
high school
DxD

Welcome to earth, jumper. At first glance, this is pretty much a normal earth in the 21st century, if with some more beautiful people around. Well, that and mythological beings exist among humans, albeit in secret, waging wars between themselves while the average human is none the wiser. Yes, it is as you might be imagining. Turns out in this particular earth, all myths, legends, and pantheons are (or were) true to some extent. Gods, Youkai, Vampires, Mythical Heroes, Angels, Devils, Dragons, and many more have existed since times immemorial.

One would think that humans are terribly underwhelming compared to the magical creatures that appear in myths and legends, and that's generally right. However, humanity still has some cards on their side. Not only are they the most numerous of all races, but there are those capable of using magic, the descendants of past heroes that have inherited their traits, and the Sacred Gear users. Indeed, the Sacred Gears are the crowned gift given by the Judeo-Christian God to their favored children. Powerful and versatile artifacts that appear in humans and go from wielder to wielder after the last one perishes. Sadly, it can't be said to be solely for humans anymore.

To give a bit more of context, long ago the Judeo-Christian Pantheon got into a Great War between their God with his Angels, the Fallen Angels that had tasted sin, and the Devils born from Lucifer using Lilith. Despite the size of the dispute, it was relatively kept secret from other Pantheons and came to a close after the Judeo-Christian God, weakened from sealing Trihexa – the beast of the end – perished. Afterwards, the Pantheon would break itself into the Three Factions that would remain in cold war for years to come, while the Devils started a Civil War after losing their leaders, thinning their numbers, entering a new government, and needing the Peerage System, by using Evil Pieces that can convert individuals of other races into Devils, to try and repopulate their low numbers. Whilst the Seraphim Michael leads the Angels into a defensive state and tries to maintain the systems and goals their God left, with progressively less success. And the leader of the Fallen Angels, Azazel, manages the Grigory while researching on the side.

Not like things are any less volatile nowadays, the numerous Pantheons are divided, Gods are being Gods, the Khaos Brigade is being led by Ophis (who wants to take the Dimensional Gap from the Great Red, the strongest being in the world), Devils are far from free of inner turmoil despite the power of their new leaders, Angels are facing a crisis without their God, and humanity, still at large ignorant of the truth. The perfect stage for you, isn't it?

You will start in Kuoh, a year before Issei enters high school, way before he stumbles upon the supernatural world, becomes a Devil and uses his Sacred Gear to be the centerpiece of many events. It's your choice to let things progress that way, intervene to stop tragedies, or just go your own way and deal with whoever messes with you. This won't be a boring decade anyway.

+1000cp

Race

Human (+400cp)
This should look familiar to you, shouldn't it? It's an ordinary, unremarkable human being. Two hands, two legs, and a subject of interest, or a resource to exploit in the eyes of many Factions. The vast majority of humans in this world are unaware of the supernatural world at large, and very few that are able to thrive without being born with a Sacred Gear or as part of a magical lineage. They are the only race who are naturally born with Sacred Gears and have no outlandish weaknesses outside their general mediocrity. In practice they're the bottom of the bottom in this world despite being seemingly the ones in charge and limited in possible growth paths.

Angel (200cp)
The holy warriors of God from Heaven, the Angels appear akin to humans, save for the ability to manifest their wings and a halo. They have similar innate abilities to their Devilish counterparts, along with a weakness against demonic weaponry meant to target or corrupt holiness. Angels receive powerful light-based attacks that smite the wicked and the infernal - something that's greatly effective against devils, youkai, and other 'evil' beings. Like any other, their power can grow with training. They're right now facing difficulty in increasing their numbers without God around, even if they're theoretically capable of breeding. As a side note, should they fall to sin or evil, they will become Fallen Angels…

Fallen (100cp)
Many years ago, Angels fell in love with humans and descended from Heaven to lay with them, falling to temptation and becoming unholy Fallen Angels in the process. Not quite Devils but not quite Angels, the Fallen hold a weakness to holy energies and have lost the halos of their loyal counterparts but keep their light-based weapons and attacks. Their wings also become blackened instead of the feather-white of their original selves. Despite being capable of increasing their numbers by reproducing or tempting Angels, they remain the smallest of the three factions.

Pure Blood Devil (300cp)
Devils are beings from the Underworld created by the Original Lucifer using the body of his wife Lilith in order to create a military force consisting of the 72 Pillars of High-Class Devil noble families, the Extra Demons, and the countless armies of Devil soldiers under them. Almost no one from those remains. Despite their long lifespan, their low fertility and multiple wars have waned their population something fierce, and the number of pureblooded devils is all-time low. Despite this, they are a powerful race with many natural advantages, an exclusive magic system based on imagination and inherited bloodline powers for every clan. They even have a passive ability called 'language', which allows others to hear their words in the idiom they're most familiar with and vice versa. You're a perfect example of this,

even of the weakness to light-based powers. As a pure-blood devil you can choose a canon house to be part of and share their characteristic bloodline power or make a new one on the level as them.

Reincarnated Devil (200cp/Variable)
The Evil Pieces worked wonders in what repopulating devilkin concerns, at least on paper. Reincarnated Devils are those that used to be of another race and then got transformed into Devils by taking one of the Evil Pieces (pawn, bishop, knight, rook, or queen) of their new King. As such, you retain the original abilities of your race, but also gain the characteristics of a devil, including lifespan, magic, language, wings, and weakness to holy stuff. While they start as 'Low Class Devils' with time and training they can become as well regarded and influential as any Pure Blood Devil. They are linked to their King however, which might be good or bad depending on who that is. By default, you're a reincarnated human, but you can pay the price of any other race, except God and Angel, to be your original one and keep their characteristics.

Valkyrie (200cp)
Originating from Asgard, the Valkyries are powerful beings who serve the deities of the Norse Pantheon and whose roles are equivalent to that of Angels, whereas they guide souls to the afterlife and protect the Norse gods from threat. It is composed of only female warriors. Half-Gods born in Asgard and trained to become Valkyries are here, although technically any female could learn and train to become one. They possess extraordinary magic prowess and are experts in the runic magic of the Norse Pantheon. They're very much into 'heroes'.

Vampire (300cp)
Looking like pale humans with doll-like faces, sharp fangs, and red eyes. Strong and resilient, their presence emits a cold aura that's felt from meters away. With immortal bodies, able to change appearance to their liking, able to control bats and insects to use them at will and can turn into a flock of bats or mist. They can manipulate darkness and shadows to various extents and even make something like peerage to increase their numbers by biting a person's neck under the full moon, causing said victim to become a vampire under their absolute rule. They possess bat wings that are similar to dragon wings and can even increase their power by drinking the blood of other beings. Vampires cannot be photographed as they do not show up in the photo and have many weaknesses you should already know about.

Dhampir (Free)
These are hybrids born of the union between Vampires and other species, usually humans. These types of Vampires have all basic Vampiric powers but are immune to their weaknesses such as the effects of sunlight. However, the vampiric powers they inherit are also somewhat weakened and because of how vampire society works, they're abused, shamed, and most of

the time not even thought of as real vampires. Still, they are daywalkers and that already is a bonus. By default, you're the spawn of a vampire and a human, but you can pay up the cost of another race to partially inherit their characteristics as your non-vampire parent.

Youkai (Free)
Creatures of the night, natural from asia, their powers and looks depend upon their specific species, Youkai have a plethora of different forms, ranging from the fox-like to the cat-eared Nekomata, or the big-headed nurarihyon. Each specific one has its ups and downs. However, most Youkai either possess a human-like form with animalistic accents or are capable to shapeshift to assume such a form. They're known for their youjustsu powers. Feel free to choose what specific type of youkai you want to be.

Monster (Free)
A dangerously broad category. Here are the creatures of western folklore such a as lamias, harpies, cerberus, birdmen, elves, dwarves, and so on. Their powers, talents, and culture vary between them, for example lamias and harpies are mostly composed of females, and it's known that elves and dark elves are attuned to magic. Much like with the previous option, you can freely choose what specific species you want to be, as long as it's a creature from western myths or legends.

Dragon (300/500/800)
Dragons are one of the staples and most iconic races in this world. Or at least they used to be. They aren't as numerous as they once were, but the remaining ones are all strong, and the ones sitting at the pinnacle of strength are also Dragons. Creatures that represent power itself, there's no one in the supernatural world that doesn't know about them. Utterly free and selfish, their purity of thought compels them to give their all in everything they do. Greedy, lustful, prideful, and so on, all dragons possess the famous Dragon Breath depending on their individual element, an 'Outrage Mode' that drastically increases their abilities fueled by rage and anger until either they or their enemies are dead, and a 'Dragon Aura' that's said to attract powerful allies and enemies, rivals and lovers. All dragons have a limitless lifespan, as a dragon doesn't age after reaching maturity and will only die if they are killed, which is extremely difficult without great power, or something attuned to Dragon-Slaying. Likewise, their magic affinity is the greatest out of all supernatural creatures.

You have three price options here, for ***300cp*** you can choose to become a 'mid-level' dragon, on the verge of becoming a high level one in raw power. For ***500cp*** you can become instead a dragon on par with the Five Dragon Kings or even surpassing them depending on your other choices. Finally, you can choose the ***800cp*** option to get as much raw power as the Heavenly Dragons in their prime, which should be enough to enter contest with the strongest beings in this world if you know what you're doing. In all cases,

you have the talent to match the strongest dragons if you apply yourself enough.

God (800cp)
Godhood, for many it's the pinnacle of things. All gods are extremely powerful, easily above satan-class devils, they're greatly proficient with magic, and you might design or choose one for yourself, on the same level as runes or devil magic. Said to be prone to easily getting jealous and tend to harbor grudges for eternity. They're so powerful they can only wield special weapons designed for their use. However, while they are longlived, with lifespans seemingly measured in millennia, Gods are not immortal, growing old and weakening in their later years. In a case where they are defeated, some Gods can be revived so long as there is a sufficient amount of human faith to do so. Mortals can also become gods by completing various tasks and obtaining divinity. You can choose to be a Buddha if you don't want to be a god, the same applies.

Hybrid (???cp)
Despite what some individuals say, hybrids between races are a somewhat uncommon but far from rare sight. Taking this option means paying for two races and end up as a mix between the two. Because you're paying for this, it also means that there won't be any loss in power or talent compared to a fully member of the race. It also makes so the powers inside of you are in complete harmony, even if you take something like Angel and Vampire as parents. However, this alone doesn't take care of the inherent weaknesses that you might end up inheriting.

Evie (1200cp)
A race of powerful mechanical lifeforms that are alien to this world at large, as they come from the ExE world where they are at eternal war with the Etoule. You start as a midranked one. Have in mind that Regalzeva, one of the higher ranked ones is capable of killing the Great Red without breaking a sweat. The leader of this groups is Melvazoa who possess the power to manipulate his existence as well as time itself. As a mechanical lifeform, how you look is up to you and whatever new technology or magitech you happen to get your hands on.

Etoule (1200cp)
A race of powerful spirit gods that are alien to this world at large, as they come from the ExE world where they are at eternal war with the Evies. You start as a mid-ranked one. In average, a bit more powerful than the Evies, and supported by the Pillar Gods with enough power to break through dimensions at will. The true extend of their might remain a mystery. Of course, feel free to choose your appearance with this as well.

Background

Transfer Student From Another World
The mystery man! You're alone, a traveler from worlds way beyond the dimensional gap. Starting in a hotel room paid for the week (has free breakfast), some papers for identification purposes and nothing more. As you may expect, you don't gain any new memories or connections to aid or hinder your journey, but you do get to be at high school age again, for free.

Bright Star Of The Opening Ceremony
A blessed child from birth. You were born in the higher-class of your race, a breed and true leader, showing your inherent talents and promising future from a young age. After receiving the best education possible, trained by the strongest to increase your base specs, and guided well in your race's powers by your family - you're now like a shinning start in the night sky. You have the money, connections, family ties, a characteristic power or magic linked to your noble family, and popularity among your peers. A young rising start in their way to success, you're a teenager somewhere between middle-school and college, a true diamond in the rough.

Dark Horse At The Inter-School
Sneering noises, muffled laughter, thinly veiled insults. That's all you can remember from your childhood. Born as an outcast, either form a poor family, or cast away from a higher one. Your education was from whatever was free to the public or that you could steal, your training regime was born in the most dangerous streets, and your connections lie in the underground's belly among other society outcasts. You're still young, between middle-school and college age, yet you have been tainted by the world already. But, what about it? At the end of the day the one that laughs last laughs the hardest, and that cackle is yours alone.

The Old Sport In The Teacher's Lounge (100cp)
Influential, but not strong. Intelligent, but not a genius. Old, but not ancient. You're in a very strange middle ground here. You're a relatively old creature, high-ranked in your faction, well regarded by peers, and admired by the younger generations. Perhaps you have been around from even before the Great War, as you were around for it. You are proficient in the powers of your race, as well as an incredible number of tricks you have learned over the years. In so far, you have always kept yourself in the shadows, a trickster and a side-character. But perhaps now its time for you to steal the spotlight.

Devious Ringer After School (200cp)
Power. That's all that matters in this world. You're powerful, atop of your faction, one of the strongest of your race. While some options here make you a new player, or someone with relative experience, this one makes you someone atop of it, already a master of your powers and abilities, as well as a veteran of the Great War or a similar conflict. Nowadays your expertise in

soft power shows up more, but the option of brute force is always there. You have mastered most of your powers, abilities, and skills – honed to a point they seem more like an artwork than a fighting style.

Eternal Rival At Clubroom
The rebel, the crazed revolutionary with more wits than anyone wants to admit. You aren't very old, or individually powerful… but you're well connected, and you have a gift to lead others. A few decades old, already, you're no highschooler, but you are neither an old man. Now, the game's afoot, either you change how this crazy world works or die trying. This world is sick to the very core and to make it better there's either your way or the highway, and between the will of the world and the will of your heart, you're sure your beating heart won't be losing.

Age & Gender

By default, your looks and age depend on your Background, and your gender remains the same as the last jump. For ***50cp*** however, feel free to choose any reasonable age you feel comfortable with. For some races this is merely how they look. Also, feel free to change your gender for the same price.

Affiliation

Independent
You work for no one, take orders from no one, and aren't shacked by anyone. The lack of close bonds could be your undoing, but perhaps the freedom gained from it is well worth it. Just remember, your back is wide open. Anyone can take this option for free.

Three Factions – Heaven (100cp)
Work of a dead God, the heaven talked about in the Judeo-Christian mythos, led by the Seraphims with Michael at the head, they're perhaps the best defended group in the Three Factions, and the most doomed one, given their almost inexistent new members and a system falling apart without the original god that made them. Choosing Heaven means having them back you up, but also having to conform to their norms and rules, even the restrictive ones. ***Free for Angels, Angel Hybrids, and humans as exorcists.***

Three Factions – Hell (200cp)
Created by Lucifer and Lilith, nowadays led by the New Satans with a more friendly stance on governance, Hell still remains a place for Devils and very inclined towards power, both individual and of lineages. At large, reincarnated devils, hybrids and low class ones aren't treated very well compared to the pure bloods from the remaining pillar houses, however, anyone can rank up in the social ladder by amassing contracts, strength, or proving themselves in rating games. Aside from the New Satans faction, there exist the Great King and Old Satan ones that you may choose instead if you want to. ***Free for Devils, Devil Hybrids and Reincarnated Devils***

Three Factions – Grigori (100cp)
Grigori is led by Azazel, one of the Cadres and first to fall from grace for his sins. They're relatively pacific and a decent portion of them are researchers rather than fighters, even if they hold the power to fight. The fallen associated with Grigori are perhaps the most spread out with others, having pacific relations with the Norse Pantheon and such. However, they lack the raw power of Devils and defensive unity of Angels. ***Fallen Angels, Fallen Hybrids, and humans can take this for free.***

Greatest Clan (200cp)
A bit of an exclusive club you see, it only allows for members of your same race. Much like the Tepes and Carmilla factions for the Vampires, or the West and East Youkais in Japan. You can freely choose any such aggrupation in canon or make up a new one as long as it fits for your chosen race. Because of the exclusivity, the racial power and magic system you share have been investigated and expanded to it's maximum potential, and countermeasures against your natural weaknesses have been devised. However, you have no external allies. ***Free for anyone that isn't a Hybrid of some sort***

Pantheons Beyond Time (300cp)
I hope you remember the sheer number of pantheons across mythology, legends, and folklore. From the famed Norse Pantheon, the troublesome Olympians, the elusive Tuatha Dé Danann, or the downright bizarre... thing that is the japanese godly realm. You're part of one of them now, which most likely include a weird amount of prophesies, strange rivals, whimsical sponsors, and unlikely allies. ***Free for Gods, all manners of demi-gods and God Hybrids***

Khaos Brigade
Known as a group of dangerous terrorists by those that know about them, the Khaos Brigade is formed of several cells, all of different races, creeds, beliefs, and powers – only united by their distaste of the direction the world is taking and their less-than praiseful methods on changing things. Because of their diverse cells, there's a weirdly good amount of opportunity to make connections, and despite their evil ways, they're still the first faction to straight up accept individuals of any background. ***Anyone can take this option for free.***

Hero Faction
To enter the Hero Faction are a few requirements. First, you must be human, second, you must possess a sacred gear or lineage of some sort, third, you must be loyal to the cause. What cause? To put the supernatural world in their place and remind them that humans are the rulers of the world for a reason. To be completely fair, only the first requirement is a must have, a good chunk of the rest here are just following the leaders or using the place to repay some grudge. Still, while they might be a group of terrorists playing onto the hands of higher powers, their initial beliefs aren't wrong. ***Free and exclusive for humans and human hybrids.***

Magic Society (100cp)
These organizations of magicians were brought by necessity, because of the weakness of human mages compared to many supernatural creatures lurking in the night. There are many famed organizations such as Rosenkreuzer, Grauzauberer, Golden Dawn – being part of one also means being able to access their resources, knowledge, and connections with several other factions, mainly devils. And even roguish groups like the Hexennacht can prove themselves useful. ***Free Humans, and human hybrids.***

New Waves
To hell with following the orders of some old cots or having to deal with petty politics. You will make your very own faction. With blackjack and booze! While the size, reach, and overall power depends on your background, the fact that you're the de-facto leader and head of this group remains constant. ***Free for all***

Advantages (Background)

Undiscounted

Bodacious (50cp)
Something you will notice right away is that everyone here, even those who are supernatural monsters look...pretty. Handsome, beautiful, badass, sexy, whatever - nobody here is plain to look at. And now, neither are you! You're likely the most attractive person in your entire class and turn a few heads when you walk down the hall. You can also choose to...ahem, emphasize certain assets of your choosing to look especially bodacious. You receive a free purchase of this, and it can be bought multiple times, though mind that people might stare or gawk a little too much after a certain point.

