're invested in, but the skill of Jumper is too tempting to not try to get on side.

Foundation of the Sin Known as Equality: Install Doublet System (400)

The Doublet System is the hostage exchange between the gods and the demons. Basically, with the battle between the gods and the demons over the balance of fortune and misfortune, battles can get very heated and it can be very tempting to kill off their opponents. However, since it seems that gods

and demons don't procreate very often, neither can afford any loss in headcount.

Thus was born the Doublet System. Basically, when a demon and a god(dess) are young, they meet in one room and link their souls. Their memories are then erased. The purpose behind this is that randomness of the system makes it risky to kill an enemy, since you might kill someone of your own.

You too can instate a system identical to this one so as to solve long running wars or enforce a status quo on others. Third parties won't set off the Doublet system, do note.

However, this system can only put into place if the leaders of the various factions involved approved. After all, according to Hild, she only accepted this system for the sake of her daughter, Urd, who chose to be a Goddess. Thankfully, you are skilled at mediation and can be considered one of the very best at aiding in the negotiations of multiple factions to a peaceful resolution.

Overlord of Terror: First Class, Category Two, Limited (600)

There exists a virus able to turn the entire earthly realms in which humanity resides into a realm of Demons, the end goal of the Demons of Hell. You are a prototype being that can easily match two or three God(dess) of the First Class on equal footing but your true power is found not in your ability to do battle, but in your skill at the creation of a specialized type of Demonic Familiar Egg, which when ingested by a human will turn them into Demons directly subservient to you.

The amount of spiritual and magical energies necessary to form these Egg will rise with their power. You can also bestow abilities that you can already grant/train/instill into others already, up to half your own ability in those traits, as part of a 'Signing Bonus' .

Regardless of your current form, those you contract with will gain the typical traits of demons from this setting. If you should possess similar attributes, they will instead gain the appropriate traits at a level equivalent to half of what you possess. These Demons have their own Classes and restriction based system and a First Class Demon produced by this method can be up to around half as strong as you personally are, with lower Classes gain the relevant traits at a level appropriate for their Class scaled in this way. Should a normal human average be an upgrade to these levels of power/ability then that is the absolute rock bottom this power will go.

Production of Demonic Familiar Eggs can exhausting and weakens spiritual and magical energies in direct proportion to the Class of the Demon produced; a First Class Demon would reduce ones energies by half for days or even months, as if the maximum amount of energies had been lowered during this cool-down period, while a Third Class Demon could easily be mass produced in the hundreds for the same amount of energy spent.

In comparison to the program that was later created that could convert all of Earth in a single instant this power was sat to the side, but as a Demon you stand head and shoulders above most of your fellows.

Earth Spirit

Chu on This (100)

You are capable of becoming a mouse sized being, and sometimes just outright a mouse, so as to infiltrate places. This ability can extend to friends and you can have a lot of fun being mouse sized, though other than reforming back to your original size and shape your abilities are all scaled down enormously by this ability. Still it's nice to be small and easily overlooked sometimes.

Respect the Land (200)

Properties that you control and maintain gain a benefit as they become sources of power. Each property in question can supply a modest amount of magical energy, enough to fill a Third Class Earth Spirits reserves in under a day without just one. With many properties you have to help maintain the land, protecting the inhabitants and maintaining the property as per a good landowner, however this doesn't necessitate that you alone do this duty.

Whilst an Earth Spirit has no Yggdrasil or Nidhogg access they can tap into the Earth Power Lines and perform feats of magical prowess roughly equal to their Classification among God(desse)s though without outside aid a Earth Spirit can't match a Demon of the same Class. This power is usually not as elegant as the feats performed by the Divine Factions, as many of the more technical parts of a God or Demon's magics is through their access to the systems that they use, but more likely to be displays of sheer potent elemental fury. Shields of light, crushing waves darkness, forcing bugs to infest the target, and bolts of lightning are very common whilst complex manipulation over one's fortune are the exception.

