



Welcome, Jumper! To "The World God Only Knows", a place very much like your original earth. Or at least that's how it looks at first glance. You see, here heaven and hell exist since the immemorial, hell recollects and purify the souls of humans and then heaven reincarnate them, this process gives them energy to keep functioning as well. However, at some point some devils of hell started tempting humans into sin to gain more energy. Leading to a civil war in hell and heaven forcing its hand on the matter.

Now, the New Hell is facing a problem: 60,000 of the old devils' souls have been freed and roam the earth, targeting women to feed on their negative emotions and grow in power until they can reincarnate as their offspring.

You arrive a week before Katsuragi Keima, a Dating Sim addict known as the "Capturing God" in the net for his incredible seduction skills... in games, gets tricked into a pact with the devil Elsie De Lut Irma to capture this furtive souls using the power of love.

Here, have **+1000cp** to help you in your travel.

Gender & Age: You gender is the same as it's right now. Choose any age between 15 and 18 to start, in case of devils this is just your apparent age. Feel free to pay 50cp to change any of these.

Starting Location

Majima Private School:

A renown school with decades of history in this city, while it was originally an all-girls school it has been some time since it became mixed. The famous "God of Conquest" attends this institute as a sophomore and is mockingly known as "Otamega" by his peers.

Misaki Beach:

A rather boring beach in Majima. This place, however, holds some secrets for both the normal and supernatural population, being the central point where the souls of old devils got freed and infiltrated in earth.

Gramp's Coffee Shop:

One small restaurant known by its coffee. Owned and ran by Katsuragi Mari with the occasional help of her son, Katsuragi Keima. Even though the food and coffee are pretty good, this place tend to be deserted most of the time, making it a good place for meetings.

Inazumart:

Also known as the Majima Centre, is both a major shopping center in the city and a great source of entertainment. There's a lot of variety in shops, from jewelry and supermarkets to cosplay and games shops, the last ones are constantly visited by certain teenager.

Background

Drop in

Your everyday jumper, with no new memories to hinder or help. Appearing one day in your chosen initial location with a flash of light. You have the documents to prove who you are, and a room rented for the month. Have fun.

Capturing Squad

The team in charge of capturing the furtive spirits that were freed into earth. Either a devil of the new hell, freshly appointed to the job, or their trusted human contractor, who will be doing most of the direct job when dealing with the Spirit' Hosts.

Normal Citizen (+200)

The mostly average everyman (or woman) you could encounter everywhere. With common abilities and normal worries. Well, maybe a little more than that, seeing how good you are for certain things. Remember that you're still a baseline human.

Vintage

New Hell is nothing but a joke. Constant power outages, the original land is an inhabitable dumpster and their pride as a race has been crushed to dust. No, you can't accept this outcome. Either by pride or pure necessity you became a member of Vintage, a terrorist organization that seeks to use the Weiss to restore Hell to its former glory.

Perks

General Perks

Pretty Face (100)

A refined aura, roguish handsomeness, girly attractive or even odd charm. There's something desirable about your looks, something it can't be denied, even from those who don't see you as their type. Regardless, you're a solid 9/10 in the eyes of the beholders.

Gaming Master (100)

One doesn't gain mastery over something from a day to another, hours of practice, raw talent and the correct methods are necessary to archive the top. That applies for everything, even something like "gaming". Yeah, you're an indisputable master at one genre of games of your choosing, be shooters, puzzles, RPGs or even dating sims.

Survival Of The Kindest (200)

Sometimes, what people need isn't love or luxuries, just a caring hand and true friendship to help them get up and face the world. That's your call, not helping others with their problems by being a direct variable in the equation, but rather by cheering them from the sidelines, making them face their trials alone, but with the certainty that they have your trust and friendship. It's truly commendable from you, jumper.