JUMPAI (50cp)
...you know what, sure. You have something you enjoy, Jumper. It can be a person, place, thing, or concept of your choosing. And when you single mindedly focus on this 'thing', you will receive both a small boost in determination and reduced stress. It can also create a placebo effect when you're trying to accomplish a task, though this doesn't guarantee success - it just helps you focus on approaching it.

Old Covenant (200cp)
Magic in this world uses mana, but how mana is actually refined into spells and what kind of system is used to control it fully depends on the race and species of the caster. Devils use imagination and sometimes their innate bloodlines, Vampire's magic is intertwined with shadows and blood, while humans copy other race's systems using mathematic formulae at the cost of being far weaker, and even Sacred Gear-based magic depends on willpower. While you have the capacity of using your own race's magic system, each purchase of this option will let you use the magic system of another race. Just to be clear, you won't be particularly good at it, and certainly won't be able to use something exclusive like bloodlines, but their general magic system will be open to you.

Harem King (300cp)
There's just something about you...it could be your looks, it could be your attitude, it could be the power of a perk bending the narrative in your favor. Whatever it is, people are drawn to you like flies to honey. Friends come to you as easily as breathing, and you will quickly come across attractive love interests from all walks of life who will become very interested in you. Intimately so. Better, if you can't settle for one, those newfound lovers who've had time to get to know each other will learn to share you, possibly even becoming united in their pursuit of your happiness. Even if you're not intrigued by any romantic benefits, pursuing these new links will quickly let you form a social circle dedicated to your well-being and happiness. While people won't drop their own goals and agendas for your sake, or react any differently to mistreatment, you will quickly become an irreplaceable part of the lives of others. You could easily form a club or lifelong friends this way...or a cult. Whatever floats your boat.

Transfer Student From Another World

My Life Is Alive (100cp)
Whether you're aware of the supernatural cold war between Heaven and Hell, the machinations of Khaos, or just that Issei kid constantly peeping around, none of that is any excuse to stop enjoying life! You will find that 'slice of life' activities, or even just any kind of training, is a lot more fun and relaxing for you. In addition, you will be given boundless enthusiasm you can tap into, which can function as hot-blooded determination or just a way to banish the terrible demon called Boredom. This isn't particularly special as a power, and your willpower doesn't increase that much - but there's something to be said about quality of life, right?

Süßes Blut (100cp)
Have you ever been told you smell really good? Well, get prepared because you're going to be hearing that a lot from now on. Really lots. Seems that as a side-effect of your arrival to this world, your body gained a very special constitution, it has become something similar to catnip for supernatural beings, those with superhuman senses, and even humans with particularly strong noses or magically inclined. For them it's like your body it's an ambrosia, attracting them like an addict would be attracted to the fix that gives the greatest high. It makes supernatural beings just so more agreeable when dealing with you in general, Devils offer you a spot in their peerage just to have you around, while nekomatas might just start sneaking into your bed to enjoy the smell, and vampires... your blood has acquired a sweet scent that would draw the undivided attention of any vampire in a three-miles-radius, not to mention a heavenly taste that would have the most prideful of them in their knees begging for a sip.

Dimension Calling (200cp)
Your nature is still somewhat alien to this world and as such, easily connected to planes beyond the boundary, passing the Dimensional Gap and wandering into unknown worlds. In practice this means that you could earn the attention of some godly beings from other worlds, or even call them to assist you if you have enough power (and favor with them). Under the right conditions, this could mean an extra option, a way to dominate any battlefield and defeat any enemies just by conjuring superior powers on your side. Sadly, while you're able to reach beyond the confines of the local universe, nothing ensures that you will meet or attract benevolent entities.

Hustle And Bustle (200cp)
Time to put your reputation into whole new heights, as now any deeds or actions that you take will become public knowledge and blown out of proportion - if you saved a man, you are called a great hero. If you slew a couple Devils, you are feared by many of their kin as though you were a holy avenger. Your reputation will snowball until you can barely live up to what they say about you - your foes will shake in terror at your name, and powerful allies will flock to your side. The power revolutionaries and leaders dream of. You can even 'ride' the tides of your reputation in battle, using it to make your opponents doubt

their superiority, or cause a stronger foe to stumble because he is uncertain if you're just toying with him. However, while you might never have PR problems again, there are quite a bit of people that would happily fight you regardless, so make sure you have some way to measure up to those expectations.

Origin Bullet (400cp)
Just how there are some differences between the appearance of the average human when compared to the more exotic and alluring Devils or Fallen Angels, there's a difference between the 'beautiful' elite of the supernatural world and you. It's a bit unfair to say, but it's like comparing a puddle of muddy water on a low-end city and the beautiful ocean. Your beauty is such that it breaks the conventional scales of attractiveness, could make angels fall just by blinking at them, and could potentially have entire Pantheons or Factions going to war just to take you on a date, much like the beauty possessed by Helen of Troy. On the same note, you can choose some 'assets' of you to emphasize even more. Drawing the undivided attention of even the most willful or hardened of veterans. Might be a bit dangerous if you're too weak.

Last Convergence Point (400cp)
There are many weapons, skills, abilities, bloodlines, sacred gears, and more in this world, and yet – you can rarely find those powers truly working together, merging into new strengths. Sure, you might find someone using different powers in tandem, perhaps even at the same time. But to truly have them become one, an even greater power that goes beyond common sense? That's rarer. It's the kind of ability that would allow Issei and Vali to achieve several different and greater heights by combining their Balance Breaker with their other advantages. Unlike them, you aren't being handheld by your Sacred Gear, but rather have the natural ability to combine several of your different advantages into a singular power that are several times exponentially increased in power. Matching them at will. Combining what would normally be separate sources of power, such as the power of an Evil Piece, a Sacred Gear, and a temporary spell could create a level of effect many times more effective that simply using them at the same time, perhaps even creating a whole new branch that you can work with. Synchronizing and forcefully harmonizing abilities that are opposite to each other is also possible if a bit draining until you get accustomed to it.

Rainbow-Dyed Melody (600cp)
A strange thing, in some ways similar to a Sacred Gear or even some bloodline…and yet so different from those. Something that goes beyond the norm, even for the standards of this place. Deep inside of you, lies the last fragment of a deceased God. Just a small thing, really, but one that can grow, adapt, one that has given you not only power, but authority and inheritance. It has fully integrated within you, and with time, you will be able to access all the powers that the dead God once had, if not evolving them into something both greater and more fitting of you. Furthermore, those tightly related to that God will quickly realize your nature and treat you accordingly, as their signature powers and abilities are accessible to you. You can choose any God that was deceased by the time you arrive in this world.

Bright Star Of The Opening Ceremony

Golden Spoon (100cp)
There's something to be said about nepotism or favoritism, but if there is, you're too busy enjoying the benefits to really care. Your bloodline or standing in the supernatural world is respected enough that you find you have more leeway in bending the rules of your faction - not only that, but hypocrisy or rule-breaking on your part is just flat-out ignored in terms of your respect and standing. As long as you don't blatantly betray or point a knife towards the heart of your faction at least. Whether from fear or awe, no one dares to speak out to you...and invoking the family's name will do wonders to shift an argument or a social situation in your favor.

Rolling Start (100cp)
Something you will notice right away is that everyone here, even those who are supernatural monsters look...pretty. Handsome, beautiful, badass, sexy, cute, whatever - nobody here that matters is plain to look at. To some extent that's because most beings with magic have some way to make themselves more attractive. We can't have you losing to them, right? Now you join the ranks of the beautiful and attractive, ensured to turn more than a few heads when walking around, and certified heartbreaker. No matter the 'type' of look you go for, be assured you possess the same amount of allure and charm as beings like Rias Gremory.

Five Golden Pigs (200cp)
Opportunity is all about being in the right place at the right time. Your luck lets you meet with interesting characters on a daily basis, find a handful of yen on the ground when you need spending money for lunch, and just happen to eavesdrop on a conversation about a hunt for a Sacred Gear held by one of your classmates when thinking of getting some power on your hands. In short, your luck helps you stumble onto resources and clues relevant to what you're after. Sure, you still must act on it, and you won't find items of great power just falling into your lap...but opportunities? Oh, yes. There will be lots of opportunities.

Family of Choice (200cp)
Whoever said it was hard to find good help these days obviously didn't know about you. When it comes down to recruiting you have an amount of luck that would make the very heavens jealous. Much like a certain Gremory devil or a notorious top-tier recruiter, you seem to stumble upon diamonds in the rough just when you want or need some. Talented and unique individuals drawn to you seemingly by fate. They will usually come predisposed to become loyal, by either having temperaments or goals that align with yours, afflicted by some trauma that makes them cling to the first one to be kind to them, being on the verge of death, and other similar circumstances that would allow you to quickly gain their trust and life-long loyalty.

Roar From Inside (400cp)
The flow of magic and inner power flows inside oneself like a river, because of that, many train to increase the pressure, while others just try to learn how to use what they have with the utmost efficiency. You as well, have learned a way to take advantage of this knowledge by gathering and compressing your inner powers to archive an attack or transformation. In your newly unlocked state you become several times stronger and able to access new abilities based on your lineage and abilities, much like Akeno's Fallen Angel mode, or Koneko's Shirone transformation. Of course, you can use this for a simple attack or technique that hit several times stronger than your usual hits.

Light Of The Room (400cp)
Your ability to empathize with and understand others has hit an almost mythical height - not only can you make friends out of enemies so long as you had common ground to stand on, but you can befriend beings far more powerful than yourself and even have them treat you like an equal. Calling them out on their behavior stings like it would from a close friend, instead of being a show of defiance from an inferior. You can also help others work through their issues and become much better people, changing a tragic villain into a hero with an incredible resolve...or vice-versa if you're a dubious sort. You're not a lone star in this world - you're the sort of person who makes the lives of others shine all the brighter.

Behold The Great One (600cp)
This is not just about surviving anymore; this is a death-or-victory situation. Your very presence seems to draw in the attention of higher powers and long-hidden conspiracies, and yet you seem to always gain some benefit from it. You can seamlessly place yourself into the role of 'protagonist', either overshadowing or working alongside any other such characters in a story - the plots waiting for a millennia-long fruition start moving and revolving around your life, and powerful figures work to recruit or mentor you for their own reasons. Finding yourself as the star or some prophecy, or the perfect fit to be at the center of a large-scale conflict. Always finding new power ups in case stronger enemies appear in your path. Regularly running into people and beings that will aid you in some way, and when you train or work towards a goal, you will find yourself brighter and quicker to learn, and events arrange themselves to be in line with your goals, even seemingly able to cheat death a few times, by being found by sympathetic individuals or powerful allies rescuing you in dire times. Even the nature of the world seems to align with your morality and goals. Let's just hope there's no twist at the end of your Saga.

Dark Horse At The Inter-School

Cards On The Table (100cp)
Everyone is talented for different things, even if you don't find great success in something, it doesn't mean that you can't obtain such in another venue. Understanding such reality has been the key for you to unlock the power to 'see' what people are naturally attuned or talented for, as well as what they could potentially become good at. Of course, including yourself. Now, you can be aware of what you and your allies are good for and how to make the most out of it. Similarly, when it comes down to it, you're not someone to avoid any resources or routes simply because of morals and can enter any kind of path to maximize your gains.

Unforgotten Nemesis (100cp)
Monster tamers are those that know how to bend the will of lesser monsters and even sentient ones, to make their bidding. Naturally, a powerful being telling a lesser one what to do is not what I'm talking about, but rather being a good hand at training less intelligent ones, such as Lamias, Yuki-onnas, and various other creatures, even when they are stronger than you in a direct fight. Perhaps with enough time and practice you will achieve the level of skill needed to bind powerful and intelligent creatures, such as Dragons, to you, but it will certainly require a lot of practice.

Skywritten Ashes (200cp)
Let's face it, you're probably barely a blip on the radar of this world, the unfavorite and the one that people think won't win in the end anyway. But your real strength isn't from having a unique trait or item, it's from being you. All that learning about other people and how they act has turned you into a steadfast friend and teammate. You can coordinate and bring together even the most volatile of personalities, turning a band of misfits into a force to be feared, and your charisma is strong enough to mediate inner clashes without violence. This does little for sworn enemies of any kind, or irreconcilable foes, but you'll find that your social prowess can do much, even lifting the weight of past sins off someone's back and granting a new purpose by your side. Even better, you will be recognized in these teams and groups as the glue holding it together, and those within it will respect you accordingly.

Lizard King (200cp)
A reptile determined to survive, that's what you are at your core. An escape artist, a warrior that lives to fight another day. Deadly situations where one is between the sword and the wall just don't seem to exist for you. Lethal attacks fail to strike your vitals, huge explosions only knock you back, large battles always have a way out for you, and a gigantic clash between supernatural forces just hurts instead of evaporating you whole. You're incredibly difficult to kill, as contrivances, fate, and luck are on your side, always giving you a way out of the fight – even if at the cost of some limb in the process. Just have in mind that against an enemy hellbent on killing you the power to have a way out will only buy you time.

Appointment With Death (400cp)
That basics of your way of fighting is attack before they attack you, hit faster and harder than anyone else, never receive a blow you can evade. A simple principle that became something more as you fought stronger and stronger enemies. Like an oily snake, you have learned to apply your slippery beyond the normal means, thus, you now can't be taken by surprise. Your instincts have been perfected and there's no being, no matter how stealthy or inconspicuous that can ever go past your guard, as your body reacts before they have even made their move. Furthermore, you can't be affected by curses or poisons either, as they're unable to take proper hold of you.

Endless Night Party (400cp)
It's finally your turn, your time to shine on the bright stage of the world. The wind is beginning to shift towards a new era. Never too late, as one can't be expected to rely on old relics or the innate power of old bloodlines or Sacred Gears to do everything. You have become a formless master, a student warrior with a staunch body and spirit. To put it in other ways, you're a genius, almost a savant when it comes to picking up fighting styles and mastering them with a little focus and time. Techniques are your game, where each practice, each fight, each hardship or even defeat does nothing but honing yourself even further and getting you closer to a perfected technique. Of course, this not only makes you the king of growth and turnaround in fighting, but in anything that can be said to be methodical or technique-based at its core.

Reverse Moon (600cp)
No one ever is born at its strongest, as there's always room for improvements. Even the Heavenly Dragons that threatened even the Three Factions were once just a pair of random dragons with a single power each, one they developed until it was capable of harming even Gods, and then started to evolve to have more, each of them more ridiculously powerful than the last one. Among the few capable of such a feat, lies your name. Just like how Draig and Albion went from fire and poison to piercing, reflection, boost, and divide. The powers you develop will depend on both your fighting style and the experience you accumulate during time; the only secure thing is that they will have the potential to be as overwhelming as the powers of the Heavenly Dragons and that there won't be an upper limit as to how many you can develop in your life.

Old Sport In The Teacher's Lounge

Sugar Craft (100cp)
Whether it's in a formal setting or just a relaxed hangout with friends of yours, you're the life of any social gathering. You're perfectly polite or informal when the moment calls for it, and you will find it easy to make new friends or engage in small talk. Likewise, having an excellent poker face, and being able to play the part of a dignified noble with ease...even if you're bleeding out terribly or are standing in front of an audience in nothing but your underwear; thus able to look confident and in control, even in moments of shame or stress.

The Secret Adversary (100cp)
Let's get real, you're not the strongest being around despite being one of the oldest in your group. That's just how it goes. Each man has his own battlefield to fight on, and you are more effective far from the direct battlefield. Management. Logistics, basic intelligence gathering, making sure your base of operations is functioning optimally...in short, you do all the busywork needed to keep an organization, a squad, or even a whole damn faction by yourself. You may not be particularly skilled in addressing emotional problems or a lack of teamwork for them all, but you will quickly understand when there is a problem and the nature of said issue, as well as getting a good idea of how to solve it. With you running this ship, no messy misunderstandings or logistical issues will arise. And you can be sure to always produce results in a timely manner.

Becoming Whole (200cp)
People like you happen to always have the right contacts for anything. Even if you're in a new location or world, it doesn't take you long to get to make new ones. All sorts of people; rumormongers, newspaper printers, occult clubs, or whatever else would be relevant in the world you're in - people who hear things, know things, and always have a juicy bit of information. You can quickly establish a web of information and favors to gather intelligence for you - not quite super spy agencies unless you already have such available, but enough to inform you about the happenings you want to know about, keep an eye on events of interest, and always have someone at least relatively capable on the phone. You will also find it easy to establish diplomatic contact with other organizations and factions, quickly avoiding any... messy and unnecessary conflict, unless you wanted to create such a thing.

Great Slayer (200cp)
Being in this oddly awkward position for so long has done nothing but help you master certain skills. Proper observation of those around you was one of them, one that paid off well, a quick glance at someone can tell you their current mood and if their thoughts are elsewhere, how they feel about the people they're currently talking to, details about their appearance, and any sort of skills they have that are relevant to the situation, as well as how good they are at it. Not only does this let you mentally pick apart a social scenario, but it works just as well in combat - you can read your opponent's movements and quickly gauge their fighting style in seconds, knowing them even better than they know themselves. That said, this isn't as good as actual mind-reading - you can still

be caught off-guard or blindsided by something you didn't expect, and well-hidden details about the individual won't come to light by staring at them all day.