Developing Power Lines (400)

Earth Lines are the very core of a Earth Spirit's power; also known as Dragon Streams, Earth Power Veins, Leylines, and Life Streams these are the natural flows of the world's core energy, called Earth energy but it's nearly indistinguishable with magical and spiritual energy, the very source of a Earth Spirit's power and the connection they have with the world. Whilst it is true that most Earth Lines are immobile and new ones don't appear, without the intervention of a powerful Earth Spirit, God, or Demon you thankfully are a strong enough spirit to do so.

You're roughly equal to a God(dess) of the Second Class in raw power and able to move existing lines around to be more in tune with urbane developments or even produce new lines, though such an act would be hugely draining upon you, on the level of spiritually and magically draining yourself completely in one go to be exact.

These Earth Lines can be tapped into by Earth Spirits like yourself, or maybe if your nice and grant permission a few others could gain some benefits of these mystic lines of power, but only an Earth Spirit could use the power found in the Earth Lines to its full potential and non Earth Spirits will find the power on par with a diminished Third Class Earth Spirit.

Legendary Guardian of the World (600)

Like the legendary being Morgan Le Fay you have become grander than many other Earth Spirits. Aesthetically this is shown in your form taking a more 'mythical' look, including and up to growing fairy wings in Morgan's case, and your power being elevated to the level of a First Class Earth Spirit able to fight Gods and Demons of the same level through sheer magical might. Oddly enough your new state seems to be a very good 'lockpick' for seals and mystic bindings, allowing you to break into very mystically secure locations far more easily than anyone has any right to.

In addition to the immense personal power you have gained from this new state you can now elevate simple beings up to the level of Third Class Earth Spirits through a form of contract. The contracted are bound to a singular location with a functioning Earth Line and must act as landholders of the property in question, but in exchange they will be able to gain all the benefits of being a Earth Spirit.

Items and Properties

Origin specific items and properties are discounted except for the 100 CP, which are Free for that origin.

Good/Bad Luck Charms (50)

Little silk bags with prayers held withing, papier-mache dolls designed to look like a 6th monk known as Bodhidharma, white beckoning cats, carp shaped streamers, and strings of a thousand origami cranes that actually are good for your luck. You have an entire temples worth of good luck charms in a closet that seems to be huge, in point of fact you can't see the walls from your starting point, off to the side of your Warehouse entry. It also has a small trapdoor that leads to a similar room full to the brim with all the fetishes and materials to make either a very heavy metal band or an occultist drool with envy, watch out though this stuff is cloaked in bad luck.

'Limiters' (50)

Jewelry that can adorn your body and act, when you wish, as a suppressor for your spiritual, magical, and physical might. A single ring could suppress a city killing energy to levels merely crushing the local buildings, a few more could lock away most of the supernatural powers of even the might of a First Class of any type down to the level of merely being an extremely talented magic user. The limiters here come in a easily transportable box and instead of growing in number as your power grows they grow in aesthetics, value, and complexity. There can be up to the maximum on twelve rings, ten toe rings, four bracers, four bracelets, six bangles, fourteen hair adornments, two hanging earrings, six ear studs/clips, a choker or an amulet. No matter how strange it would seem to be walking around with that much jewelry it never seems like 'too much'.

Each piece of jewelry can seal off approximately a large amount of your power, down to approximately the level of a Third Class Earth Spirit when all fifty-nine pieces of the set are adorned.

Equipment (50)

Bombs filled with sacred energies, love potions able to heighten the libido, anti-demon drones with built in good luck ammo, and more can be found her in a motley box marked 'Skuld' but that's got a stroke through it and under that is written 'Urd' which itself has a red slash through it and below THAT is 'Jumper: Slightly Used'.

Exorcism Kit (50)

A full kit with all the books and charms necessary for a person to begin their life as an Exorcist through the Nekomi Institute of Technology correspondence course. Granted you'd have to be a venerable everyman like Normal Everyday University Student to do more than simply summon uncontrolled evil spirits and maybe a demon guardian or two on accident. Seriously, is the a correspondence course with Hell? With this though you'll have just enough ability to start using System commands, though of WHICH is System seems to be up in the air, and perhaps more.