I Won't Bother With The 'Real' (200)

Words are overrated, most of what people try to convey ends up being said by their body movements instead of their words. You know that, enough to be able to perfectly read others by their body language. The secrets they hold are in plain view to you. Even the intentions of a girl that barely talks are just like an open book to you.

Drop in

Eager Times (100)

In relationships, the first impression can become the most important, it's the seed that will shape the way others will think of you for the next encounter and can even become the cornerstone of your relationship. You have a way to make your first meetings always leave a strong impression in others, even if sometimes they aren't the most positive ones.

Service With A Smile (100)

The sad truth is that we can't ignore reality, for better or worse, the need for food and money is necessary for our continuous existence. This grants you the necessary skills to manage and run a shop or restaurant, as long as it's a small one. Hope this can help you to gather the funds necessary for your purposes.

Silhouette Romance (200)

There's something charming about you. This is not the normal sort of charm people possess, rather a type of charm that makes people more forgiving of your flaws, favoring the virtues you show. New acquaintances will ignore your bad reputation in favor of what they see, while closer friends or lovers will overlook your most undesirable traits, unless they are harmful for yourself.

All's Fair In The Endgame (200)

It's difficult, I know. Work, relationships, meetings and the occasional change in routine. Stressful feelings can appear and take the better of you, in some cases, leading you to take suboptimal decisions. While this won't take them away, it will let you ignore those negative emotions until you have finished your immediate goals.

One Night Gigolo (400)

Romantic developments can get long and annoying. Some people need time before being ready to open their hearts for others. Good thing that you can bypass that, getting closer to the hearts of others with ease. It's more of a passive aura you give off, making people feel more comfortable around you, they reveal their secret weakness and raw feelings with a little interaction on your part. Still, things won't really change unless you take action.

For A Few More Lovers (400)

The rumored 'golden ending', when you have a group of people pinning after your affections, most are fated to end being sided in favor of another. That's no longer the case for you, though. For you possess the rare ability to manage multiple relationships at the same time, managing your time to give them all love equally and prevent fights between them. They'll gradually come to enjoy each other's company or accept their role in your life and try to make you happy together.

Capturing God/ I can see the ending (600)

Before you, the boundaries between the real and the ideal becomes thinner. You're less of a nameless one in the sea of people and more of a main character in a game. What kind of game, you ask? A dating sim, of course! Setting the 'flags' to enter a girl's 'route' and triggering the 'events' to make her fall for you comes as easy as breathing. After all, the heroines of the story are destined to fall in love with the protagonist.

Capturing Squad

Devilish Sweetness (100)

Who's cute? You are! Excessively so, even. One would think that a demon from the pits of hell would be a little intimidating at least, but you are in the other side of the spectrum. A childish innocence radiates from you, letting you make friends more easily than normal, and giving you some extra attention from those who like that find it appealing.

Evil Angel (100)

The capturing squad was created for the imminent threat of the old devils' revival. As such, they hold certain rights and advantages in the field to ensure that the objective is properly dealt with. You know how to properly make personal profit from said position, exploiting it to the maximum while ensuring not going overboard and losing it.

Wicked Genius (200)

You didn't make to where you are just by having a rich or royal bloodline. No, you graduated first of your class by the sheer genius of your brain. And it shows, you're naturally more intelligent than any of your peers, not only academically, in which you excel, but also in more practical affairs, from winning at tabletop games to combining spells.

Miss Robot (200)

Covert and replacement missions will end up being frequent in your line of work. While you haven't really mastered the art of impersonification, you're at least talented in the field, enough to foul the general population of a famous artist after around a week of observing your target. You aren't tricking their closest ones, but it's still a good advantage.

War By Proxy (400)

There's no shame in admitting that one can't do everything alone. After all, most tasks in your line of work need cooperation, to say the least. If you can't do much for those 'flaws' that hinder your objectives then just find people that are strong where you're weak, you do have a talent for finding such individuals after all. Be aware that finding and convincing them to help you are different matters altogether.