Mercy Of Snakes (400cp)
It's amazing, isn't it? Even creatures of myth aligned on the sides of Heaven and Hell have amazingly...human desires. Desires you are far too old and experienced to not notice, no matter how hard they try to hide them. And when you can recognize someone's desire, it becomes a metaphorical string for you to pull, and make your puppets dance. You are excellent at conducting long and borderline impossible schemes of manipulation and misdirection, creating a web of lies and events that end with you obtaining what you seek - often with your foes none the wiser. At the end of the play, you're the sole winner, without even needing to enter the stage.

Maverick Before Breakthrough (400cp)
More than just humanity being humanity and marching ever onwards, the supernatural community has been changing in recent years. You specially, are something of a pioneer, a researcher and visionary – one able to combine both technology and magic together seamlessly to create unique inventions that defy common sense. A driven mind in the same capacity as the leader of Grigori, Azazel, and quite able to match his inventions without issue. If focused enough, you could easily find ways to extract, modify, and even create artificial Sacred Gears. Although you could easily just use your time to make gender-swapping guns, giant robots, cloning machinery, or somesuch projects. As a bonus, you're exceedingly good at finding funding and resources for your projects, either by meeting with well-connected individuals interested in your research, or by stumbling upon the 'materials' you need.

Darkness Under The Sun (600cp)
Slow and steady wins the race, you know that all too well. In fact, you might not have the explosive growth, or extra fast learning period of someone younger, but what you do have is a lack of limitations. Whilst many will find themselves in front of wall after wall showing their inherent limits, you just keep going on as always, gradually building up more and more power without any setbacks. Growing beyond what was thought possible, you have surpassed the natural limits and became able to keep doing so forevermore, not only power, but skills, techniques, magic, and whichever other abilities you happen to pick up. Only time can tell how strong you will become.

Fatal Gap Beyond Senses (100cp)
Touki, the technique to create an aura of your own life force around your body to strengthen it beyond the limits. An incredible increase in offense, defense, vitality, and speed; making the user even capable of punching out magic when using it. While those who have trained in Senjutsu know somewhat how to use it, it's not a real requirement to learn to use Touki, and even an untalented individual can achieve it by training their bodies to the utmost. Lastly, one can channel Touki into weapons to enchant them and fill them with numerous effects.

Invisible Snow Mist (100cp)
The attacks of lesser fighters, that come to challenge you, are like the bites of mosquitoes, mostly harmless and all-around annoying. Thus, just to save yourself some time, you have developed a passive ability to to just ignore any power, attack or effect that isn't at least somewhat close to your tier of power. To put it simply, unlike David and Goliath, there won't ever be someone weaker than you that manages to hurt you, much less defeat you. Their powers, curses, debuffs, poisons, and punches are straight up useless. They're going to need to be around your level if they want to even be worthy of your attention.

Just Flick And Break (200cp)
Having affinity with a particular race means that you will be favored by them in all your interactions. Just to be clear, 'affinity' isn't some sort of charm or mind control, just a je ne sais quoi thing that they like about you as a whole. Having affinity with Dragons would mean that it's easier for you to interact with them, likely to get one as a familiar, get some faux pas ignored, or just randomly obtain help from them. In your case that affinity is… high, and I mind dumb levels of high. Select the race and go on your merry way.

Burst Of Ultra RED (200cp)
Managing one's own time is the most important thing in this part of the game. Be for finding a way to squeeze some hardcore training between fights, or to get some slice-oflife moments before the world is at peril once again. You're a natural at scheduling and obtaining ways to put events and activities on time, for yourself and others. Not only do you manage to find the time for them, even when things wouldn't normally allow for so, but you also find yourself a lot more motivated when doing any activity that has been previously planned and will find that they have slightly better results than doing it spontaneously.

Last Mystery (400cp)
A ruler. A leader. A King. You're someone born and bred to be on top. But what's a noble if not the reflection of those they rule over. Your experience and natural inclinations have made you into a monster when it comes to inspiring others to follow you in your endeavors, quickly gaining deep loyalty from them, one that goes to the end of their lives after gaining their trust. As well as getting them into hellish training schedules that improve their effectiveness in battle.

Similarly, you know how to perfect team dynamics, and can effortlessly guide it into being something like a family rather than a squad.

Hand Of The Devil (400cp)
Your mana reserves and regeneration are a thing out of this world, and quite capable of matching with any Satan or God out there, if not straight up surpassing them, which would be outrageous enough, if it weren't because of your talent an synchronicity with your inherent powers, an overwhelming mastery over it that would turn even the strongest beings in this world a bit curious of who you truly are. This isn't merely a bit of extra power and proficiency with your powers, but the push to reach an ultimate class.

Forbidden Lore (600cp)
Ah, the intelligence that goes beyond mere genius and falls into the category of a damned miracle. You realized long ago that all the phenomena and abilities that occur in this World have rules and laws in how they work. By using your superior intellect, you're able to fill the equations that control them. This is the 'Kankara Formula', once the precious and exclusive magic of Ajuka, and now something that you as well possess. With it you can easily take over the magic attacks of your opponents, copy their powers, redirect them, mess with the natural occurrences of the world and more. Beyond that, you're also his intellectual equal, and able to pull the same inventions he has created, provided you can obtain access to similar resources. Have in mind that he was the one that created the Evil Pieces and several other artifacts.

Towards Zero (100cp)
Protagonists and do-gooders are all too predictable, they will beat the snot out of their enemies, but they only kill as a last resort. Forever letting their enemies heal and try again later on. Enough with such nonsense! You know better than to allow your foes to challenge your might again and again. For that, you have learned a particularly vicious way of defeating others, geared so that even if you don't kill them, you permanently cripple them, with them losing powers, limbs, or even their very own potential. They will learn the hard way to not mess with you.

The Sage Arts (100cp)
While magic and mana are the universal constants of this world, if somewhat stonewalled behind their specific systems, other energies and practices do exist. This one allows you to control and harness the power that flows in your spirit – your very own life-force, also called 'ki' or 'chakra' and use it in a myriad of ways. The power of Senjutsu. With it one can strengthen their bodies, cause vegetation around them to bloom or wither, sense the ki of others to track them, see through illusions by detecting the flow of ki, forcefully putting someone to sleep, use ki to heal injuries, detox poisons or dispel curses, dealing interior damage to others by targeting their blood vessels and internal organs, and through disrupting or severing the spirit and life-force of others. While you aren't a master, you have relatively proficiency with it and talent to grow a lot more.

Outlaw Raven (200cp)
One doesn't get where you are without some extra guidance. In your youth, you received a year's worth of instruction from a very powerful and thus influential figure in this world, someone like the ex Dragon King Tannin, or similar in power. Because of that, you were able to not only gain great expertise over your powers, but also obtain several skills and knowledge that you wouldn't have either. Plus, the experience left you a lot more amicable and social when it comes to interacting with members of other factions or pantheons.

Sparkling Hollows (200cp)
It's not enough to defeat middle tiers after middle tiers, you need to go bigger! What this little blessing does is to give you some boosts after each consecutive victory, ensuring that each one has you stronger and better prepared. The effect stacks with each victory, as long as there isn't a defeat, tie, or such in between. The effects are small at first, especially if the opponent was some weak random, but they become greater and greater alongside your opponents. More mana reserves, better reflexes, greater learning capacity, and more. Remember, to the victor, the spoils. And to the losers, the shame.

And Then There Were None (400cp)
There are way too many powers in this world, many artifacts, effects, statuses, and more. Fuck them. Your stuff is better anyway. Whenever there's a clash between two different powers or effects, this will ensure yours is the one that comes out on top. Of course, this is a lot more evident when it's a clash between

opposite effects, like the power to reflect attacks pitied against the power to bypass defenses. Although this is significant even in other cases. Of course, this bleeds out to the weapons and Sacred Gears you might possess.

Funeral In The Mirror (400cp)
Oh, the protagonists of this world. The blessed ones. Always getting helped by others, finding random masters to grant them new skills, or even pulling new powers outta nowhere. So tiring. So unjust. Let us balance the scales, shall we? Once every ten years, you can 'lock-on' a target of your choosing, the only restriction is that they must be a 'hero', 'protagonist' or something close enough to those. Now, everytime those blasted beings gain a new power, you will also gain access to something similar. It might not be the exact same, nor synergise perfectly with all your other powers like a protagonist would. But it will be in the same tier. Every time they win a new power up, you will also gain one, ensuring that you're never left in the dust. Now, the ball is in your court, may the most skilled and smart win the fight.

Sing A Song Of Hope (600cp)
It's all about desire, willpower, the push from the bottom of your being impulsing you forward. For you, in here, it's not only a nagging reminder of your motivation, but a constant source of power. Not only your willpower is unlimited, your motivation unrelenting, and your impetus peerless; but you are also to capitalize it in ways that few else can. Not in the sense that you can undertake any hellish training with a smile on your face, nor how you can flat out ignore any attempt to mess with your mind or perception of reality, no, you can do those, but this is far more impressive. During times of great stress both physical and mental, during the battles where your very own life or something equally important to you is on the line, you can call your willpower to increase your odds of victory – you fight harder, endure more, and can even brute force so you can access a new power up right then and there, making your Sacred Gear enter the next stage, driving your magic into evolving, or similar feats. An almost instant and extremely convenient new technique or increase in force that could leave anyone dumbfounded about its origins.

Advantages (Affiliation)

Independent

Innocent Gray (100cp)
The new star of the show happens to be the special guest. It's almost like you're some kind of chosen one. People that interact with you feel that you are different or special compared to everyone else, no matter how ordinary you may appear, and in a good way. Various individuals and groups, whether clubs or conspiracies, will become curious about you, and not quite in the 'potential threat' sort of way. Everyone seems all too happy to recruit you, giving favorable terms and special offers to entice you. The effect is at its strongest when you're independent and without ties to other groups, diminishing somewhat when you're already a member of some group, and coming back full force if you're free again or wanting to switch sides.

Bygone, Bygone (200cp)
At the end of the day, you're only a single person. Nothing to truly worry about – or at least that's what most people will believe when you go around doing your own thing. You have a talent to make yourself felt as unimportant in the grand scheme of things. The faction leaders allow you to roam around without trouble as long as you don't directly break any big rule, and the less important grunts just let you be, consider anything else as a more urgent affair. Of course, this can be toggled on/off, just in case you want to catch the attention.

Hallelujah Overdrive (400cp)
You know, if things proceed as they should, then certain super devil will end up using shards of the Boosted Gear's Scale Mail and the powers of the Sephirot Graal to create copies of that Longinus; on a similar note, Azazel's research will also enter a stage where he can produce mid-ranked artificial sacred gears without issue. This process, the reverse-engineering of legendary weapons and artifacts in order to mass produce lesser versions of them, is something you are now well acquainted with. You only need a decent sample of the original to start creating some amazing toys. The possibilities are really only limited by what you can get your hands on.

Awakening Of The Variant (600cp)
Lone wolf you might be, no one can escape the whims of fate, and your fate seems full of attractive members of the opposite sex thirsting for your affections. Something that goes beyond reason or justification. You're just plain attractive to others now, even if you aren't physically attractive, there's just something about you that makes others look past your flaws, ignore your lesser qualities, or even lower their standards to be with you. Be amazed at how easily important or attractive individuals take positive interest, seeing beyond your problems and into the best traits and qualities in you. Not only they are all inclined to see the goodness in you, but they also latch into whatever helpful or impressive actions you take for them, falling in love at the speed of light.

Three Factions Heaven

Comfy Pajamas (100cp)
Believers need guidance and refuge from the everyday enemies and the ever-looming sins that threaten to make us fall into depravity. To help you guide others down the good path your appearance has gained a soothing and welcoming quality - your smiles are warmer, your laughter can make hearts flutter, your voice makes people feel relaxed, and your hugs are particularly soft. Regardless of if you're adorable or a reliable older sibling figure, people will see in your demeanor and actions that you can't be anything else than pure of heart.

Sacred Compatibility (200cp)
Alongside Sacred Gears, Holy Swords are the strongest weapons humanity received from God to shield themselves from Devils and other supernatural creatures that would prey on them. However, to find a suitable user of a Holy Sword is like finding a needle in a haystack, to the point that many projects lacking on moral fiber started to make one. You're a rare find, an individual naturally attuned to Holy Swords and capable to use any without drawback. Furthermore, it seems that the rules of the divine are a bit more lenient with you, something that you seem able to share with others at will. This is a great advantage to have as a human, but perhaps even more as an Angel.

I Send My Sword (400cp)
Something many forget in this age is that it was the hand of God that created the Sacred Gears, and granted them to humans so that they may work miracles on the world. The secrets of this art died with Him, but the impact they leave on the world has echoed throughout time and history. You have gained a shadow of this art, with the ability to forge Holy Blades...not True Holy Blades, but powerful weapons that burn away the infernal and cut deeply against Devils or wicked creatures. More than that, you have a sense of others besides yourself who can shape the course of history if granted such a weapon, or any power you can pass to them, and a very accurate idea of how they will change the world around them for better or worse. All it will take is a mysterious, angelic figure granting them what they need when the moment calls for it. In time, you may be able to forge True Holy Blades after some trial and error, forging kin to legendary weapons such as Durandal and Excalibur.

Guiding Voices (600cp)
God is dead. There's no way to spin that one. But that doesn't mean his teachings and creations are worthless and left to be forgotten, no. You were the chosen one to guide the lost lambs during these trying times without a light to hold unto. With a talent to find the faithful and how to best reward them for their loyalty, as well as the best way to inspire and convert the non-believers nowadays. With you at the lead, the church and Heaven can hold themselves for a thousand years, with new recruits swarming the gates. Furthermore, you have a way to conceal big and important secrets like the death of God itself for incredibly long periods of time, while also ensuring that not even a single soul spills the beans to the enemy side.

Three Factions Grigori

Smug Bastard (100cp)
There is one surefire way to bolster the number of Fallen Angels: tempt an Angel into falling through sin. You've picked up a talent for such emotional manipulation, especially when taunting or teasing a foe by dangling a personal weakness in front of them. You can easily tempt others into acting on a blind rage or out of pride and know how to look perfectly smug as you do so. The strong-willed or the determined can shut you out, but you'll piss them off.

Of Masks And Paint (200cp)
Whether it is keeping themselves or their human allies safe, it is important for Fallen Angels to work in secret, especially since their numbers are so few compared to Devils and Angels. This gives you an almost supernatural acting ability, better able to hide yourself and pose as a completely ordinary person. You could be a total, bloodthirsty sadist and pass yourself off as a sweet and loving student. Even better, this extends to your powers and Race...almost anyone can pose as human, but you can hide blatantly supernatural signs or energies of your true nature well enough that even weaker supernatural entities would be fooled until you reveal yourself.

Keeping Secrets (400cp)
Whatever you do, do it quickly and cover your tracks. The war between Heaven and Hell becoming an open conflict again is something only the insane or the vengeful want, and leaving traces of your dealings is only asking for trouble. With this, you've become skilled at hiding your own origins and powers - you know how to do the ugly work of maintaining secrecy, from disposing of bodies to establishing a firm alibi for yourself using your skills and powers - magical spells involving illusions, teleportation, and more ways to maintain secrecy or misdirect foes are among your abilities. You've also become enough of an actor that you can establish a strong 'civilian identity' for yourself, keeping your own trek with the supernatural or secret organizations of some kind a secret to all but those you actively deal with.

Get Along, You Sluts (600cp)
You know, Azazel is a bit of a washout when compared to beings like Sirzechs or Michael, not very impressive aside from his SG research. However, you would do badly in underestimating the gifts of tongue that you and he both possess. Because schmoozing with everyone is one thing, but convincing a bunch of pantheons, that until a few years ago were ready to enter total war, to participate in a tournament arc to foster friendship is quite another. Thats a hella bunch of charisma, diplomacy, and negotiation skills. Something that perhaps only you two can pull out without some serious mind control or skullduggery.

Parchment & Ink (100cp)
Devils are closer to humanity than many other Factions, though this isn't necessarily out of benevolence. By establishing a business arrangement, a Devil can gain more standing and power from giving a particular service to a human, nowadays the tasks these days usually boil down to 'babysit my children' or 'dress up in cosplay for me'. Both parties have to agree to it and the Devil has to fulfill their end of the bargain to the satisfaction of the contracted, but once they do, they gain both more standing in Devil Society and a very slight increase in power. It would take decades if not centuries of contract work to reach the level of a Great Satan or legendary Devil this way, but you know what they say about investments, right?

Average Harem Enjoyer (200cp)
Much like those polygamist devils you know, you possess something special about you, the power to draw the goodwill and affection of others towards yourself. Friends are easier to make, and you will quickly come across attractive love interests from all walks of life who will become very attracted to you. Intimately so. Better, if you can't settle for one (or if you advocate for harems), those newfound lovers who've had time to get to know each other will learn to share you, possibly even becoming united in their pursuit of your happiness. While people won't drop their own goals and agendas for your sake, or react any differently to mistreatment, you will quickly become an irreplaceable part of the lives of others.

Crimson Shadow Jumper (400cp)
It's all about the power of friendship, or the friendship of power as it turns out. You possess the knowledge and skill to combine the powers and abilities of your friends and team members to create combinations that go beyond your separate powersets. Perhaps the union between a Sacred Gear with the Bloodline abilities or a Pure Blood Devil, or the combination born from a Vampire and a Dragon. How this mix comes out is up to you, as an attack, some kind of new form, or just you wield your friends as some bizarre Scale Mail armor. The looks don't matter as much as the strength you can display with this.

Irregulars Rebellion (600cp)
That Issei guy could have a lot of less than common traits in battle, but one that would definitely stand out would be his ability to power up solely based on his obsession with women's breasts. Something that went way beyond a passing fascination and instead became a fixation that powered and guided his growth. You as well, have something that's similar at the core of it, not the breast fetish (probably) but the ability to bypass hard limitations and cut corners that were considered essential just by concentrating on something you feel strongly about. The same way Issei was able to converge his magic into being able to destroy the clothes of women (bypassing any armor and defenses) or talk directly to women's breasts (don't ask, please) which are very impressive once you take out the perverted angle, you can do similar feats as long as you have something you love or hate enough. A strength born from your very own heart, …or fetishes.