Drop-In:

Motorhead (100)

You've gotten a taste for the oil and gasoline? Then this is for you! It's a simple shop that runs in every Jump you'll ever go to working on your payroll and doing the very best job. Not only is it good for business but the local punks and outcasts of the communities will find a haven in your employ fairly easily.

Temple Residence (200)

A truly strange temple that seems to have both Shinto and Buddhist traits and can act as your home, should you wish it. The grounds are pretty impressive for the local standard, enough rooms to

easily house a solid half-dozen people without ever having to worry about bumping shoulders unless you go looking for others.

The grounds themselves are considered holy and are protected by a spirited robot... guardian sent over by that kind elementary school girl. Its main weapons seem to be firing good luck charms, missiles, and being magnificently well built.

Shinden (400)

The Kyūshū J7W1 Shinden (Magnificent Lightning Bolt) was a Pusher aircraft design devised by the Japanese Navy at the end of WWII, in the hopes that a short range, high speed, high altitude interceptor might be able to fend off the increasing US bombing raids over Japanese cities.

With its 30mm cannons and a proposed Jet turbine upgrade (being reviewed here, rather obliquely), it might have made a formidable fighter, but – much as in the West – the Shinden was too little, too late. As a consequence, and with so many ‘might have been’ ideas, the Shinden has come to represent something of an aviation dream.

That dream has been awakened within this plane and whilst most mundane weapons wouldn't even threaten a God(dess) of even the weakest sort this plane is able to mount a recognizable fight, some little girl even came by and awakened this plane Holy Spirit, making it need no fuel whatsoever, added on hundreds of really futuristic weapons and upgrades and in general gave the entire damn thing a tune up from nine hundred years in the future. You may import other vehicles into this so as to grant its form and benefits to them, they'll even transform back and forth to your will.

Mímisbrunnr (600)

A vassal of wisdom able to hold a minuscule measure of the Ultimate Force, driving factor that holds together the Yggdrasil and Nidhoggr. This system is like those two in miniature, a massive supercomputer which functions 'as magic' by fundamentally altering the various functions of the Universal Superstring, allowing you, as the Administrator, to generate a 'Magic System' and 'Jumper Subordinate' Licenses, granting them to Companions so that they gain abilities somewhat like those given over to the Divine Factions of this world, thus granting similar themed powers to those observed in this world with a maximum limit of First Class Unlimited matching your own power. In addition, once per jump, you can draw on the power of every soul tied to Mímisbrunnr, drawing on their combined strength to reach past even beyond your own limits.

Provisional God(dess)

Beautiful Impossibilities (100)

Flowing gossamer outfits straight outta fantasy, because these things are impossible to actually be crafted. An walk-in closet full of God(dess) grade outfits which are as beautiful as they are physics defying. Divine clothes are neat and aesthetically pleasing as well as cool when warm, warm when cool, and absolute hell to tear.

Divine Weapon (200)

A weapon able to stand to the various rigors of combat is one that can and will be necessary in the Divine War. These weapons store themselves as a piece of jewelry, also can act as one of your limiters, and are completely invincible to harm. In addition to their use as simple combat weapons they also act as perfect magical foci for casting any number of spells, taking the place of any other catalyst needed below the level of vehicular sized necessities. You may import a weapon if you wish.

Heavenly Branch Office (400)

You run a branch office with a bunch of God(dess) Third Classes of the Earthly Assistance Agency or the Goddess Relief Hotline. With this office you have a little slice of Heaven, quite literally,

upon which your Branch Office sits in it's own dimensional space. From here the God(dess)s are able to grant minor wishes to people whose Fortune is out of balance with their Misfortune. Wishes granted must not kill anyone, make anyone fall in love, and bring people back from the dead, in general be a wish that creates misfortune for others (Not their Specialty as it were), nor wishes for other wishes.