In The Backstage (400)

Ah, the show must continue, of course, but you can't rely on the main actors of the play to get everything done. Most of the magic show in the stage is product of the men in the shadow, after all. That's where you are, boasting talent and experience in the field of arranging events to happen, meetings are created and alliances forged. All of your work, without the characters involved to know a thing. Go wild and orchestrate a play to your rhyme, jumper.

No Waste In Hell (600)

After the civil war left the lands of Hell in a disastrous state and lacking the energy necessary to run things, Devils had to adapt to survive. Their most prominent answer was the fusion of technology and magic, to a terrifying degree. While the devils of old relied on raw power and energy to rival the heavens, the new devils can boast being at the same level by the versatility of their creations. The makings of the new hell are your's to play with, having the knowledge to create and augment even the most prominent or powerful of devices of the new underworld.

Normal Citizen

Cheap Trick (100)

Sure, videogames are fun and all that, but where's the beauty of simplicity, of tactics in a board, of looking at your enemy's eyes? That's where true fun lies. Or at least you seem to think so, as an avid player of things like chess and shogi, in which you became rather good, not enough to go 'pro' but more than enough to participate in local tournaments.

Runner Up (100)

Athleticism is in what you excel, short dashes, obstacle race, marathons and more. Your body is the ideal type for sports after all. No matter what sport, you will find that you have a good start at practicing it, and that there's always some room for you to grow more. While you're impressive overall, your speed is truly remarkable.

Settled With A Fist (200)

Really disappointing, the new generations have forgotten about martial arts in favor of more mundane pursuits. Don't they know that a strong mind resides in a strong body? Thankfully you aren't one of them. Training since a young age, you're a master at your preferred martial art and a decent shot in a couple more. Feel free to decide what martial arts.

Text Adventure (200)

Isn't a library like a jungle? So many books, so many stories to be read and explored. Yet, so little time to read them all, to truly enjoy them at their fullest. It would be sad, for anyone to be deprived of such entertainment, but not to you. Not when your memory and reading ability are so high that you can literally read and perfectly memorize a thousand books in less than a week. Just try to go outside every once in a while, ok?

Shining Star (400)

Charisma, good looks, talent at singing and dancing as well as the endurance needed to survive the killing work hours in this industry. You have it all, and it couldn't be of any other way, you're a famous idol after all! As popular and impactful as Nakagawa Kanon, there's an entire fanclub dedicated to you, not to mention the legions of fans supporting your job. Still, this career doesn't accept well romantic partners.

Loveary (400)

The most powerful emotion, the feeling people talk about since the immemorial, the source of happiness and sadness. Yeah, I'm talking about LOVE. It gives so many things to people... you included. Exactly, this enables you to gain a boost in all your activities as long there's love in your heart, be you the one in love or the one receiving it. Thought reciprocating love works much better.

Absolute Girlfriend/ Perfect Heroine (600)

Something inside your heart has sparkled, and made the road to love so much easier, it's basically a cheat. Don't be surprised if people confuse you with the main love interest or the heroine of the story. After all, you go around easily sparking romantic love while boasting an incredible luck that lets your romantic outings go perfectly. Go to the arcade with someone you're interested in and win a couple of tickets for a private resort! Suffering from a breakup? Some new students just transferred, both attractive and somehow interested in you.

Vintage

In The Pits Of Hell (100)

Hell may be in a dire situation, but they still take the time to instruct their young one in the basics of self-defense. As expected, their self-defense comes as killing or incapacitating the enemy before they can attack or harm you. Not a very pretty style, but really practical and useful.

Open The Door (100)

When it comes down to it you're not someone to avoid any resources or routes simply because of morals. Buffing, hurting others or toying with their feelings is something that you know and can do perfectly well for the sake of your goals, removing all that 'morals' nonsense until you accomplish your objective.