Greatest Clan

Caucus Race (100cp)
Every race has some magic system or type of arts that is mostly exclusive to them, the youkai's youjutsu, the Nordic runic magic, the holy element of the Angels (and fallen), the shadow or mist manipulation of the Vampires, the Bloodline powers of a Pure Blood Devil, and so on. Years of training have borne fruit and you have become a master in the magic system and other skills that are inherent to your race. You haven't reached the true depths of its potential, and it's unlikely anyone has ever in this world, but now there are few, if any, that can boast being better than you at it.

Material Ghosts (200cp)
The most important aspect of a leader is being able to inspire others, even in moments of shame or stress. When things get rough is the faith in their boss that keeps the troops in line. Such is the talent you have honed over the years, becoming a master in what inspiring people and motivating them is about. As well as becoming a decent tactician. It goes to the point that even if you're a weaker member, they would still follow your orders out of trust in your abilities. And, if everything else fails, you could be the greatest motivational coach ever.

Restart Escatora (400cp)
Eugenics, baby. Blood ties are important for a reason and now you have them on your side. Or, better said, on the side of your bloodline. Your genes have reached a threshold of perfection, and as such, you have become freed from the inherent weaknesses of your race. Devils that aren't hurt by the Holy anymore than to any other element, daywalking vampires, elven men that are actually manly, and so on. This effect will be passed down your bloodline if you want to. Because of that, everyone who is into having strong descendants, wants to increase the power of their house, or just knows about eugenics (which are a thing in the supernatural world) will be pinning to have you as a spouse or stud for their family. Having a harem would be an easy, if highly political, task.

Harvest Time (600cp)
If the previous power was about eliminating weakness, then this one is about gaining advantages. You see, you were born as a mutation, an outlier. Way stronger, more talented, with massive amounts of mana, more skillful, naturally faster learning rates, enchanted intelligence, inherently superior to the average member of your race. Superdevils, vampire progenitors, nine-tailed kitsunes, and such examples serve to illustrate a bit of your nature. You have a natural knack and talent in all things related to combat and warfare, a prodigy in the magic arts of your race, and quite capable of unlocking secret transformations or forgotten states, as well as the advantages previously mentioned. Golden child, indeed.

Jumper, The Eternal (100cp)
As it says in the tin, immortality of the ageless variety, plus a hefty regeneration factor. You can still be killed or sealed, by someone powerful or skillful enough, but otherwise you can just sit down and wait for the end of times. Even if you get into a bad fight, with enough time you will regenerate from even the deadliest of wounds. Likewise, you have some natural resistance to curses and poisons, although it mostly applies to the mortal ones.

Gift Of Jumper (200cp)
Look it up, almost everything can be alive and obtain a human form. The world of the supernatural gives life like candies are given on Halloween. Such powers aren't exactly rare, but neither are they common even among magic beings, so you at least have something to boast about. As you are quite capable of granting inert artifacts the gift of life by pumping some of your magic into them. The end result will vary depending on the amount of magic you give, from a sentient sword, an animal alt-form, a humanoid version, etc. Details are up to you

World Arts (400cp)
Sure, the Sacred Gears are pretty broken by themselves, being quite difficult to take out unless one has some soul powers, granting a pretty ability. Though the biggest advantages are the Balance Breakers and Sub-species the users might unlock, those can be pretty broken. To even out things, you have found a way to imitate such a power, now you're able to push other weapons and artifacts into a 'Balance Breaker'-like state, as well as letting them develop sub-species eventually. You can affect items at will, which means that you could easily give this to the weapons of all your army, although it's not ensured they would all end up with the same Balance Breaker, nor with the same skill at using them.

The Maker (600cp)
You might not be the rumored God that spawned the Three Factions, but you do have some stuff in common with him. Namely, that you're also a creator deity. As such, you have a pretty high up rank in your affiliated Pantheon and possess an innate knowledge about how most things here work, from souls, to magic, to animals, artifacts and so on. Thus, you're capable of effortlessly messing with stuff like the Sacred Gear system, make similar creations (under the right circumstances) and even create your own species to serve you, much like that other God created the angels, although whether they have or not free will is up to you. Have in mind that with enough experience and preparation, you could change the world upside down with your creations.

Khaos Brigade

Psychedelic Love (100cp)
A monster in human skin, perhaps, but that doesn't mean you're evil incarnate to everyone 24/7, nor that you're unable to have goodwill towards others, even if they're a very few and selected others. Still, you are able to incite positive feelings in others, and have those feelings remain even when they know or realize the unspeakable things you have done, and still do to others. In other words, you have mastered the ways to be a total monster while still forging bonds with people, without losing either side of yourself. Who knew the bad guy could use the power of love as well? Certainly not your enemies.

Chaos Legion (200cp)
Human beings bleed, Angel's wings can break, Devils can be struck down. Where there are friendships or love, you also know where there is envy and hatred. With a bit of time to study, you know how to twist both the literal and metaphorical knife where one feels weakest - weakness in their fighting styles, their words, their beliefs. With a whisper or a dagger, you strike where scars are still healing, and where relationships would shatter if enough pressure were applied. Not only against single foes, but against whole squads, factions and other agrupations, no matter the size. When it comes to provoking the enemy into infighting, there's no one as good as you are. A fitting skill, for someone in this line of work.

Triple-Quadruple Backstab Bluff Technique (400cp)
Judas was a moron compared to you. Your skill at manipulation and deception has achieved levels unheard of, especially in matters of betrayal and espionage. Your lies cannot be detected through magic, and only physical evidence or a dogged enough detective will find you out. You can also weave an intricate web of 'I'm totally on your side' with such effectiveness that no one is certain whose side you're really on, and know just how to maintain and pull at said web so that you emerge on top. Finally, being in such touch with your own inner bastard, you can sense it in others as well - you know when someone you're speaking to is lying to you, and can 'feel' when someone you know is close to betraying you, along with what motivates them.

Null & Void (600cp)
The Sacred Gear Canceller was an unfinished but greatly useful power that Rizevim used with little sense or forethought. This one is a power similar but superior, and you are probably a way better wielder for it than that sorry excuse of a superdevil. What this does is to negate the powers born from any item or artifact, including Sacred Gears, Holy Swords, and similar. Something that might seem like a small thing, but it's far from useless when you see how many powerful beings are only so because of the items they have on them. Imagine the face of Odin when his spear proves itself worthless in the middle of a battle, or some Longinus user being stripped from his unearned power right before victory. While there are some limits to what you can negate, both in how long you can keep it up, or how many artifacts at the same time, it will be improved over time and use of the ability.

Hero Faction

Blood In My Coffeestream (100cp)
Oh, the forgotten power of bloodlines. Being part of the Hero Faction means that you're either the descendant of a 'Hero' of renown, the inheritor of their spirit, or the result of some human experimentation trying to resurrect or clone a dead Hero. Thus, you have inherited some of their powers and characteristics, a descendant of Lancelot could unlock the masterful swordsmanship he was famed for, while a famed magician would boost your magic reserves and talent for the arcane arts. In general, aside from the flat power increase and talent augmentation, you're a bit more charismatic and luckier than the average.

Dance Fight 69 (200cp)
The ones that were forged in war are just built differently. Not only are you a descendant of a hero, but a hero in your own right. After years and years of training, fighting, and studying, you have become a one-man army. One of the greatest examples of humanity's potential. A master in several martial arts, capable of using any weapon efficiently with one in particular you have mastered to the limits of human capacity. And even have become a proficient user of Magic, if one more centered towards practical uses rather than showy spells. Similarly, if you have a Sacred Gear, you're proficient in its use and privy to its secrets already.

Human-Made Eden (400cp)
When you speak, the world changes beneath your feet. Well, not literally, but it certainly feels like that sometimes. You are a natural leader – a born champion capable of inspiring even the most apathetic of individuals, gathering the most rowdy or contrasting personalities and having them still act like a cohesive army under your banner and towards your goals. Even better, your actions create an upwards momentum in your organization, giving it chance after chance to grow in just the way you were hoping for. Similarly, your leadership bleeds out to other aspects of your position, making those that you train personally become way stronger than they would have been otherwise, whilst creating an aura of efficiency, so your group never has trouble with logistics, and your charisma ensures a constant stream of new recruits. It's not farfetched to say that you could easily take a bunch of arrogant, psychotic, and traumatized but talented teens and convert them into a group that's capable of standing at the world's biggest stages and be taken as a serious threat by even veterans of the Great War and Gods alike.

Ballad of the Myth Hunter (600cp)
Gods, Dragons, Mythical creatures of unimaginable power. The unreachable heights of strength that mere mortals could never hope to match in force. What are they, truly? Nothing but fuel for your growth. Nothing more. This will give you the power to ignore those 'absolute' defenses beings on that level like to take pride in, making them as vulnerable to your might as any mundane animal would be; as well as granting a great increase in luck when fighting those who are on the level of a god or superior. In practice this means that you will always have a decent chance, maybe the only one, to defeat divine beings and above. And really, what's the true goal of humanity, if not to be atop of everything else?

Magic Society

Battlemage Basics (100cp)
While magic is great by human standards, this alone won't help much against other supernatural creatures. To help a bit with that, become a master of a mundane weapon or martial art of your choosing, at least by human standards. In addition to learning how to weave your own magic into your physical fighting style, you are able to use the two seamlessly together. For instance, if you prefer to use a sword, you can use a fire spell to provide a way to create distance or heat up your sword with very little loss in focus in doing so. This obviously doesn't mean much if you don't have much magic to use in the first place, but you can combine magic and your physical fighting style together with very little trouble and learn how to do the same with others in the future.

Marginal Call (200cp)
When you're a human magician, the best way to increase your repertoire is to find a good enough supernatural creature to learn from them. After all, magic basically came from humans copying the natural magic system of the devils and other supernatural beings. You have a sixth sense when it comes down to finding supernatural creatures with exotic magics that are willing to teach you or negotiate with you for the knowledge. A mixture of good look, tracking skills, and being considered an excellent prospect for some reason or another; which lets you have an edge over others sorcerers and vastly more versatile and powerful repertoire.

Clockwork Nightmare (400cp)
You are a genius when it comes to mathematics, natural science, and magical engineering. Your brainpower is increased to make you a prime sorcerer, capable of multi-casting several high-end spells at the same time, without a single error in your calculations. Furthermore, you have learned a way to intertwine the magic you have mastered with the technological advancements of humanity to increase your options in battle. Being quite proficient at it, and able to create trinkets that aid your magic, modern weaponry with ancient enchantments, or a smartphone with spells pre-coded in an app for rapid casting. A new revolution is here and you're at the helm

Last & Greatest Magician (600cp)
Human magic is, by definition, a fake, a downgraded copy of another race's own magical prowess that's not only scaled down but also requires several equations and magic calculations to even work. Not only that but without the necessary talent you might not even be able to reproduce the spells even with perfect calculations. This takes care of all those pesky things. You're a living legend in what magic refers to, not only your spells need way less magic or equations than would normally need, but also, they hit with every inch of power that the originals would have if not even more with personal tweaks, not only that, but you're naturally attuned to magic and thus can analyze, break down, learn and reproduce any magic system you encounter in record time. Thus, reproducing the abilities of other beings into magic that anyone can use, without a loss in power or and, in time, make them even better than the originals

Steamheaven Worker (100cp)
You know what new factions and groups have to struggle for? Money. You know what gets mortals to move mountains and makes your summer trip for you and your friends amazing? Money. You know things you have trouble with? Money isn't one of those things. While you may be rolling in dosh already from your family's holdings or your own hard-earned cash, you are an amazingly competent businessman who can quickly turn a dime into hundreds of thousands with some time and investment, able to quickly secure a large amount of legal income for yourself with little effort and without crashing the world's economy unless you want to. Of course, illegal activities or certain supernatural powers can make those dividends increase tenfold or more, but even without those you're a tycoon talented enough to fund the start of a whole new faction all by yourself.

Truth May Vary (200cp)
Not everyone can always win. There will be times when one needs to relent, when there's a failure, or when the enemy is simply stronger. Times when your army is crippled, your allies begin to consider jumping sides, enemies are at the doorstep, and the fight has taken its toll on you. Those times that others would consider a defeat are merely an opportunity for you to shine through. There's a talent inside of you for minimizing damage to your people, to learn from the mistakes, and to force the reverse situation onto the enemy groups. The perfect talent for someone taking charge of a whole new faction. Bluff your way out of total annihilation with just a few casualties, maneuver troops from an encirclement while only losing time, learn how to never fall for such traps ever again, and the exact way to enact such deadlocks on forthcoming opponents.

Enlightened User (400cp)
It's all about compatibility with your weapon. Just look at the scarce capable wielders of holy or demonic swords, so few the church decided it was a good idea to try and use human experimentation and genetics to get a few. Sacred Gears are pretty much the same, with how much power they show being determined to their user's talents. Then… there's you. When it comes to wielding supernatural artifacts, you are a freak of nature, or a natural born miracle, depending on how you wanna see it. No matter what it is, you can wield it perfectly, pushing it to the very limits of its capacity and then going even further beyond. You can use anything, even ignoring restrictions that it may have, or use the kind of weapons that would usually damage the user without drawback. Taking a holy or demonic sword would let you match the exploits of it's best previous wielders and then surpass them all. And if you have a Sacred Gear you would get its Balance Breaker in record time, while finding new applications of its power every other day.

Birth of a God (600cp)
Seems that there's a powerful entity backing you up, or at least sponsoring your start. You have received a great deal of power, flesh, blood, and talent. It comes from one of the strongest beings in this universe, like Great Red, Ophis, or someone else in the top ten or of similar power. Not only does this give you a

significant power boost, but it also grants you a bit of their essence itself, which will grow with time and training, basically ensuring that you will eventually reach their height of power if not more and then surpass it with whatever other powers you also possess. Of course, you can decide the amount that is granted, from just raw power, an eye, to remodeling your whole body so you share an exact race and similar genetic makeup to your donor. This can be taken up to three times (without discount), although you will have some problems if you choose donors with opposing power and have no way to make them harmonize inside of you.

Artifacts
Background

Transfer Student From Another World

Suit Your Tastes (100cp)
It's all about the sick threads, broski. A man is nothing without the suit, and for that here's a collection of iconic costumes and clothing perfectly designed for you, in your preferred color gradients, and with a few exact copies. These do not get stained and can withstand a ridiculous amount of damage (a little more than you, actually). It's also very comfortable and smooth, so you probably will take a good liking to it.

Our House (200cp)
Because cozy living is the best way to...um, live. This is a two-story house that settles nicely into a nearby suburban neighborhood of your choosing. Its rent is paid off, it comes with utilities and a restocking fridge of mundane food, and it can comfortably house you and all your other companions. Might be a bit cramped if there are too many no matter the size of the place. Post-jump, this can be a Warehouse attachment or be your personal home in the world.

New Riding Style (400cp)
This tiny, simple-looking boat here, which looks like a toy for a young child, is actually a legendary ship Skíðblaðnir. It was made by the same tribe that created Thor's hammer, and it's characterized for its growth rate, as it will grow and evolve into different forms using the aura and imagination of its master as its source. What looks now like a toy boat, will eventually adapt and grow according to your desires, eventually becoming a giant ship with many enchantments, powers, and armaments. Come with a female human alt-form, naturally, as expected of a ship.

Turn Around, Bright Eyes (600cp)
While the Judeo-Christian God failed to kill the Trihexa and then died like a chump, he still managed a feat that no one else could have done alone at the time. Seal that motherfucker so hard no one was able to even know about it until centuries later. While you might not be a total jobber like that guy, you might want to seal others too, so I'm going to give you this book – a comprehensive guide to sealing. With this even the most unremarkable of talentless hacks can become a verified god-tier sealing specialist in a few months. Enough that mastering the secrets of the guide would give you the same amount of skill needed to reseal Trihexa or similar beings should the need arise.

Bright Star Of The Opening Ceremony

Wonder Wind (100cp)
A small, cozy, and relatively fortified place in a location of your choosing. Most likely some kind of clubroom in a school you attend, or something like that. Similar to the abandoned school building and occult research club that Rias Gremory has and uses as a meeting point for her affairs in Kuoh. It's not exactly hidden, but it's relatively welldefended and very useful when it comes to receiving foreing emissaries or when you need to plan something with your allies.

Bloody Streams (200cp)
Come forth and get these papers proving your lineage, giving you a certain amount of diplomatic immunity when visiting other countries. This will mark you as such and will result in your name appearing on the guest list of most big-name gatherings, and other blue bloods will respect your status. No one wants to start a war for treating a guest badly, after all. It will even work in other worlds that possess an equivalent of nobility or just a big enough name associated with a particular powerful brand or company, whatever is available in the world you enter.

Mountain Retreat (400cp)
Here's a nearby mountainside resort, Jumper. Feel free to stay and relax here for a few days, or the rest of your life, even! This is a comfortable retreat out in the wilderness with a fully stocked hotel and several outdoor camping spots. It even comes with an onsen. Funny enough, when you train or exercise here, you'll find your gains from such will increase to at least twice their normal rate - three times if you really push yourself. And it has an onsen. Because of course it does. It can comfortably keep all your companions fed and relaxed, and inactive ones can hang out here. Post-jump, this can turn into a Warehouse attachment or be dropped somewhere safe in a world you're in.

Armored City Berlin (600cp)
Not only devils, but many supernatural creatures like to claim human territories as their own hunting grounds, while the treatment varies between species, what this usually entails is that no other supernatural being, or member of a foreign faction, can roam around there without your knowledge or approval, otherwise, it would be on your rights to deal with them as you see fit without any repercussions. What this gives you is a deed approved by several important figures declaring that one human city is under your jurisdiction when it comes to the supernatural. Sure, you can select Kuoh if you want to. You can select a new city each new jump as well.

Dinosaur With Dementia (100cp)
This smartphone-looking artifact is actually a measurement device. It's designed to scan an individual and give readings of their talents, skills, potential, affinities, etc. It's not perfected just yet, but it can give a pretty accurate summary of what someone can do and excel at, while also giving an idea of what weaknesses or limitations they might have. Very convenient for recruiting powerful and talented people as minions.

Hotel Californication (200cp)
Despite the name, this ain't a hotel, but a car. A special sports car made by Azazel. It has many weapons installed in it such as the Satellite Downfall Cannon System, and Dragon Destroy Missile, an Invisibility Mode and so on. The weapons regenerate as well as the car itself if it takes any damage, an unlikely thing given how resilient it is. Using this car will slightly boost your charisma.