Yggdrasil Loom Remote Access Node (600)

Whilst root access is nigh impossible outside of Heaven this Loom is like a Laptop with internet access and the Yggdrasil's systems are the internet. It works fairly well, though with the slow speeds you wouldn't be able to do much beyond accessing and editing world data, changes to the weather, flow of fortune, and even the execution of the Gungnir System which could completely delete a First Class God(dess) from existence, though the Gungnir is only authorized to fire a total of once per jump and whilst it can't be dodged, it moves along too many dimensional axis to allow for any shift in 'position' to throw it off, it can be blocked, though a First Class God might end up giving his life to do so.

Provisional Demon

Sinful Immorality (100)

Demonic attire leaves little to the mind, but covers more than enough to leave a mortal guessing. This strange systems of bared skin verses upholding a mystique is one of the most dangerous weapons that a Demon may have on hand. Delightfully these kinds of clothes are cool in the heat and warm during chilly times and come in a number of jaw dropping outfits. A closet in your Warehouse will be full to brim with some serious black magic.

Coffin (200)

No really, it's a coffin. A massive classical coffin down over in sandalwood and bronze. Nice. In addition to being a really weirdly good sleep this also has a feature that most don't really appreciate. If you are defeated but not immediately slain within a few seconds you'll vanish from your venue of defeat and appear within the Coffin safely tucked away wherever you set it up.

The (Under)ground Floor (400)

An arcade within which you have a small R&D team of lesser demons working for you. These lesser demons aren't even worthy of a classification outright but they do craft pretty good kit for you. Everything from a lamp which seals those whose lips touch it to what amounts to massive bombs of concentrated bad luck can be figured out with this team. Basically if it can be done with Demonic Magic it can be replicated on a more personal level through this team, and then they can even mass produce it.

Nidhogg Remote Access Node (600)

The original Nidhogg system isn't something that one can lug around so most Demons rely upon System calls and the strength of their own voice but thankfully the system of the Nidhogg is set up with newbies in mind. Which may seem a little odd but when taking the Lord of Terror and Ultimate Destruction Program starts to make a heck of a lot more sense. Anyway these systems can be accessed, with your permission, but nearly anyone, though anyone that isn't a Demon proper will have to lean heavily one the system to do all of the streamlined system management with anything close to even a lesser demons level.

Thankfully, the truly potent ability that the Nidhogg has been build around is that of the creation and maintenance of Contracts. With this system in place distribution is able to given over to the masses fairly easily... for a price.

Earth Spirit

Crystal Ball (100)

An interesting item. This Fortune tellers tool is actually really one of the best divination tools in the world. Able to even create visions for the completely clueless and if nothing else it has cable TV!

'Haunted' Apartment Building (200)

A strong leyline under this building makes this place not only your domain but also a source of incredible power. Guardianship of this place is yours and the building itself seems to act almost as an additional part of your body.

You may import a previous property you own if you wish for it to gain these unique properties.

Ratatoskr (400)

In truth this is a spell more than an item, though it is attached to a statue of a squirrel doing a beckoning gesture. With this item you can activate a spell that will slowly 'awaken' subordinate Nature Spirits, animal beings with intelligent equal to a modern humans own, though their nature as animals makes their outlooks wholly alien to the those of the human race, and power on par with a Third Class Demonic Familiar. These beings will slowly accumulate under your lead until there are dozens of these lesser beings for every Earth Line you have access to. Whilst they are not able to take on a member of the Divine Faction's First Class, even in their great numbers, they can be used as nearly perfect messengers, they move through the Earth Lines themselves and are nearly impossible to trace reliably, and gate guardians.

Gaia (600)

First Mother, the systems by which all Earth Spirit command the elementary building blocks of the world can be found in this sea of life which steams below the feet of those who dwell upon the Earth's surface. This is a system of leylines and advanced systems by which hundreds of Earth Spirits could individually be supported but for now it is all yours, a massive worlds worth of energies and permissions compressed into a small green seed and then set into an amulet, this seed can be 'planted' in a world once every ten years and with time the entire world will gain it's own Gaia system, complete with Earth Spirits, and permissions for every element of that world will copy themselves upon the master copy of Gaia in the amulet. With the permissions you gain access to you can convert one sort of element into a completely different kind, or for greater cost conjure the element raw from the world itself.