For A Good Cause (200)

Vintage as an organization was able to convince very powerful and prominent figures of New Hell to help with their plans. The reason is simple, they appealed to logic, they knew how much people wanted a change for the better and appealed to that. You have talent in the same vein, easily convincing others to join you and work with your methods, as long they believe you all have the same goal.

Divide & Conquer (200)

A terrorist organization isn't much different from normal companies. You have to do all the administrative paperwork, if anything, it's even worse to make it all secret. May be a curse more than a blessing that you're so adept at making it work, being able to manage great parts of the organization, more specifically the ones in charge of resource distribution. Not a very fancy job, even less in a terrorist organization, but one important enough, and with a rather nice salary.

From Beyond (400)

Well, aren't you a sneaky little thing? Not for yourself, but for the whole organization. You have true skill at making disguises and alibis to maintain the group in the shadows. Cover ups are as easy as eating pie, and to cloak whole hideouts as legal corporations. Naturally this works better the more power you have in the organization itself, as a low level grunt you could trick some, but the most intelligent. While as one of the leaders you could potentially put the forefront of Vintage in the same lines of those who oppose to it with them completely unaware.

I, Me, Mine (400)

In all honesty you aren't that loyal to the cause. Just going to whichever side seems to be winning. And for someone like you, developing a way to cover your actions is the most rational outcome, from erasing your traces in a battle to making seem like you were actually a counter spy for the other group, if not directly delete all proves that you were with them in first place. There's nothing honorable here, but the fine art of surviving by aligning with the strongest.

A Dagger In The Back (600)

Infiltration is the name of the game, to gather information in the nose of your enemies and go back home with all the gains and none of the troubles. You're a master at this, a real professional at disguising yourself, penetrating the minds of your targets and gain their trust to reveal their secrets. Getting people to trust you with easy, despite them having reasons to be wary of you, just to have them spill the beans. Even if the group you're infiltrating is aware of a traitor within the ranks, no one will suspect of you They won't see it coming.

Items

100cp ones free to origin, while the rest are discounted.

General

Collection (50cp)

Probably the greatest assortment of games one could boast, while all of them are only from your favorite genre, the vast quantity could fill a whole house with little problem. How much do you spent on this, anyway?

The "M" Funds (50cp)

It makes the world go 'round. The equivalent of 1,000 american dollars as a monthly income, you can change the currency if you prefer yens, wons of something like that.

Soundtrack (50cp)

What would be of us without music? Nothing good, I bet. This is a collection of songs tailored for you, they will play when the situation calls for it. You can choose to be the only one to listen or let the others enjoy it too, they won't find it strange.

Hell's Broom (100cp)

A broom made to clean the nastiest parts of New Hell, made with lots of cleaning spells, it's guaranteed to perfectly clean your home if you learn how to operate it, maybe certain ditzy devil could help you?

Save Orb (400cp)

Well... this shouldn't exist yet, but I'll make an exception this time. This orb is basically a "save point", should you die this will revive you without counting as a failure in your chain. It only works once per jump, so be careful.

Drop in

PFP (100cp)

The greatest portable console ever created (according to certain nerd), capable of running any game you possess and can accommodate into the port and never running out of battery to play. If lost or stolen, it will appear in one of your pockets or warehouse in the next 10 minutes. Don't let anything get between gaming and you.

Gaming Gear (200cp)

Woah... This setup can be summarized as one of the most comfortable armchairs in existence, surrounded by every console ever released until now. Certainly useful for those with lots of free time and little connection with the real world. It will add new consoles as they start appearing, even in other worlds.

Conquest Manual (300cp)

Not a simple walkthrough, but THE Walkthrough. Made by the god of conquest himself, this manual will come handy when trying to seduce girls in games, or better said, you cannot possibly fail if you follow the instructions. For some reason the contents seem to also work in real girls that fit the archetypes...