Unlocked Wristbands (400cp)
See this collection of bracelets? They are similar to the ones made by Azazel, leader of the Grigori, and have several functions added to them. For example, they could help you control a Sacred Gear that's too powerful to properly wield, like Gasper's Forbidden Valor View. These could also help you channel and concentrate your own mana, allowing the user to reach new transformations or techniques. Similarly, they can be used to offset any drawbacks when drawing power from an artifact, much like the Balance Breaker of the Boosted Gear before mastery. All in all, a decent set to have, doubly so to help out someone who is still training.

Love Is Slave Of Chaos (600cp)
Cosmic! Welcome to the meeting point beyond love and ego, jumper. You have done well resisting this far, but here I have an offer you won't feel like passing over. Here lies The Guide, a small book of seemingly infinite pages, it holds the 'how to git gud' instructions as dictated by the best in the field across history. Learn swordsmanship from Okita Souji and Lancelot du Lac, get started in magic with the advice of Odin, Ajuka, or Merlin, learn how to get swole like Strada, etc. Thinking on something you want to archive with automatically open the relevant pages. The book can't be destroyed. It can't be sealed. It can be stolen. It can be used by others.

The Old Sport In The Teacher's Lounge

Restless Hearts (100cp)
A bunch of papers, more than enough to make even the most seasoned of bureaucrats sigh in resignation. These papers are blackmail, the result of being alive as much as you have been. Here are many names from prominent, influential, and even dangerous individuals of power. Knowing the secrets written here is enough to force their hand to move at your tune, or just become a card in negotiation. Naturally, how this blackmail material ends up is completely up to you.

Chrome Shelled Regios (200cp)
Rating Games are kind of a big thing in Devil's society, and while you might not be a devil or live in a society that encourages live fighting with possibility of death, the truth is that most pantheons have something similar to it. Maybe a leftover from the multiple wars they had and the number of skills and powers around. This is an arena perfected for Rating Games and similar 'sports'. It basically exists in its own pocket dimension, can withstand any amount of damage without breaking apart, and comes with an in-built amount of nigh-infinite options to customize it.

A Familiar Truth (400cp)
Familiars are important to everyone here that isn't a fucking noob. Magicians have them, Devils have them, and so and so. I have no idea if you will be able to get a decent familiar, however, as they are very tied to the talents and disposition of the master. Despite all your power and versatility, you might only get an owl or something, or perhaps one of your useless companions could get a dragon. To at the very least ensure that you aren't lacking in options, I'll give you this immense forest. It's inhabited by all kinds of magical creatures that you might be able to make a contract with in order to get one of your own.

Promised Ambrosia (600cp)
See this vial here? It's the same concoction that would be invented in a certain future timeline. What this liquid miracle does is to return the drinker to his prime age, take out every disease or pain and to bring back the strength they had at their peak in life. Made by the joint effort of alchemy, soul manipulation, senjutsu, and even time powers to be created. Obviously, it's better used on older fighters or researchers that have their edge blunted by time, or those that have been debilitated by some illness over years. You have a dozen and will get a new vial each week.

Devious Ringer After School

Casual Conversation (100cp)
This is a scroll depicting a lifetime contract for a single Devil - they're not a 'canon' character and in fact are kind of the Hellish equivalent of a beleaguered intern - talentless at magic and combat, surprisingly good at domestic tasks. Anyways for a reasonable fee of magical energy, they'll do any mundane task you can provide them, though they'll cower or shirk at any potentially lethal jobs you give them. Should you take pity on this cowardly Devil, you may make them a full companion and they will take up a slot as normal - otherwise, they're a follower that will miraculously survive lethal injuries and be good as new the following week.

Side Parade (200cp)
A deed that reflects the territory you own in the underworld or another 'supernatural' location of your choice. Won after a very heated night in the casino, so you don't have to pay anything for it, at the expense that it doesn't have much on it unless you work to make it a worthwhile place. It's not larger than a city or an island, but has the type of weather of your choice and it's a relatively good plot of land. After the jump ends it will become an extradimensional territory you can access at will.

Bloody Friday (400cp)
Do you want to feel rich? Need some imposing residence that inspires awe and jealousy? A place so extravagant that represents 'decadence' itself? Well, say no more, because I have exactly what you wanted. Big enough to make a dragon uncomfortable, lavishly decorated to make the richest of devils green with envy, and so on. However, the biggest perk of this castle is its ability to pop out wherever you need it without anyone questioning its existence, and the staff that maintains it. Said staff is composed entirely of Maids. Very loyal, very hot, very thirsty maids, who are all completely innocent in the ways of romance. Their race and attitudes are up to you, as well as the general architectural style of the mansion.

Pieced Together (600cp)
Ajuka didn't make the Evil Pieces out of nothing, no, he used the materials lying around in Agreras, a floating island that hold both ancient technology and magic artifacts from the age of the original Maous and an astonishing reserve of resources with unique properties – including the crystals that are needed to make the Evil Pieces and Saint Braves. This island is a copy of that one, and holds the same resources, including the yet undiscovered ones. As a bonus, this island will 'refill' its resources once a year, so if you're good enough at it, you might be able to get the full value of this year after year. I wouldn't let others know you have this.

Eternal Rival At Clubroom

Violent Posse (100cp)
It helps to have a few phone numbers to call in a pinch. Your family has connections within connections, and access to a few unscrupulous sorts who will happily do any 'cleaning' work for you. That is, they're a collection of hitmen and cleaners that will take care of the aftermath of your battles and sort out the less than legal details. Sweeping up evidence of any supernatural work or battles you've done with astonishing skill and in timing, making a city block being pulverized look like construction work or a movie being filmed. So long as your presence wasn't openly advertised, they can wipe evidence of almost any suspicious doings on your part. You receive a new group of 'cleaners' for each jump, each retaining the skills of the last ones.

Gear Scanner (200cp)
This one is very simple and highly useful. A fist sized pocket-watch looking thing that's actually both a Sacred Gear finder and a Sacred Gear Scanner in one. It can tell the location of any activated sacred gear relative to its user in a three-mile-radius. If close enough to an active sacred gear, then this can tell the type, abilities, and weakness of said Sacred Gear. If it is lost or broken you will find another in your pocket next week. In future worlds it will evolve to have the same characteristics with other artifacts similar to the sacred gears.

Evil Eye (400cp)
Medusa's Eye, a special eye that previously belonged to one of the Gorgons, who had snakes for hair and the ability to petrify anyone who came into eye contact with her. This eye is a special eye that allows the user to petrify anything or anyone that the user looks at with the eye. It could even petrify the Scale Mail and other beings a couple tiers above your hit level. Unlike the original Medusa, you have control over what is affected by the petrification. Sadly, because it's a prosthetic eye, you need to replace one of your eyes to fully use it. Likewise, since it originates from a Gorgon, it can be damaged by stuff geared towards snakes.

Gogmagog Army (600cp)
Gogmagog are ancient, gigantic, sentient, magic stone statues. Originally created by ancient Gods to be a mass destruction army, they were eventually discontinued and abandoned in the Dimensional Gap, however their power was more than enough to keep functioning even there. They possess immense physical strength and defense, capable of fighting a dragon king, they can transform parts of their bodies into different weapons, shoot laser beams from their eyes, fly, rebuild themselves when damaged, record everything they witness, and come equipped with several weapons specialized against supernatural creatures. You get 100 of these bad boys.

Artifacts
Affiliation

Independent

Animated Alarm (100cp)
This is a digital alarm clock that, when activated, will display an adorable anime character (boy or girl) with a personality or trope of your choosing telling you to wake up in a way that fits their personality. Neat, isn't it? It always goes off on time, too.

Big J Files (200cp)
An orphanage mixed with a supremely unethical laboratory dedicated to kidnap kids and ran experiments to crystalize ill-defined qualities or affinities for stuff to be used either as materials, or as a means to imbue a given quality on someone. While this defaults to users of holy swords, you can select another kind of goal. While running experiments on kids to create artificial warriors is a bit frowned upon, the results will soon speak for themselves.

Code Black 0000 (400cp)
An old, rusted key. A lost piece of machinery by ancient gods forgotten by time itself. It has a very strange effect, one that goes both ways. You see, it can be used to 'free' whatever soul or spirit is being trapped in some item, like a Sacred Gear, for example. However, this can also be used in living beings with their permission, at which point it would transform and 'trap' them into some item to augment others, like a wolf familiar becoming a collar that makes the user into a werewolf, or a phoenix bird could become a ring that gives the wearer fire magic and night-eternal regeneration powers.

God's Mistake (600cp)
Sacred Gears aren't the only artifacts of power in this world. Godly items used by deities like the hammer of Thor, or the spear of Odin abound in this place. Even the weapons of late heroes also lie around waiting for someone worthy of wielding them once again. You… have neither of those. What you have, however, is an invaluable collection of fakes. Copies of Mjolnir, Gungnir, Gram, Durandal, and more. One copy of each magical artifact or weapon of renown. While they are obviously a couple tiers behind the originals, the sheer number of them makes up for it. They won't be able to win a fight with the originals, but the effects are maintained and the sheer amount of these is enough to give anyone an edge in battle, or to power up an army.

Three Factions – Heaven

Holy Basics, Priestman (100cp)
The very baseline, tried and true, gear for exorcists across the globe. The garments laced with holy magic, the guns that shoot holy bullets, the holy lightsaber, the holy water, blessed grenades, and so on. They probably won't do much against middle or high ranked Devils or anyone beyond that. But it's more than enough to deal with the common rabble.

Chick-Fil-A (200cp)
If things progress a certain way, Angels will soon be adopting a system similar to the Evil Pieces of Devils, creating a pseudo-peerage of Reincarnated Angels using cards instead of chess pieces. Whether from intuition or experimentation, you're obtained early access to this system - you can reincarnate people, even the recently dead or dying individuals into Angels in a process identical to Reincarnated Devils, turning them into followers in the process. Much like its counterpart, this doesn't work on Devils, Fallen Angels, Gods, or beings akin to them, nor does it work on the same being more than once. While adopting the 12 Card system will be up to the passage of time or further experimentation on your part, these Reincarnated Angels are purified of any corruption they had in life and are opened to the idea of God…or, if they're not a religious sort, the idea that there is more to strive for and good they can do in their lives.

Abyss Illusion (400cp)
This fancy room was built to be a lot 'laxer' when it comes to rules, even of what can and what can't usually happen. The original intention was to let Angels and such beings have intercourse without the fear of becoming Fallen, even allowing them to mingle with Devils. Don't worry, all the issues involved with those fun times and the needed materials will be automatically solved. Except the awkwardness when you have to explain how exactly a perfect propensity between Devil and Angel came to be, or how a Dragon managed to knock up an inanimate object.

Last Origin (600cp)
The Throne of God, the Judeo-Christian one, to be more precise. It gives you access and control over the various systems he implemented during his run, including the Sacred Gears stuff, the defenses on Heaven, and so on. Right now, is being watched over by Michael, who is a very powerful seraphim, but no God. He will be a bit baffled if you start messing with it better than him, which would be funny. To sweeten the deal a bit more, I'll throw in this instruction manual on how to get this thing going on. With it you could make so non-humans can be born with Sacred Gears… or instantly rip them off from all the Reincarnated Devils with them. Your choice.

Cardinal Of Red Ashes (100cp)
There are quite a few things that Devils take really seriously, one of them is a fair trade when it comes down to contracts and such things. That's why this machine exists. A true wonder of magic and technology that can determine a fair price for any service rendered. It can even be used to manage a fair trade between objects. This thing won't lie, even when giving price to utterly nebulous or subjective actions.

Anon's Internet Defense Force (200cp)
The Evil Piece system is a centerpiece of how Devils gain prestige and is how Peerages are formed. A single High-Class Devil is designated as the 'King', and they choose up to 15 servants to fill the role of the other pieces on the board. The chosen Pieces receive a boost to their base abilities in a way fitting their role - Rooks are strong and durable, but relatively slow, Bishops are able to cast more powerful magic but exhausted themselves if they overuse this, and so forth. Purchasing this gives you a set of Evil Pieces that you can use to turn others into your demonic peerage, these pieces are even capable of 'reincarnating' a recently dead or dying individual. Your peerage will become Followers, maintaining the properties of their original race on top of the natural gifts of devils. This only works on that particular person once and doesn't work on Angels or similar 'holy' beings, nor on Gods.

Shine On, Crazy Devil (400cp)
The original Evil Pieces were a set of 16, but the King Piece designed by Ajuka was too powerful and the danger of it falling on the wrong hands was too great. Unlike the other pieces which grant special abilities, the King Piece simply boosts a person's power. However, the King piece's strengthening is anywhere from 10 to 100 times or even more.
The only restriction is that it can't be used by anyone that already has another Evil Piece inside, meaning no Reincarnated Devils and such. A simple, but effective boost in power.

Malebranche (600cp)
Twelve statues, the sealed relics of an old age, were made during the age of the original satans as a response to the sacred gears… It was a partial success. The Malebranche are artifacts that hold each an immensely powerful being, capable of swapping between their normal and weapon forms and capable of granting strength, abilities, and raw power to their users, even a fraction of their influence in a random devil was enough to have Sirzechs go all out. Even with their current allies and strong individuals, Hell has them sealed, afraid of the consequences of letting them roam free, especially the leader. Now they're yours. Have fun.

Muh Laboratory (100cp)
There's no true researcher that can go without a well-stocked laboratory with the latest gadgets and almost infinite reserves of coffee. It's just the bare minimum, man. That's why I'll give you this underground facility that has been tailored to be able to resist, contain, provide, and encourage any and all scientific and magical purview you undertake.

Tempest – The Waifumaker (200cp)
Here. I know you want it, no need to be shy. Heh. Exactly, this is a gender-swapping raygun, and it does exactly what you think it does. Comes with a varied array of options and settings, from temporal swap, to permanent, to changing the perspective of the victim. It can even alter their own and other's memories to make the change retroactive. Incredibly powerful, but it can't obviously affect beings without a gender.

Greater Cross (400cp)
Sacred Gears are prized pieces of power and sought by more than a few, however they can't be taken out just like that - the inherent bond between them and the souls of their users means that extracting the gears is not only very difficult, but it also means killing the user. But that seems a bit problematic, so I'll give you this modified extractor, which is based on the cross used by some Fallen to extract sacred gears, except this one does it faster, more efficiently, and non-lethally… unless you feel like killing someone.

Sinlaire Excite (600cp)
Hohohoho, the pride and glory of Azazel. His collection of blueprints of all the Sacred Gears he has researched over hundreds of years, as well as the artificial ones he would end up creating. Don't be mistaken, this is what amounts to a creation kit for sacred gears alongside lots of examples to draw from. However, while an utter moron could eventually make a low tier artificial SG with this, someone with an intelligence rivalling Azazel or that goes even further, could finally crack all the secrets of this system.

Greatest Clan

Dress Me Up (100cp)
You can't be part of a cool group without a properly iconic uniform! Not only are these uniforms appropriate for whatever affiliation you happen to be part of, but there's two sets each time - one for men, one for ladies. School uniforms, suits, nightgowns, etc. In case you need companions to dress up, too. They're plenty durable and come in enough numbers to have everyone looking the part. So people will know at first glance what faction you belong to. Neat, huh?

Ocarina Of Time (200cp)
This big-ass facility is a Research & Develop group at your name, a gathering of the brightest (and sometimes unhinged) minds that can be recruited. They pool together their brains towards whichever goal or theme you give them, from making artificial holy sword wielders, to researching magitech, to making hypnotism apps, and so on. The recruits will all be 'normal' if extremely good at what they do, unless you can recruit special individuals yourself.

Midiclorians And Such (400cp)
It's an open secret that there are only so many items that can properly heal some creatures, it may have to do with most healing reagents being holy and all that. I'll give you these boxes filled with vials of phoenix tears and other reagents that serve to heal, or otherwise buff the drinker. You will get more boxes each month or whenever you run out of it, whatever happens first. Doesn't look like much, but you would be surprised.

Multiply & Conquer (600cp)
It's a bit troublesome how easily Devils can replenish their numbers like flies while the rest of the supernatural world has to do with the old methods for increasing their numbers. Let's even the playing field a bit, shall we? I'll grant you a 'blank' copy of the evil pieces system, albeit modified to fit your current race, and with a different 'theme' of your choice so instead of chess you can have them themed after the tarot, casino tokens, or whatever - the only limited to a maximum of 18 per 'set'. Alongside this, comes a manual with instructions on how to make more sets. You can make some minor modifications on how they work precisely, given their role.

Generated By JewTube (100cp)
Yeah boi. The best part of belonging to the big leagues is that sweet, sweet dough. And by that I mean the obscene amounts of money that you can call forth to fix whatever problem gets in your way. You're part of 1% of the richest people in the world, and your wealth is even extravagant in the supernatural side of things. It's not an exaggeration to say that you basically own a percentage of the economy.

Laser Moon (200cp)
An upbeat, poppy song and dance number that you get to see a new version of at the start and end of each jump, or each year, which provides clues to dynamics you might develop and situations you might encounter with existing or soon to be met characters. It also puts the attractive ones in fetish wear and has them dance, but only if you're into that. Optionally, the characters featured will sing the background music. Music and dance may also hint of how things may go during your stay in that world.

Mímisbrunnr (400cp)
The famed left eye of Odin, capable of granting the user unparalleled insight of all kinds of magic. Even the ones from foreign or exclusive magic systems aren't exempt from the insight granted by this artifact. Comes from a well located beneath one of three roots of the world tree Yggdrasil, containing so much wisdom, even Odin himself couldn't just take a sip without losing something first. A must-have if you're planning to become a master of the arcane arts.

Beyond The Sun (600cp)
Olympus, Heaven, Valhalla, Tenkai, etc. There are far too many of those godly realms where the strongest beings live, with the strongest gates lie, the most elite soldiers defend it, the most sought treasures wait within, the fairest of maidens, and so on. Something unattainable by mortals and thoroughly enjoyed by the Gods above. Here's your very own heavenly realm, up to standard and unlikely to be less luxurious or powerful than any other. Comes with free infrastructure, no matter how weird or alien it would normally be, as well a 'staff' of your choice, but no afterlife system unless you have one of those already. You will always have a way to access it, even in other jumps. Feel free to design the looks and themes of it.