Companions:

One Full House (500)

Import any number of companions in with 400 CP to spend. May chose any background they wish. If you don't have enough companions to fill even the ordinary eight then you may create original characters with this option as well.

For 50 CP you can import one companion at a time if the cost is a bit much for you.

Schrodinger's Whale (50)

A five dimensional being has taken up occupancy of your Warehouse and follows you around. Likes to sing and generally hang out with you to help you unwind. Every now and again it'll take you to the 5-D World which is infinitely bigger than infinitely big space, strange place. Doesn't seem to have any powerful abilities.

The Beast of Caerbannog (50)

This is a fully vaccinated system bug, which mainly looks like a rabbit with eight legs. This thing isn't very hearty but there always seem to be more nearby, and its ability to do damage is actually quite outstanding. These critters are System Bugs and whilst they're fragile they have the ability to deal damage on a level most people don't understand. They're also incredibly domesticated and serve as a loyal pet, watch out though as they can tear a normal humans head off if they're startled into a fight.

The beast may, if you so wish, instead be a set of wolves modeled after Fenrir instead.

An Invitation to Another World (100)

You can invite canon characters onto the chain with this, though they've gotta accept. Tyr and Hild both have forwarded their rejections though. Beings of the Divine Factions are always Limited, though there are ways around this of course.

Scenarios (Companions May take Scenarios):

Child of Ash and Elm (Requires Drop-In)

In this iteration of the world one Keiichi Morisato didn't call up the Goddess Belldandy, nor did he meet her during a chance encounter during his youth. It was instead you who called a one of the Norns (Your choice I'll not judge.) to grant you a wish which has led you to living with a Goddess at your side. Of course there are hurdles to get over. Your life seems to attract the supernatural like flies to honey, your love-life is almost totally stagnant as any attempt to bring up anything but pure love leaves you facing down the Ultimate Force gently moving you back to the 'right' path, and your physical libido has common points with a trunk of wood.

Your life is a mirror to the madness that Keiichi Morisato goes through, though things do differ if you chose a different Norn. Urd and Skuld would be completely heart broken by the 'curse' upon you and have had her Administrator position in Yggdrasil revoked when they attempt to break it, leading to the chaos of your life actually as half of the best debugging team in Yggdrasil has been grounded, and being upfront about the way things are between the two of you. Belldandy has absolute faith in both you and her father, the one who has instated the reality warping chastity belt that you've come upon and will just follow 'God's Will' to its completion.

Should you make it through through your endeavors you will reach great highs and see great lows, you will have two choices. Walk through the Gate of Judgment and take the Norn with Tyr's permission onto the chain should you love one another enough, or have all memory of her erased from your mind, only visiting those wistful memories in tragic dreams that you'll never quite recall. With either choice you'll be given Mímisbrunnr as a gift as well as access to the extra-dimensional space in which the Gate of Judgment is kept, so you always remember the purity of your love or understand that the two of you will walk separate paths evermore.

Should you fail to capture the love of the one you've brought to your side you will not be able to bring them with you and their memories of you will be erased.

Don't these folks seem a bit erase happy here?

Retaking Vanahiem (Requires Provisional God(dess))

Heaven is not the original world of the Gods and Goddesses. This is a little known fact but the beings of Heaven have been pushed out of their original dimension by the mysterious Aesir whose severed Vanahiem's Universal Superstring with their monstrous weapon Surtr which burned away all data that remained of the universe that Heaven's host fled. However, with the advent of the Ultimate Destruction Program a radical faction has come to a startling conclusion. Should the UDP and the Lord of Terror be reprogrammed and turned into a security backdoor then the only remaining part of Vanahiem, a Divine Weapon left behind by the Goddess Freyr in the possession of Surtr, could be used to reconstruct the universe they were forced to leave behind.

This undertaking is not to be taken without forethought and with Earth running the risk of becoming collateral to the powers of the Lord of Terror and the UDP many Gods and Goddesses are against the action completely, the risk being deemed too great.