Khaos Brigade

Alfalfa (100cp)
Well, here you go, nerd. This is a gigantic collection of anime and manga of genres you enjoy - they may not match what exists in your home world, but each show will be something new that has everything you like to see in a work of fiction, and things you'd genuinely enjoy watching. Yes, this includes works for adults only. Also comes with figurines, lewd merchandise, and more. You'll even get more to view and keep each month. How about that?

Knockout Attack (200cp)
As a terrorist organization hellbent on changing the course of the world, you can't just rely on conventional recruiting methods. Now, based on the devil's own modern way to find contractors, we have devised this set of flyers, a few hundreds or so, that will automatically get delivered to a 'type' of people of your choice, like curious teens, merciless bureaucrats longing for revenge, heroic people that want to help others, etc. The flyer will ensure that they end up contacting or meeting you, after which you can proceed as you will.

Poisonous Snake (400cp)
Ah, the Samael Curse, potent enough to kill any dragon or serpent. In the correct circumstances even the Dragon God Ophis could fall prey to it. Most of those hit by this would die immediately, and under lots of pain. I'll grant you a few vials of the most concentrated, powerful, cursed poison of Samael. Use it right and no serpent, dragon, or being related to those will be capable of surviving. Fufufu, you would be surprised to know how many beings are linked to those, for example the Medusa, by her hair of serpents, would be weak to this, as it would be anyone that has her powers or similar.

The Very First Woman (600cp)
Don't look at me like that. See, this comatose lady here is actually one of the 'progenitors' of a race of your choice. Something like Lilith for the Devils. She's pretty much unable to wake up and quite useless unless you are planning on using her body to create more spawns. The latter which could be very fruitful, given that being a progenitor means her direct creations or descendants are way more blessed than the average modern member of the race. If you manage to wake her up however, you will have a crazy powerful companion, someone that could have a lot of say in the politics of her race, considering her position.

Hero Faction

Trust Me, Bro (100cp)
Let's not gamble to see if you have won the extra lottery and managed to get a Sacred Gear, it's far better to just trust on something more on hand - namely, a normal weapon. Lacking the utter bullshit effects of some holy swords, or the magic of ancient items, nor the soul connection of Sacred Gears, this weapon is still the absolute pinnacle of human forging methods, and it's sturdy enough to trade a few blows with the likes of Ophis before breaking.

Chaos Break (200cp)
Time to take out the drugs, son. This one here is an injectable doping drug made with the blood of the original satans, and made with Sacred Gear users in mind. Drinking it means increasing the user's overall power by several levels as well as granting the user the ability to undergo Chaos Drive, a transformation form that takes on the physical characteristic of the user's Sacred Gear on their body, as they mutate into various monster-like forms with enhanced physical capabilities in addition to their strengthened Sacred Gear's ability. Unlike the original ones, the dozen I'll give you are free of unintended side-effects. You will get another one each month aside from the initial batch of twelve.

Geronimo's Cadillac (400cp)
Sure, being a hero is nice and all, but we gotta refill the common soldiers. And what better soldier than a clone of someone with high specs? Nothing. Here I give you a cloning facility with a training station attached. With enough DNA samples (can be yours or from anyone), you can make a clone or a hundred, they will inherit all the basic powers and talents from the original. The machinery allows for preventive modifications, in case you want them to start with certain knowledge, rapidly grow up to their prime age, change their original sex, or just make them more submissive to your authority. Not very heroic, but very effective.

DNA^2 (600cp)
Truth is, most of the current line up in the Hero Faction are a result of either cloning shenanigans, inheritors of the old heroes, or some mix rather than true descendants of those legendary individuals. Well, it works well enough. I'll give you a rather large collection of DNA samples collected from across the history of mankind, enough material to make clones of them if you got the adequate facilities. Great warriors, poets, magicians, researchers and such lie here. Will update in other worlds you visit, adding more human DNA of important characters.

Magic Society

One Room (100cp)
It's a little difficult to practice complex magical formulas in public, so you came prepared. This is a room styled to your preferred magic system of choice, and all magic you personally perform within this room will enjoy both greater efficiency in mana and greater power. Also comes with spooky robes and basic ritual equipment and reagents for free.

Great Encyclopedia (200cp)
in a world where Angels, Demons, Norse Deities, Youkai, and even more absurd creatures co-exist in the same setting, it pays to know what's what. This book has all the knowledge you need of all myths and religious texts that exist on present-day Earth, and how to quickly draw connections between them and the 'real deal' in this world and beyond. This won't teach you about any unique mythologies in other worlds, but it will let you draw connections and learn about them quickly so long as you have a way to research them. Never mistake a Reincarnated Devil for a Pure-Blood ever again!

Evil Academy, But Not Evil (400cp)
You are now the registered owner and possibly headmaster of a high school or similar learning institution of your choosing. You can freely designate what it teaches, what the gender ratio or enrollment criteria of students are, or if it's private or public. It can even teach skills or abilities you are capable of passing down or be completely ordinary if you prefer that. It will usually run itself in your absence, as the teaching staff is both competent and not terribly demanding. Each jump you make in the future comes with a new teaching staff and semester of students, but the former will retain whatever teaching abilities the last bunch had or needed.

The Communists Have The Music (600cp)
There are many bounded fields, pocked dimensions, or hidden locations where the supernatural lives freely without hiding their magic from humanity, while some are very difficult to access, most of them have some sort of physical gate or entrance somewhere. This is a simple set of keys and a map. Except of course, the map has highlighted all of those entrances in the human world, as well as a feature to auto-update with useful information or whenever a new gate is made or destroyed. Likewise, the key acts as a masterkey to allow access to those realms. Can't do much if the place is being guarded by someone, but I'm sure you will think of something. On that note, these two will update again every time you enter a new world.

New Waves

Slash Dog Bar (100cp)
A little bar at your name. Starts in the initial location as you and generates a steady income. It will follow you throughout jumps and will sell whatever liquors you want to, as long as it is accessible in the setting or you can provide it. It will hire employees from the locality and pay their taxes at time. For some reason random important or talented individuals like to frequent it.

The Last Jumper (200cp)
So apparently a children's studio really liked a concept script I sent of your adventures. So much so that they've made a full TV show featuring your adventures, albeit a bit edited for the public. It's sure to become very popular and get you lots of fans, even with high-ranked individuals, or people from other factions. You don't have to actually appear in it, but it will broadcast each morning in a world you're in, and you'll enjoy a steady income of royalties for the show each month. Showing up in person will both inspire children everywhere and give you a boost in income. Might or might not generate enormous amounts of memes about you.

Everything Goes Dark (400cp)
Look, I won this Dragon Egg in a lottery the other day and decided I didn't feel like I needed another one, so you can have it. The insides of this egg are still null, which means it needs someone to nurture it, protect it, and send some magic inside it until it hatches. There are two very distinctive things about this little egg, the first is that the dragon that will hatch from it will have the potential to surpass Great Red in terms of power, and the second is that I took the liberty of pre-imprint you in it, so it will always regard you as someone important and not food.

The Satanic Bible (600cp)
Heaven got shafted when dear ol' Lucy decided to go around and make his own fucking army of supperpowered hereticals by using Lilith. Fittingly for the father of lies, it was far from the only project he started to destroy everything. Even the Malenbranche were made in his time, as well as several other machinations that rivaled the very own bloodline powers of the original pure blood devils. This library here is a blend of notes, instructions, and unfinished projects left by that very first devil. With this you could find a way to reproduce the powers of the devil bloodlines, or their brand of magic, you could even use it to replicate the demonic artifacts lying around hell. Of course, provided you have the right materials.

Holy Swords

Holy Swords are weapons infused with Holy Power and are considered to be the ultimate weapons against creatures of the dark, like Devils. 'Ordinary' Holy Swords are holy blades, which are holy power from angels shaped into the form of a sword. However, actual Holy Swords, created by either Gods or a very skilled alchemist, are a different beast altogether. Only a small group of humans can wield, said to be those with a large amount of 'light' within their souls, or an affinity to the element. Similarly, there also exist the Demon Swords, which have been infused with demonic energy – possessing great explosive power but being rather difficult to wield for many reasons. Lucky you, such Swords you purchase here work just fine in your hands. Because of their history across time and factions, everyone gets a 300cp stipend for purchases in this section only.

Hauteclaire (200cp)
Said to have been wielded by one of the paladins of Charlemagne, this Holy Sword's power is strong in its simplicity - it can purify what it touches, even that which it cuts. Resting the blade against the sick or poisoned can cure them of even a legendary beast's venom or striking a foe with this blade can purge evil influences or possessing entities from their body with enough force - without harming the possessed or the corrupted themselves, if you so desire. May this light your way, Jumper.

Galatine (200cp)
One of the thirteen swords of the Knights of the Round Table, a band of knights led by the Legendary King, King Arthur of Camelot. It was owned by one of the knights of the Round Table and King Arthur's nephew, Sir Gawain. Considered to be the sister sword to both Excalibur and Arondight, Galatine possesses similar characteristics to both as a holy sword as well as a unique blade that can never be nicked.

Ascalon (300cp)
Dragons are mighty and titanic foes, and enemies that only the foolish or the desperate make. Still, it was only a matter of time before one sought to slay such a beast, whether in defense or wrath. In addition to its innate damage against Devils, it is an extremely effective weapon against Dragons or those who wield their power, slicing into their scales like a hot knife through butter. It can also release the aura around itself to attack foes from a distance, allowing one to close the gap or continue the fight.

Ame no Murakumo no Tsurugi (300cp)
Better known as 'Kusanagi' for short, this Holy Sword is one of the odd ducks of the bunch...in that despite qualifying as a Holy Sword, the source of this blade is notably from a very unholy source - an evil dragon known as Yamata No Orochi. Possessing a piece of the beast's soul, this foul sword is capable of summoning the phantoms of the eight heads of the dragon, all capable of breathing flame and striking with a deadly poison that a mere drop of could painfully kill someone in a course of minutes or hours, depending on their body's strength - and no cure exists beyond incredibly powerful Holy Magic.

Durandal (400cp)
A blade surpasses many of the other Holy Swords in pure, destructive power, this gigantic blade is almost more like a wild horse than a mindless weapon in the hands of the user. The sword cuts with the touch of the blade alone, and at its full power it could obliterate other Holy Swords and powerful foes with ease. It also has an aura that is responsive to the user - the wielder desiring destruction would receive an aura that lays waste to the land around them, while a desire for precision would soften this to the capabilities of a normal, if powerful, sword. However, Durandal is extremely difficult to control, its blade needing to be sheathed in a small dimensional space (included) when not in use. It will take a lot of training to use it to its full potential, and even those pose a risk to you. I hope you like playing with fire.

Arondight (400cp)
One of the thirteen swords of the Knights of the Round Table, a band of knights led by the Legendary Arthur. It was wielded by the strongest knight of the Round Table, Sir Lancelot du Lac. Considered to be the sister sword to both Excalibur and Galatine, Arondight possesses similar characteristics to the two as a holy sword as well as their overwhelming power. However, Lancelot's madness later on in his life, due to his failure to prevent Camelot's downfall, cursed the sword and caused it to become a Demon Sword in the process. Now is one of the few legendary swords with a dual Holy-Demonic nature, mirroring its original wielder's descent to madness.

Gram (500cp)
The strongest Demon Sword created, Gram was previously wielded by the original Siegfried who used it to slay the Dragon King Fafnir, though Fafnir was later revived by the Norse Gods. It's considered to be the combination of Durandal and Ascalon; as such, it can release destructive power, but it doesn't require the same charging time as Durandal, furthermore its edge cuts through almost anything, and quite capable of cutting even the likes of Grendel. The destructive power it brings its unmatched.

Caliburn (700cp)
Finally, there is the original sword wielded by Arthur Pendragon in ages past: The Sword In The Stone, Caliburn. In terms of power, there is no equal among Holy Swords - the holy aura of the blade alone repels the wicked and the infernal, its cutting power able to rend flesh as easily as air and even slice through space itself. While lacking in the host of abilities and utility of a completed Excalibur, this blade makes up for that in terms of raw power.

Excalibur (1000cp)
Originally the sword of legend wielded by the original King Arthur, this fantastic Holy Sword possessed not one but several abilities that made it a bane of the unholy. However, it was shattered in the distant past, and reforged into different blades containing a fragment of its power. If you get them all (or pay 1000cp for the finished product) you may obtain the full Excalibur, powerful enough to let you fight gods. Here are the seven fragments made into different swords and the legendary sheath:

Excalibur Destruction (200cp)
Sometimes simple is best, and what's simpler than a big sword that can smash a room-sized crater into the Earth with its strength? This two-handed weapon's power is simple: a fantastic amount of destructive power in each swing of the blade. Naturally, it will hurt Devils and their kin all the more with a direct blow.

Excalibur Transparency (100cp)
You can't hit what you can't see, right? This Excalibur has the special ability to turn itself or the user invisible. Hm? And what? That's it. Not all of these are that impressive, you know.

Excalibur Mimic (300cp)
Why just one kind of sword, though? Why not, say, a katana? Or a zweihander? Or even a blade made entirely out of molten light?! The power of this iteration allows the user to change the blade into any size, shape, or material they desire, even other objects or life-sized replicas of living beings...though, obviously, those won't really be alive or do anything without the user's input. However, the more complex the form, the more training and refinement is needed with the sword's power - you will start with being able to transform it into different sword shapes or even mundane objects, but larger and increasingly exotic forms will take longer to master

Excalibur Blessing (100cp)
This version of Excalibur is perhaps the 'holiest' of the bunch, and better used as a ritual aid than a weapon. Its power relates directly to the faith of the user in the religion of the God of the Bible, enhancing the power of blessings and greatly damaging or weakening devils when used together with ritual. Oddly, this version lets this effect apply to all 'holy' magic or faiths from this jump onwards, so long as they fit the same themes.

Excalibur Rapidly (200cp)
Speedy, aren't we? This blade has another simple power, but a potent one - it enhances the speed of both itself and the user, moving faster than the eye can follow and can create phantom after-images that make them difficult to predict. It also creates enhanced flexibility, letting the user better avoid attacks or danger.

Excalibur Nightmare (100cp)
Another simple ability, this Excalibur has the ability to create illusions from the ether as well as manipulate the dreams of others. Very good for sleep therapy or Halloween parties! And, you know, misdirection in combat.

Excalibur Ruler (200cp)
Said to be the strongest of the seven Excaliburs, this blade is the embodiment of 'ruling' over both sentient beings and objects, able to subjugate and control both according to the user's will. Stubborn or

strong-willed beings will need to be weakened considerably before they can be bent to the user's will, but if they can establish and maintain control, this subjugation may well become permanent as long as the control is kept in place for a long enough time.

Excalibur's Scabbard (300cp)
The legendary holy sheath and main component of the true Excalibur. It provides the user with increased durability to the point of being semi-invulnerable, as well as granting the user enhanced healing and regeneration abilities to the point of being considered immortality. If wielded by a devil it would grant him enough capacity to take on blows from gods of light without flinching, and such other feats. A formidable weapon waiting for the right wielder.

Sacred Gear

Time to bring out the big guns. Sacred Gears are also known as 'God's Artifacts' and are part of the Judeo-Christian God's system to enact miracles on Earth. It's known that only humans (and rarely human-hybrids) are born with them. Powered by the desires of the user, adapting, and evolving based on their wielder's thoughts, needs, and feelings, gaining abilities or qualities as time passes. This is also how they can enter Balance Breaker, a state also known as the Forbidden Move, which is the strongest manifestation of the SG, and a form that goes beyond the initial plan of its creator.
The effects, abilities and powers they have are incredibly varied. From the relatively common Twice Critical, to the unique ones like Twilight Healing, to the Longinus – a group of powerful Sacred Gears said to be capable of killing a god. ***Humans here have their first Sacred Gear purchase 50% discounted. Half/hybrid humans, instead of that discount, gain 300cp to use in this section only.***

Custom (100+)
Does the sparse list of options I present to you seem disappointing? Do you want something a little more...unique for a Sacred Gear? Look no further. You may design and create a single Sacred Gear of your choosing with this option. The price will depend on its effects, based on the options below...a simple but useful utility effect or single combat ability will have a base price of 200, a Sacred Gear capable of manipulating others or natural forces or creating permanent items from thin air would be around 400, while a Gear with various different abilities or simple but extremely powerful combat power will be about 600. Creating a new Longinus will cost about 800, same as the others - these are game-changing artifacts with a host of various abilities that can elevate a mere human to be an equal to the greatest beings in the Great War, if used and trained correctly. Add 100 to that base price (base price is the one discounted if applied) and that will be your price for your personal Sacred Gear.

Import (Free/100cp)
Do you have an item you are particularly attached to that you've entered this world with? A keepsake, a magical item, or some weapon of note? You may 'import' it as your Sacred Gear, whether custom or taken from the list below, gaining all of its benefits and potential. If the item and the Sacred Gear are both considered sentient, you may choose which 'personality' is dominant while the other becomes memories for the new one in charge, ignore the second one entirely, or merge them into one entity. If the item in question matches the item 'type' (a gauntlet for Boosted Gear, a staff for Trick Vanish, etc.) the import is free, otherwise it adds 100 points to the base price.

Trick Vanish (200cp)
A staff with a short but sweet power: it can seal a single ability of an opponent away by cursing them, making very foul-looking marks appear on their body. This is incredibly draining to use, however, and the curse can be overcome by someone else aiding the victim. Still, if someone relies too much on a particular trump card...

Variant Detonation (200cp)
This Sacred Gear doesn't manifest as an item, but instead a glowing aura of power around the user. The ability of this Gear is simple but powerful - it can generate explosions on whatever the user encounters. If you can close distance between you and your foe, this Gear can make the unprepared and unprotected bite the dust.

Re-Spec (200cp)
A type of Sacred Gear that naturally manipulates energy in a very limited way. Letting you categorize and allocate your reservoirs to different 'stats' to enhance them; the more you devote to one category, the more bang you get for your buck. You can shift your stats around at will to be exceptionally fast or strong at any given time for example, but it would be a trade-off when it comes down to it. The regular Balance Breaker is an armband that allows the user to 'steal' energy and magic from the ambient and enemies, while permanently increasing its own. It's also known to have a sub-species that allows the users to spend energy into brute forcing learning skills or obtaining traits they normally wouldn't be able to. It has a very high potential, but the gains are relatively slow to get.

Mirror Alice (200cp)
Right back at ya! When activated, this Gear takes the form of a glowing, transparent mirror in front of the user or an ally. An attack that strikes this mirror is immediately reflected back onto the attacker, with twice the destructive power. Why is this being offered so cheaply? Well, it has a cool-down period that prevents it from being summoned twice in a row, which means it is best reserved for baiting a finishing move or protecting a weaker ally. Eventually, the user can learn to summon multiple mirrors, lessening this weakness slightly.

Phantom Mask (200cp)
At first glance, it looks like a theatre mask or something you'd see at a Masquerade ball. However, when the user wears it and envisions someone or something in their mind, an illusion forms over them that makes them appear to be a certain user or object. It even masks their voice and size from touch, only registering the illusion. You could convince someone you're a cute schoolgirl, a lamp, or even a giant dragon! That said, this is still only an illusion - if someone attacks, wounds, or otherwise disrupts it, it will fade away.

Cutter Dance (200cp)
Taking the form of a thin longsword with a golden hilt, this Sacred Gear moves in the air accordingly to the user's will, moving with the skill and swiftness fitting a master swordsman even if you yourself were an amateur. It can also create up to thirteen copies of itself that dance with just as much skill and effectiveness...the downside being that if your mind is distracted or if you're thrown off-balance, the blades become confused and stunned with you. Maybe with time, this weakness could be overcome?

Twice Critical (200cp)
A commonly occurring but extremely powerful Sacred Gear, this gauntlet manifests over the user's hand with the fingers uncovered. Its power is short

and simple: it doubles the power of the user, both physical and magical. This effect doesn't stack with itself and it expires after some time, but you know what they say: double or nothing, right?

Sword Birth (400cp)
A fan of swords, are we? Well, if blades are your bones, this Sacred Gear has you covered. This Sacred Gear takes the appearance of any sword you can think of, but its true power is being able to create any number of Demon Swords from any surface a certain distance from the user. These Demon Swords are magical weapons that are astoundingly effective against the 'holy', such as the Angels in Heaven. Should you unlock this Gear's Balance Breaker, you may even create unique Demon Swords with specific abilities made to counter a particular race or type of enemy, or utilize different elements together.

Blade Blacksmith (400cp)
This Sacred Gear is something of an 'older brother' to Sword Birth, having an identical effect save for the fact the weapons summoned are Holy Swords, thus making it terrifyingly effective against Devils or other unholy creatures like the Fallen. It's also notable in that it can potentially develop multiple Balance Breakers, such as summoning knights to wield said Holy Swords or make a gigantic dragon made entirely of said weapons. Who knows? Perhaps that potential can be unlocked in your hands, as well…

Gravity Jail (400cp)
Sometimes, people just weigh you down. Good thing you can return the favor. This Sacred Gear manifests within your eyes, and allows you to adjust the personal gravity of anything within your line of sight, of your choosing. This lets you crush someone with bone-smashing gravitational force, or make them float helplessly in the air - just mind the
'need line of sight' thing.

Forbidden Balor View (400cp)
STOP. Sit. Stay. Another eye-based Sacred Gear, this one allows you to momentarily freeze what you can make line-of-sight within time. This starts at a relatively short amount of time, but with practice and increased mastery, the duration can be made longer - it's unlikely you can freeze anything indefinitely, however. It's said this Sacred Gear has a lot of potential, and an evil consciousness within it…but, of course, this version lacks the latter effect. Be grateful.

Cry Heart (400cp)
Emotions are fickle things, aren't they? People can love or hate one day and then flip to the other in the blink of an eye…especially with this bracelet on your wrist. Its application is simple: It can control the emotions of others with a simple act of will. It can be subtle and subconscious, and thus harder to notice or resist, or can be outright mind control…though your target will likely notice the foreign influence on their mind, and the strong-willed can resist. Impress the same emotion enough times and its influence may become permanent. You could make a crowd fall in love with you, reduce a foe to a berserk fury, or give an ally a feeling of calm and reverie…that choice is yours.

Night Reflection (600cp)
Manifesting as shadows that dance and move to the user's will, this Sacred Gear can form bladed weapons and spears from said shadows to use as weapons against the enemy, as well as shaping them to entangle and bind foes. In addition, this darkness can 'consume' attacks and redirect them anywhere within the user's field of influence. The Balance Breaker allows the user of this Sacred Gear to become like the shadows they control, becoming intangible and completely unharmed by physical attacks, though energy-based attacks can still harm them.

Goliath Quake (600cp)
They do not recognize you now that you've BECOME HUGE! The ability of this Sacred Gear is delightfully simple - it increases the size of things. What things? Anything. You can make yourself into a giant, you can make individual body parts a bit larger, or turn a tiny chip of metal into a chunk the size of a skyscraper. In short, you can make anything building-sized and then turn it back to normal on a whim with this ability. The tallest you can make something with this Sacred Gear is the size of a modern skyscraper, though with time, perhaps this limit can grow with you. It takes the form of a handheld gong and the necessary instrument to ring it.

Cassandra Calling (600cp)
How do you keep doing that?! You just dodge, duck, and weave through everything! It's almost like you can see the future!...wait, you can! These special eyes of yours, when active, speed up your thoughts and slow down your perception of time, making enemies appear sluggish and giving you time to think. In addition, you can see wispy phantoms steps ahead of your enemies, providing an accurate and almost clairvoyant prediction of what their next move is, giving you time to plan and counter. With enough practice, your dodging and counterattacks (should you have any) become automatic, letting you dance around foes who struggle to keep up. That said, this isn't perfect...it's a mana drain to keep up for more than a few seconds at a time, and enemies that are too fast for you at your best won't be so easily avoided. Of course, practice makes perfect, right?

Golden Gauntlet (600cp)
Made of what seems like solid gold with six dashing jewels incrusted on it. Each of those jewels holds a different power. Extremely strong hypnosis and mind control, teleportation, great affinity and insight on magic, limited control over the natural forces around the user, capacity to interfere with souls to some degree, and weak control over time. Each of these starts off weak and must be mastered to the utmost limit before the gauntlet itself can show its true power. No one has ever managed to do so, but many have theorized it will be very near the level of a Longinus, if not there already.

Vritra Gear
The Black Dragon King who was also known as the Prison Dragon, has his soul split and sealed in multiple Sacred Gears following his defeat. His direct power was the weakest among the Dragon Kings, but the amount of powers he has

was unmatched even by the Heavenly Dragons. Each of these abilities play and help each other exceptionally well.

Absorption Line (200cp)
It has the appearance of a small black bracer in the form of a small and cute black chameleon-like lizard and can produce multiple glowing pale blue colored lines that can be used to restrain, absorb, or transfer the power off of beings or objects its connected to. It's also able to absorb life energy and convert it into either demonic power or magic energy, exsanguinate the blood of a person, and such.

Blaze Black Flare (200cp)
It gives the user access and control over Vritra's intensive jet-black colored flames that are infused with curses similar to hellfire. The flames themselves are able to curse the soul of any being caught and killed by them for eternity, with the user being the only exception as it grants it immunity over them. The curse properties of these flames are enough to counter the divine attribute of Incinerate Anthem's Holy Fire to a certain degree.

Delete Field (200cp)
The user gains the ability to suppress and negate the abilities of an opponent or items within their range. The effects are strong enough to give pause to beings as powerful as Gods. Using it smartly can easily tide the battle on your favor.

Shadow Prison (200cp)
It gives the user the ability to use Vritra's shadowy aura to restrain opponents, as well as some degree of power over shadows in general. Very little is known about this Sacred Gear, but its ability to detain enemies mid-battle can't be ignored.

Sacred Gears
Longinus

This class of Sacred Gears is specifically named after the True Longinus, the first and most powerful, and are known because in theory even a human has a chance to kill a God with one of them. They're unique, extremely powerful, highly adaptable, and full of potential – some of them said to be even capable of destroying the world. Aside from True Longinus, there were 12 created originally, and another 5 that would evolve to that level in a possible future. The 18 of them are offered here. They all possess some sort of consciousness inside of them, in varying degrees.

Any of these costs ***800cp***, reflecting their immense power and abilities

True Longinus
It's the most holy weapon in existence, provides enough raw power that can be used to immediately make gods bleed, even in a normal human's hands. It can massively weaken any demonic being or effect merely by being in its presence. It also has a power known as "Truth Idea", which takes in the ambitions and will of the user, mixes it with the dying will of the biblical God, and then manifests a miracle. If your will is strong enough and the biblical god agrees with you, it can basically blast just about anything out of existence or grant godlike blessings onto your allies...but the biblical god can actively disagree with you when using it, causing it to fail or have unpredictable effects.

Zenith Tempest
Allows the user to manipulate the weather and elemental attributes that exists in nature, which grants them control over fire, wind, lightning, water, earth, and ice. Even control or create weather inside of places where weather conditions do not exist. Such weather control can easily be on the scale of an entire country. It can also create things like giant bubbles to trap others, or alternatively contain varying effects such as stimulating the most precious memories of whoever they touch or inflicting divine punishment on them.

Annihilation Maker
The Annihilation Maker grants the user the ability to create an assortment of creatures from their shadows and based on their imagination. As such, the more powerful the user's imagination, the more powerful the creature is upon its creation. It's a heretical power that borders the limits of a god and capable of trampling over the world in the right hands. You can even create 'anti-monsters', monsters designed specifically to counter and defeat a type of foe, though you may require more setup time depending on their size and abilities. These monsters are loyal to your will and emerge as complete creatures once they are done being shaped.

Dimension Lost
When you're tired of something, the best place to throw it is in a trash can. And there's very few better trash cans than the Dimensional Gap. This Longinus has the power to create mist that can block any attack, and can transport anyone

or anything within that mist into a displaced artificial dimensional space. It has no direct offensive abilities, but once the mist has finished expanding to the size of a country, it can banish everything within into the Dimensional Gap - where all things lacking magical protection are annihilated in but a few seconds.

Boosted Gear
This Longinus contains the Welsh Dragon Ddraig, appearing as a draconic red gauntlet around the user's arm. It has perhaps the most explosive potential for growth, having one of the strongest Dragons in this world powering it. It starts with Boost, which will double the user's power every ten seconds until they reach their physical limit, and then can release this stored power in an Explosion. Its Balance Breaker creates Scale Mail, a powerful draconic armor that greatly increases the durability of the user and the Gear's powers, removing the need to wait 10 seconds for the next boost.

Divine Dividing
A rival to Boosted Gear, as it contains the dragon Albion, who was the sworn enemy of Ddraig back in the day. This Gear manifests as a pair of wings that enables the user to fly. Like the Boosted Gear, it has greater-than-average evolutionary potential even among other Longinus, but instead of directly increasing the user's power, it has an ability called Divide. It halves the power of anyone or anything the user targets, and adds it to their own. Excess energy is expelled through the wings, and thus can be discharged completely or in part to protect the user. However, constant use of power at the user's absolute limit can be damaging to their bodies. The Balance Breaker enables the user to form Scale Mail around their bodies.

Regulus Nemea
Containing a legendary Nemean Lion within, this mighty axe is strong enough to break open clean fissures in the earth with a good swing and full mastery of this weapon is said to give the user the potential to split planet Earth in two. This also protects the user from projectile attacks, forcing opponents to brave the melee or find a different way to stop the oncoming onslaught. The Balance Breaker of the Nemea creates a golden armor around the user, giving them the physical strength and durability of the axe itself, and fully shielding them from projectile blows. It will take time and mastery to manifest this might for long, however.

Canis Lykaon
It's the result of fusing two individual sources. One of them being the King of Arcadia, Lycaon who incurred the wrath of Zeus, causing the King to be turned into a wolf after being cursed; and Ame-no-Ohabari, the divine sword in Shintoism used to kill Hinokagutsuchi. As a result of the distortion caused by the union of both, it now appears as a black hound with a will and agency of its own, though purchasing it here makes it extremely loyal to you. The hound can manifest powerful blades and attacking weapons from darkness, as well as being able to transform itself into a sword. It can also attack through shadows freely, and other such powers.

Sephiroth Graal
Better known as the 'Holy Grail', this Sacred Gear is a decorated golden goblet that grants complete understanding of life, death and the soul to the user - right down to its creation and how to manifest it. This is potent enough that the will of said user could be broken from its overuse, unless they possessed very strong willpower. From the power to control the principals of life, the Sephiroth Graal can summon and control souls as it was used to bring revive the long dead, can strengthen others, or remove their racial weaknesses, heal, restore youth, bypass seals, and so on.

Incinerate Anthem
This is a semi-independent Longinus, able to manifest independently of the user and act on its own to a limited extent, this version usually acting in the user's favor. It manifests as any object of its own choosing, and its primary ability to generate purple flames that cause great damage to Devils and other 'unholy' creatures, to the same as if not more than the extent of the True Longinus itself. The amount of holy flames that can be summoned are vast indeed, and are the bane of those of evil alignment.

Absolute Demise
Another independent Longinus, it manifests as a three-meter-tall doll that is made entirely of ice. Its ability is simple but frightening - it can quickly generate cold and ice, enough to freeze over a small country in a short amount of time and can manipulate the element it uses freely. At its maximum range, it can lock an entire county within a crystal of ice as long as the user wishes to, and more.

Innovate Clear
This one has the ability to create an ideal world in another dimension, in a way somewhat similar way to what Annihilation Maker and Dimension Lost would seem if used together, the user can enter and create whatever they want in that pocket dimension, it can be even used it to create perfect replicas of people and situations, making perfect predictions of how things would go if the circumstances were altered. However, anything made inside of Innovate Clear's world can only exist in that world.

Telos Karma
Oh, the sadness. This has the ability to forcibly create and enforce options and choices that aren't possible normally, changing the possibility of certain phenomena into unexpected events. In short, it can manipulate the karma of the people, objects, and even world at large. This shows, for example, to having an experienced warrior experience failures and unusual surroundings, leaving them unable to react to something as simple as a thrown stone. Something sure becomes probably, something impossible sure, something possible into probable, and so and so.

Nereid Kyrie
One of the newly manifested Longinus. Nereid Kyrie grants the user the abilities to control and strengthen Dragons, as well as the sea. It can be used to enslave

Dragons to the possessor's will as well as making them powerless or strengthening them. It also grants the user instinctive knowledge of Dragons and can be used to put them to sleep. This power over dragons goes to the point that it could control even the Great Red.

Star Buster Sword Blaster
Split between both a longsword and rifle, the sword being capable of cutting through almost all things in their path relative ease, which includes even other Longinus. While the rifle can fire massive aura blasts, capable of defeating most Gods that aren't versed in war, even without its Balance Breaker, a firepower so high it can easily be on the level of Satans or Gods, and capable of eliminating several islands in a single shot.

Unknown Dictator
This one is a big mystery. It holds the abilities to manipulate iron, as well as control and create electronic devices of the modern era. an take the form of different types of electronic devices, created by the wielder. Not much is known about it, except that its power doesn't fall behind when compared to the other ones in this list.

Aeon Balor
Has the power to generate an immense amount of darkness on a scale that can envelop an entire town and devour anything within. Additionally, it can stop the time of anything or anyone within their line of sight and create a large number of eyes within the darkness. It's also capable of creating numerous beasts of darkness, and alternate their line of sight, allowing others to use his time-stopping power.

Alphecca Tyrant
Allows the wielder to attack using nails made from holy aura that can also rewrite the perception and concepts of those struck by them, in addition to being able to affect and manipulate Sacred Gear users and even Longinus owners. Because of the holy aura, the nails are extremely effective against creatures of the night, while it also holds the capacity to not only alter perceptions but fully brainwash others under the right circumstances. Tyrant is indeed an apt name.

Companions

Import (50cp/300cp/600cp)
New faces are nice and all, but the good friends you have made along the way shouldn't be forgotten. For 50cp you can import (or create) a single companion with 700cp for their use, or fill the whole roster of 8 for 300cp, again all of them gain 700cp for their expenses. If you are feeling really lonely, I will let you import all your companions for 600cp, they gain the same 700cp for perks and items. They can still gain more if they choose to take drawbacks. They could be the power you need to save the day.

Canon Companion (50cp)
Surprise, surprise! So, you took a liking to a native of this world and decided to invite them in a new adventure? I can't blame you if that's the case, with so many colorful characters around. Well then, let me give you a good head start by conjoining your fates together in a way that you will always meet each other in favorable circumstances to increase your bonds. That should do the trick. You only need to have them alive by the time your time in this world ends.

Arme Vapula Heim (50cp/Free Transfer Student)
There's strength in humanity, strength beyond any supernatural being – at least that's this gal believes. A young girl, but far stronger than she looks. She has no Sacred Gear, no fancy swords, renowned bloodline, nor any kind of exclusive powers… what she has is an unshakable belief in humanity deep in her heart. A so-called genius of peasants, capable of creating and mastering new martial arts in the middle of a battle, capable of making a new magic system from scratch that rivals even the devils or dragons' own in versatility, or even lay out the blueprints for new weapons that would shake the world – and all such accomplishments can be easily taught and learnt by humans and humans alone. A natural born master that despises everything and everyone inhuman, her talents could allow her to push humankind into equal ground with other supernatural factions, if properly cultivated and shared. Calculating, thoughtful and inspiring, she's the greatest friend one could ask for, the most dependable comrade, and perhaps the most affectionate of lovers. Yet, her eyes burn with a cold fury that won't be ever laid to rest unless she exterminates all obstacles for human progress. If you romance her, it might be possible to change her views on non-humans and seek a different future.