Should you succeed you'll be granted a Yggdrasil Loom Remote Access Node upgraded with its closer access allowing you to preform greater magic than before, to the point that any other Reality Warping effect which functions upon you can be resisted to the point of rendering such effects impotent at best and at worst lessened, and the ability to visit the recompiled Vanahiem for six months after every Jump. Failure could mean that Surtr will be attracted to Heaven, Earth and Hell. Thus it will set about cutting down these new worlds that the Gods have made.

The Helhiem Option (Requires Provisional Demon)

The taking of Earth directly is impossible with the Doublet System and Gods preventing things on that side, but there is another option tendered by the Demons. A rogue faction of Gods has made its way to a small, out of the way, world known as Helhiem. These beings have no love for others and their

Misfortune is so grand in scale that Nidhogg has no hold over the world at all. Should a cunning Demon manage to create a way to negotiate with this third party a new faction could be created, but the land of Helhiem is inhospitable to beings like Demons and Gods, leaving the beings who live in it for extended time weakened greatly. Upon this land beings like spirits of misfortune and gram, a wolf being able to slowly overwhelm even Goddesses of the First Class, can be found in great numbers born of the strange land itself.

Should you manage to create this third party and uplift it to the point that they can come to the Divine Factions as an equal most likely by completing their own research into the Naglfar system which would allow them to command and transport all the beings of Helhiem through to Earth instantly and thus have a serious bargaining chip. Then surely the Daimakaichō would grant you a boon!

In truth there is a such thing as being too successful in this case, going too far will allow the beings of Helhiem enough leeway to gain some things from the Heaven that would allow them to no longer need you, but should you achieve just enough of a victory not only will you gain a Nidhogg Remote Access Node to take with on your journey but you'll also gain access to the Naglfar system you helped create, allowing you to command the dead by installing spirits of misfortune into corpses and summon natural born 'minor' demons by the horde, as well as acting as an instant transport for even hordes numbering in the millions. The weight of an entire dead world could kill countries or even more should the full power of the Naglfar be felt.

Raising Iðavölfr (Requires Earth Spirit)

To the Divine Factions she is a tool of last resort. A sentient being and literally the sole gate that the Divine Factions can use for traveling between these worlds and the ultimate safe-haven of last resort. On Earth, she looks like a young girl, with a simple mind and impressionable thoughts. To keep this tool of last resort locked away was seen as overly cruel so the Divine Factions agreed upon allowing a third party, you, to raise Iðavölfr as long as you do not turn her against them should they need it.

Iðavölfr is a being much like Gate in that she is able to open doors between Worlds. She also is a potent girl locked under dozens of limiters to the level of a Third Class, but she's been said to hide the same grade of power found in the Norns. Just upholding this bargain can make you important enough for the Earth to endow you with Ratatoskr but completing it allows you to take this young girl with you as well as rewards you with Gaia.

Drawbacks (Maximum of 600):

Get SLAMED! (+100)

It not that you have a drinking problem, really! You just happen to have the exact same effects happen when you eat or drink things you like. Immunities be damned.

Mini-Jumper Adventures (+100)

You are approximately the size and scale of a mouse with scaled down powers and you've gotta help out your old friend Gan-Chan, whom is a rat of near human intelligence, through his hard times. You'll be going through the Jump with this happening once or twice a week.

Queen Bitch (+100)

You've been summoned by and work as the servant of one Sayoko Mishima, as per the contracts of a Jumper you must do your sworn duty and protect this woman, which depending on certain choices in her near future may actually be a bit of a job or a minor annoyance. Thankfully, she was trained to take advice from wiser folk so whilst she may be a huge tryhard she'll ease off, most of the time, at your, persistent, advisement.

Your Feelings, My Foot (+200)

Like some folks in this world you have a high opinion of yourself. This is exacerbated massively when it comes to things you came up with and create. Unfortunately, fate seems to conspire to make your life difficult and every time someone points out all the negatives of your stuff, which they will do with a sort of cruel amusement, you'll find yourself breaking down emotionally.

Too Innocent (+200)

Like Belldandy you, for reasons unknown, have lost almost all ability to recognize stuff of he modern era in more than a passing manner. You understand that you have a student ID but don't really recognize it's significance unless you're reminded, technology beyond the surface level are oddities to you, and stuff like this just keeps happening. Even worse people keep taking advantage of this innocence at the worst possible times.

King Cash (+200)

Toshiyuki Aoshima is a rich playboy with an attitude problem. The problem with that is that you're going to be stuck with him for a while. To be exact the wish was... "I wish you to be a woman who is faithful to only me and doesn't care about my dalliances." Geeze what a piece of work.

Anyway you're female now, faithful, though not in love, with an absolute playboy and you don't mind his other women. This doesn't mean you have to whore yourself out to him, faithful as a bodyguard is just as faithful as a wife in this case. Women everywhere are going to feel sorry for you and young know-nothing girls are going to be burning up with envy, both of these reactions are going to get under your skin.

Buggy System (+300)

Skuld and Urd, for some dumb ass reason, have been relieved of duty and the Yggdrasil system is starting to bug out. At first this won't really matter to you, but as the wild power of wishes begins to be given more and more ... direct translations you'll start noting that things are sliding off the rails with a quickness. If that weren't enough you'll have to deal with monsters, known as Bugs, which can only be defeated by magic or direct Yggdrasil manipulations which cause even more bugs. If this weren't enough the Doublet System has fallen through without the system tending to it and Hell is split on what to do about that.

Hagall, Greatest Daimakaichō (+300)

You've caught the eye of a Demon, Jumper. And out of all of Hell you managed to get the chick who, alongside some other Demons, managed to bind and lock Hild herself in a cage for a while during a planned Coup. Hagall Demon, First Class, Category One, Unlimited is a specialist whose forward planning skills, hypnotism powers, outright mind control, and with powerful enough magic to take on the Norns as a group all at once. She's smart, grandiose, and finds you, no matter your origins, to be the perfect pet.

Her powers *do* work on you so be warned. If you are her pet at the end of all this then you are 'choosing' to go and you'll take Hagall with you.

Ragnarok, Twilight of Gods (+600)

This is an inauspicious world you've arrived at. An end that will sunder all things is scheduled to come through here in about eight or nine years. Fenrir howls and unifies with the Ultimate Destruction Program to become the incarnation of the Lord of Terror on Earth. Surtr, an multidimensional threat able to sever the Universal Superstring marches on Earth, Heaven, Hell, and all other connected worlds. The foes from within and without the Divine Factions have suddenly become a lot more active and the Doublet System has been suspended.

Once Ragnarok begins in full it will be nigh-impossible to halt, so the best means of stopping this is to prevent it from happening, but a mysterious force seems to be enforcing this fate upon the very worlds. Figure out who or what is planning this, and who or what this faction is allied with, and stop them or face the Burning of the Nine Worlds.

Once you are done you may drop the Drawbacks you wish to lose and make the normal choices from the list.

Stay

Heading Out to the Next Jump

Returning Home

Notes:

Ah My Goddess is really rather confusing when you get into the nitty-gritty stuff. I've compiled a brief overview of some technical stuff here and this area will likely become a FAQ area of sorts later.

Q: What war?

A:

Currently the war between the Divine Factions has reached a stalemate, thanks mostly to the Doublet System being instated, and the big thing that Demons and God(dess)s do now is fight over the Human race, for reasons. The war has not stopped, merely changed.

Q: What's Class, Category, Limited/Unlimited?

A:

The class number reflects exactly how much power you have access to.

The category, or type, reflects the job of the goddess. A Category One would be a private license, and would most likely be involved in administering Yggdrasil or participating in private matters in Heaven. A Category Two is a commercial license, in which they make contact with human beings via agencies.