Double Cross (50cp/Free Dark Horse)
As it usually happens, you were skeptical when some random (and admittedly very hot) woman appeared at your door claiming to be your guardian angel. Not only because your life had been pretty shitty so far, but also because she was a fallen angel. A sweetheart that makes you wonder if she's really a fallen, constantly giving encouraging advice, offering kind words, and baking sweet pastries. Sadly, she's also extremely violent with anyone that goes against you – which wouldn't be that strange if she didn't hang the corpses up for review. Less rare was her 'sister' a normal angel that also claims to be your actual guardian angel. Fan of cooking spicy dishes, preaching to random people with hours-long sermons until they too confused to disagree with her view, and

known for her vocal disgust of most races outside yours and her own. Both are surprisingly shy to romantic gestures, despite the fact that their powers and number of wings show that they have probably been around since the Great War if not before. Also, their vast knowledge of the sacred gear system and how ancient ruins work is a bit suspicious…

Maiden of Blue Eyes (50cp/Free Old Sport)
Arrogant, smart, wicked, greedy, jerkish. There are many words to describe this young tycoon, but no amount would truly do her justice. Orphaned at a young age, she didn't waste time in self-pity, instead managing to get herself adopted by a couple running a medium-sized business, took it over and made into a billionaire corporation. She thought she was cursed to live an unfulfilling life in a world far too small for her… until she discovered her Sacred Gear: Wicked Trapper, which allows her to 'seal' spells, items, attacks, or even beings weaker than herself, into cards to unleash later. As you had been partially the reason of her awakening to the supernatural, you decided to take her under your wing for a bit. As fate would dictate, she quickly showed her natural genius at magic, and went far beyond when she found ways to mass produce more stable and permanent versions of her SG, even if somewhat degraded. She has decided to take the world by storm and believes that the first step is to surpass you.

Crafting My Love (50cp/Free Eternal Rival)
Among the many Sacred Gears created, the ones related to crafting are rare, especially those as powerful as Real Scare, designated to bring temporary bring to life characters sufficiently written about. Too bad the current user didn't realize it had activated against her wishes, or that she had developed a sub-species. As expected of a 'hero'. Indeed, this black-haired girl that gives the impression of a scared cat, is the descendant and inheritor of certain famous writer. Sadly for her, she not only inherited quite a bit of his complexes and fears, but also her penchant for writing horror – specially based on the 'apparitions' she sometimes sees and scare the crap outta her, which has unknowingly feeding her SG, thus feeding her creative urges… you get the picture already. Shy, calm, kind, and quite a bit bigoted in the weirdest of ways. Her cat seems to hold secrets.

Dozen Cakes (50cp/Free Devious Ringer)
The Valkyries are the demi-gods closest to human warriors, the beautiful maidens that selected the greatest men, the lovers of true heroes. Thus, it's not really a surprise how out of suitors they are nowadays. Seems that you, in pursuit of making sure no other faction got a hold of your powers, ended up reenacting a bunch of heroic deeds in a very classical manner – somehow surviving the ordeal and ending up all the better for it. Such sights were what these maidens had been waiting for, perhaps for far too long, as they got a bit 'over-enthusiastic' in pursing you. Well then, if you are familiar with the myths, then you just might know what to do, if not – enjoy having a dozen or so demi-gods stalking you. At least they'll help in a fight.

Autonomous Marionette (50cp/Free Bright Star)
What is a human? What is a soul? What makes us who we are? Those were the initial questions one of your teachers and seniors posed herself. The answer, rather than a book on philosophy or magic theory, was the creation of the most 'complete' homunculus to date, which was given to you as a graduation gift. She's a bit of a blank slate, as instead of a philosopher's stone she has a 'Maiden Circuit' instead, which gives her the ability to feel emotions, and develop free will. Sadly, it also come with a set of 'premade archetype' installed as a guide of sorts. In her case, she acts like the perfect mix between maid, assistant, and bodyguard. Always capable, always ready, always prepared, and able to fight at anytime. How she develops from there (if she ever does) depends on you. Comes with the knowledge on making more 'maiden circuits' for new homunculi, or just implant them in inanimate objects and watch them become sentient.

Laugh Maker (50cp)
It doesn't matter what today brings, for tomorrow is another day. That's what this lovable goofball says and greets every morning with a smile before they clumsily run into another tree. This ordinary and slightly dumb student is incredibly energetic and friendly. They are willing to go to incredible lengths to get a smile or laugh from others, working hard to brighten the days of others. Now, they want to keep you company on your journey, especially if you didn't have any companions before now…no one should have to adventure alone!

Fang-In-A-Box (50cp)
Vampires are said to be of nobility, of aristocracy. But this one insists on living in a cardboard box, believing it is the key to 'true royalty'. This slightly delusional Dhampir was nearly executed by their family, but escaped...not to save their lives, but because they went to chase a butterfly and never quite got over it. They're incredibly scatterbrained but determined, having the benefits of 'JUMPAI' for interests that change over the course of a week, and absolutely absurd luck that makes them get away with way more than they should, and their colorful insanity can create effects similar charisma for those able to withstand shenanigans. Upon finding you, they identify you as 'rowtagonist' or something like that, and immediately cling to your leg and say you're best friends now. Have fun with that.

Hidden Dragon (50cp)
You meet such interesting people, don't you? This is a Dragon with aqua blue scales, and a matching hair color as well as a fit frame in their human form. They are a young but powerful member of their species, having the fiery ambition associated with their kind and a quiet fury in battle, though they're calm and taciturn with others, and surprisingly warm towards you. Most peculiar of all, they claim to belong to a bloodline that research suggests never existed or is downright impossible, giving them the power far beyond someone their age would usually have, even for a dragon. They dodge questions about their identity but are steadfast and loyal to you regardless...and are a surprisingly talented martial artist and magician.

Fly Me To The Moon (50cp)
This devilish young woman is your rival, ever since you meet you have been in a cat and mouse game where the roles are constantly changed. Who has better grades, who gets the coolest pet, who is better at magic, etc. An heiress to an old and respected, but still small, youkai clan. You're pretty sure she's totally in love with you, but far too prideful to admit it unless you confess first. A pointless struggle that makes it even more funny since she's basically a bunnygirl. Still, few should underestimate the power of what amount to one of the greatest geniuses ever produced in the youkai faction.

Dreaming of Dragons (100/200/300cp)
What you see before you ought to be an impossible existence, not even born yet. A small child that is clearly a dragon for all the trapping of humanity it wears, and with the mind of one to boot. In truth, she is a small part of a greater whole, a stolen fragment of power made into a person in its own right simply through the weight of power it possesses. And with the utter lack of life experience that implies, for all her power she's simply... Innocent. Where she came from and how she exists are mysteries, but the gift of a simple chocolate bar or other sweet will endear her to you surprisingly well. Regardless, she also comes with absolutely no worldly knowledge, possessions, or skill at using her own powers. Please treat her kindly. The price depends on her innate potential, something she will reach in a few months of training or battles; with 100cp being enough for her to enter the tier of a Dragon King, 200cp for something on the level of the Heavenly Dragons, and finally 300cp is a bit special, as could potentially become as strong as Ophis.

Drawbacks

Missed The Bus (+0)
Alright, maybe you don't want to arrive in Kuoh a year before anything exiting happens. Maybe you want to start ten years earlier, or before the Great War happens. You can take this toggle to set the date you arrive to this world. As a bonus, I'll also let you determine how long you want to stay around, from one year to a hundred.

Hungry 4 Lewds (+0)
Mh? What's happening? Suddenly Issei isn't a pervert and somehow became a magician? Rias is a competent fighter? Kiba abandoned the edge and is a woman named Yumi? What in tarnation…? To keep things clear, taking this means that you'll arrive to a fanfic version of DxD rather than the canon universe. Things will get real weird real fast.

Bitch, Where's My Sandwich?! (+0/+100cp)
I mean, if you really want to. Taking this option will let you replace one of the canon characters (become them, everyone assumes it was always you, etc. Your call). There might be some dissonance if you have a build too different from their canon selves but nothing major will happen. Taking the +0cp options means that you will be able to cherrypick the details for the duration of your stay here and prevents any major dissonance that may arise from your choices. The +100cp option means instead that you won't be borrowing anything positive unless you purchased it, and that there will be dissonance to the reasonable degree.

Unhealthy Obsession (+100)
You have a -thing- you really like Jumper, or if you already did, you like it even more than you did before. To a very, VERY insane extent. While you still keep any lucidity you had before, it takes a lot of will to avoid talking about this thing and seeking it out. You name your attacks after it, try to them yourself around the same thing. This will inhibit your social skills, especially if you are talking about something only to start going on an hourlong rant about how Dragons are the best.

Dress Break (+100)
At random intervals, with very little warning, your clothes will be utterly obliterated while you are still wearing them. Anything magical, unique, or things you'd rather not have broken just fall right off instead. This will happen in public several times, but not during really important life-or-death battles. May ruin your reputation.

Dumb Bitch (+100cp)
Woe is jumper, for he is now as idiotic as a brick and denser than a neutron star when it comes to interpersonal relationships. This doesn't make you book-dumb, but you have trouble grasping when someone is in a relationship and rare will be the occasion where you don't stick your foot in your mouth.

That's A Gun (+100cp)
Do you know the phrase 'all war is based on deception'? No? Well, I wasn't expecting you to, dumb and uneducated monkey. To put this into words that your frail mind can understand, taking this will make people lie to you a whole lot. Most of the time will be white lies over nonsense, like what's the name of the math teacher or what they had for lunch. Still, it might end up making you a bit paranoic if don't have a good grip.

Blood In The Water (+200)
In this day and age, only the madmen of the Khaos Brigade and complete idiots actively desire the days of the Great War to return. Everyday life is peaceful, and even incidents in the supernatural world are more the exception than the rule. This is no longer true - the peace is more fragile, violence and murder are much more common, and what would have become peace is now a world teetering on the brink of a second Great War. This world isn't as kind as you might be expecting.

Jumper Gear (+200/+0 - Requires Sacred Gear or Holy Sword)
Well, this is a predicament. That shiny new item you bought has completely absorbed you into it. While it will set you free after your first ten years in this world, you're completely helpless and powerless while stuck within the item. You will be wielded either by a canon character (if you chose their Gear), a companion, or a random ordinary Human in this world. They will have access to the Gear's initial abilities, though they need your permission to use any of yours. While their survival is optional, you're going to be hard-pressed to act on your own without a wielder of some kind. At the end of the jump, you separate from the item and return to normal. If you kept your original wielder alive to this point, you may take them as a companion for free if they weren't already. For +0, you can shove a companion into the Gear instead for the same effect. Isn't worth points, but I'm sure it will be hilarious to everyone who isn't them.

Fucking N00Bs (+200cp)
Well broski, I hope you weren't thinking of steamrolling the word, because all your powers have been reset to the minimum output. They're still there but toned down until you aren't that much different from the average human. You will have to train and focus to regain your powers, although it will take some months to be full back on track and that time is very precious. Don't worry, this won't affect passives like charisma, harem aura, trainer boosters, etc. I'm not a monster.

From The Ground Up (+200cp)
This one isn't particularly nasty; it will just reduce around 20% the output of your powers and perks. They can be easily trained back to full power by training, using them as much as possible should do the trick in a few weeks. You can take this up to five times, at which point it will almost impossible to detect if you have any powers at all, and would take years of constant use to get them back to normal.

Rival/Nemesis (+200/+300)
Someone either envies you or sees you as a worthy challenge. For +200 points, this is a rival - someone who is skilled or powerful enough to give you a run for your money in a battle but doesn't actively desire to kill you. Humiliate you and defeat you, maybe, but not kill. They will be a foil and nuisance to you, actively teaming up with your enemies and other foes just for a chance at fighting you, and if you fail to overcome them, it will somehow wreak havoc on your own goals and everyday life each time. For +300, this has turned from competitive drive into true hatred - they hate you like Ahab hates the White Whale. The drawback applies the same way as above, except they're actively TRYING to dismantle your life piece by piece and will shoot to kill. Should you defeat your Rival or Nemesis and manage to reconcile with them (the former is much easier to do this with), you may take them as a companion from this point on. This rival or nemesis may be a 'canon' character, though you must still convince them to come with you at the end of your feud. This is obviously harder for some than it is others.

Not Very Bodacious (+300)
This particular bane's effect is twofold. One, you look...very plain, very unremarkable compared to everyone else in this world. Which might as well make you ugly. While no one will flat-out hate you for your appearance or lack thereof, it will lead to a few awkward silences. Also, any and all romantic endeavors in this world fail - building a harem ends in failure, your significant other is constantly busy for whatever reason, and you've got no alibi. Expect an entire decade of being plain and without much physical contact.

Dull Emotions (+300cp)
Oh, the old tristitia – the lack of joy in life, the lack of care. A dull feeling that envelopes you and weights upon your very own heart. If nothing matters, then there's no reason to put in the effort, after all. Until your time here is over, melancholy, apathy and disinterest will be your everlong friends. Your other emotions are somewhat dulled, In a world where strong desire and emotions can make the difference, your stone-cold heart won't be doing you any favors.

Stereotypical Repetition (+300cp)
I guess this is truly the end of logic. For some reason everyone acts like a bad cliché or their worst fanfic takes. Issei straight up faps in middle of the day while babbling about breasts, Akeno is a nymphomaniac, Sirsechz is a witless siscon that's only in his position because personal power, Kiba is Shadow the hedgehog, etc. Even random people you meet are some sort of stereotype played straight. It might be up of your alley, but the truth is that you wouldn't find anyone that doesn't get boring real quick.

Here We Stand (+300cp)
A minor, yet major, change. This world runs no more on 'shounen logic' and defeating someone in battle means little if you can't do the proper follow up. Things now will work as logic would normally dictate, with the usual exceptions, which means some improvements and many more problems down the line. Surely enough you won't think much of this, but when it hits you, it will do so like a freight train.

Komm, Süsser Star (+400cp)
Oh, where are you other powers, lil' jumper? What's this? It seems that you lost access to all your previous powers, abilities, items, and even access to your warehouse. I'm sure you will be fine, I mean, if there aren't any major changes in the setting, and you keep yourself far from strong enemies, that's it….

Trouble From The Future Past (+400cp)
I got news for you, a bunch of time-traveling (they might be dimensional travelers instead, it's a bit confusing) teenagers have arrived to cause trouble. Why should it matter to you? Well, for starters they're your kids (or would be kids) they came to ensure that they are born and to stop some weird shenanigans related to you, a couple of them just want to spent more time with you or have some weird crush on the younger you form some reason (no question they're your kids when they're so bizarre). Anyway, they have all the powers they could feasibly have as your kids plus a bunch more that are theirs and techniques from the future. Have fun handling them and preventing them from causing an apocalypse. You can take them as followers after this ends, as long as they're still around (damn you, time shenanigans).

Call Down The Thunder (+400cp each)
A Faction listed above (except Independent, which is instead Dragons for this drawback's purpose) has heard tell of you, Jumper. Perhaps they've discovered your power and your potential. Perhaps it is from some unforgivable crime or sin committed in your background. Maybe they just really don't like you in particular. Whether as a desire to experience a good battle, to save their world, or just to get a slice of the pie, they now actively hunt you and seek to kill you. The Faction in question will use all of their resources, their mightiest warriors and leaders, and as much tactical acumen as they can manage. Longinus' will be stolen or regained and deployed, all schemes and countermeasures available to your powers will be used, and more. This conflict will start small but will inevitably escalate until it turns into your own little microcosm of The Great War. This may be taken multiple times, once for each of the Affiliation choices.

Revival of Jumper (+500)
A world where those who believe in themselves and work hard can overcome any obstacle. A world where peace can be obtained and won in the end, and even Devils and Fallen Angels have good deep down. Such a wonderful world that would be, wouldn't it? It's a shame that's not where you're going. Merely being a strong fighter and having a good heart means nothing here - this is a land of schemers and madmen alike, the sort of world created by near-ageless gods and demons struggling in the shadows for supremacy. Politics are like an intricate spider's web, opponents fight intelligently and press every unfair advantage they can get, and even those who you'd know to have good hearts aren't above throwing you to the wolves once you stop being useful. Sacred Gears and other items pass from hand to hand as many seek more advantages over the competition, and everyone wants to sit atop of everything. This is a world of liars, of monsters, and demons. Finding your way will test both your resolve, your ambition, and your willingness to sink to their level...even if all you do is run and hide, a rogue element can't be ignored, and it will follow you. Can you survive in this world?

Götterdämmerung (+500)

The Christian Mythology was never alone in this world. Beings and Gods from the various mythologies, including Chinese, Japanese, Hindu, the Norse and more exist, and some even work hand-in-hand with the various Factions here. Their involvement in the conflicts here is secondary, acting as allies and a second set of hands in the affairs of this world. This is no longer the case. These Pantheons never made any sort of agreement or ceasefire with the Christian Pantheon, quickly realizing the dead of their God, they took the opportunity to put that lousy pantheon in their place. Let me rephrase, jumper, this world is nothing like the one you were expecting. The war between the Pantheons has been an unrelenting one that has made a mess out of things, most humans have some tie to the supernatural and fights happen in all levels. It's unsure if peace can be archived… but there's plenty of opportunities to rampage now.

Last Choice

So, I'm sure you had a lot of fun in the vast…lands, of this world. You managed to keep yourself alive for a decade, somehow, so you know the drill.

What will it be?

Go Back
Yeah, the constant escalation and the ridiculousness of all of this would get on my nerves, too. Or you just died somehow and can't pick anything else. Either way, you get to go back home with all you've gained.

Stay Here
Interesting choice. Well, as long as you've found something worth staying for, this is as valid an option as any. You get one more round of +1000 choice points to spend, on the house, and enjoy the rest of your life here.

Keep Course
To the next world! Adventure awaits!

Notes

-Evie and Etoule can't be used for hybrid options, for obvious reasons.

-For jump purposes Reincarnated Devils count as hybrids. So, if they were human they get the stipend for Sacred Gears.

-When in doubt, fanwank.

-Thanks to HeavensAnon, BLADE, Nameless Anon, AR, and others that helped me to finish this looking less horrible.

-You can have more than one Sacred Gear, it happens in canon.

-By default, the Longinus you get are the original unless you want them to be exact copies. It will be weird and its up to you to justify it.

-Made by Ricrod