Restriction and without restriction (or limited versus unlimited) deals with how much of their power a goddess is permitted to use at any given time. So, Unlimited God(dess)s are allowed to use all of their resources at their will to do their job. However, a God(dess) is restricted, because s/he'll more often than not blow up a tree rather than doing her job. Also, a God(dess) that has little control over their power; would have the restriction there until s/he learns how to control their vast amounts of power.

Q: How does Yggdrasil and Nidhogg Work?

A:

Perhaps an analogy will help, picture an image on a TV screen. The universe not beings the screen itself, but the image (picture) being presented and that picture is made of little red, green and blue dots

Now, in a TV if you can control the electron stream, then you can make the image look like anything you want. That's what Yggdrasil and Nidhogg do. It controls the Universal Superstring just like the signal from the TV station tells the electron beam what picture to paint on the screen. Heaven and Hell, being in another universe outside the one Earth is in is like having a pair of companies who have their own TV Shows, you could think of the fight over Fortune-Misfortune (In the form of Wishes, or shares as it's called in the manga at points) to be kinda like a marketing battle between these two companies for more screen-time(Control?).

Q: How does magic work?

A:

Magic comes in two layers. The first layer which is done by every supernatural thing in the setting, which is just a higher denominational being manipulating the world through its own power and magic. Then there is the second layer that is preformed by the systems like Yggdrasil and Nidhogg which allows for outright reality-causality warping beyond the scope of normal magical abilities. In both forms the magic is heavily compared to programming and uses a 'hard' physics explanation of the Universal Superstring as its bases in reality.

Q: How strong are Gods-Demons-Earth Spirits?

A:

Shown feats for each of the Classifications have been given throughout the setting, and we have a firm understanding of what a Limited License, cut off from their supporting system, being is like.

Gods and Demons are pretty much on par with one another when a God has an Angel backing them. Earth Spirits are consistently weaker than the Divine Factions, but this has been shown to be more a factor of them having no support structure beyond their Earth Lines. There do seem to be some form of Hand-Shake Protocols in place in the local Reality though as Belldandy couldn't just run roughshod over even a Third Class Earth Spirit when it came to his Earth Line.

Third Class Gods, Demons, and Earth Spirits are able to warp the world using their magic up to the size of a building with little difficulty, simple things like manipulating loads of magical energy to force an entire temple grounds to regress out of a state of disrepair are of comparable skill difficulty as singing.

Second Class supernatural beings are capable of using their magic to do some fairly impressive stuff, but all the concrete stuff we know is that they are significantly stronger than the strongest Third Class and weaker than the weakest First Class.

First Class beings are terrifyingly powerful beings able to effect an entire island chain like Japan with their power if they aren't carefully under large restrictions and Limiters. Belldandy's powers can turn into a tornado able to rip apart a building as easily as you or I bump into a table when confused. Celestine was able to outright cause what seems to be a fusion based explosion through sheer magic.

Tyr and Hild as the creators of Yggdrasil and Nidhogg are exceptionally powerful, not even properly falling within the systems of Classification as we understand it. These two are stated to be high-omnipotent beings, whether this is true or not has never been (dis)proven, but evidence points to their power being far and above even the greatest First Class.

Q: What's stopping me from becoming invincible with 10-D Biology from being a God(dess), Demon, or Earth Spirit?

A:

Whilst theoretically the complete atomic destruction of your physical form *should* be akin to getting a paper cut to a 10-D Being evidence to the contrary has been shown. An emphasis on physical damage is taken to make sure that we know how bad off the condition of Demons and Gods is and thus we can equate that most of the normal limitations to a lifeform are still held within the physical forms of these beings, their other dimensional nature merely granting them innate magical ability above and beyond the level of anything shown by 4-D Beings like humans. Whilst they can be prepared for eventually being 'physically displaced' like Mara does with her Coffin, they can also be slain by magic, which is why the Doublet System is in place. Death seems to still be death in this case, but just like with many magic systems there seems to be a bit of a difference between death and total destruction of a being.

Q: Physics!? What the hell man!

A:

The above explanations should be enough for most part but for those of you who wanna get into the real grit of the world here

<http://img.4plebs.org/boards/tg/image/1505/82/1505823158926.pdf>