Coffee Shop (400cp)

Well, the money for all your games and adventures have to come from somewhere. Here's a small coffee shop that will follow in your travels between worlds. It can automatically recruit the staff or you can choose to run it yourself, you know, if you aren't too busy in front of the screen.

Capturing Squad

Soul Detector (100cp)

A sensor in the form of a cute skull, don't ask me how skulls are cute. It alerts when there's an old devil's soul in the vicinity. In later jumps can be used to detect other kind of souls, the range is about a mile radius.

Hagrodomo (200cp)

The standard raiment for the capturing squad and the technomagic equivalent of a swiss knife. This strange cloth can shapeshift and be used as a myriad of tools, it can also access the databank of hell for information in certain targets or be used as a disguise. It comes in your favorite color.

Soul Sealing Bottles (300cp)

Twelve magic bottles designed to capture the souls of the old devils once they're out of their human vessel. They restock once all are used, and can be utilized with other type of souls without container.

Testament Scythe (400cp)

The ultimate, irrefutable prove of competence in the New Hell. This scythe is only awarded to the best of their respective years upon graduating school. While the respect it brings is a little boon on its own, the true advantage comes from the passive effects the scythe has, boosting spells the user casts with it, greatly reducing the energy consumption of such and even being able to produce hellish blue flames. If lost or broken, another one will appear in the warehouse a day later.

Normal Citizen

Wardrobe (100cp)

Well, we can't have you going around in rags, right? A colorful selection of outfits for whatever you could possibly imagine, latest fashion jeans, nurse outfits, tuxedos and more.

Mobile Stage (200cp)

As expected of an Idol of your caliber. This is a small, portable stage for you to make a show anywhere, whenever you want. Collapsible and easily carried around, it still weights the same, so have someone from the staff help you carry it.

Dojo (300cp)

As the name would imply, this is a small dojo located in the mountains. For you to teach any martial arts you know to the younger generation. Don't expect to gain much from the students, the principal goal of this place is to teach, after all.

Castle Of Knowledge (400cp)

Books. They're the greatest source of information, memoirs and feelings of the writers conveyed through pages to the readers. A special bond is formed. You seem to understand that; this library is a prove of it. Filled with thousands of books, you can find almost any subject in here. From firetrucks to quantum physics. It becomes a warehouse add-on after this jump and adds more books with every world you visit.

Vintage

Goddess Sensor (100cp)

Originally a Spirit Sensor, this one was modified to alert the user of divine essence, making it the de facto equipment for members of Vintage. It will alert of any active goddess in half a mile radius.

Cursed Dagger (200cp)

Of course, Vintage gave its members a way to finish off the goddess in the event they couldn't capture them. This is the weapon they came with. A small dagger filled with magic, in the right circumstances it can be used to kill a weakened goddess.

Altering Memory Device (300cp)

A copy of the mechanism used by the capturing squad. It works by burring old thoughts and events under a fine veil of new ones. This one lacks the great energy cost that normally comes with its usage. Beware that memories can be restored, so don't get trigger happy with this.

Interrogation Room (400cp)

Such a sad truth, captives rarely speak when you try to get the information from them in nice terms. No, they don't start talking until you're already in the middle of torture. C'mon, have this, your personal interrogation room, equipped with the most efficient tools to get the info out of those rebels.

Companions

The Old Gang (50/300)

Feeling lonely already? Well, no worries, you can import or create a single companion for 50cp or eight of them for 300cp. They gain 600cp to spent in origin, perks or items, and can take drawbacks.

The Whole Cast (600)

Well, aren't you popular? Lets' do this, for 600cp you can import all your companions, they will gain 800cp to spent in origins, perks and items, but can't take drawbacks.

Canon Companion (100)

Took a shine for some of the characters here? I can't blame you. For 100cp gain an opportunity to bring them along, if you can convince them to do so. Guaranteed to meet them various times during the jump in favorable situations. Though some may not be available to companion just with this...

Partner (100cp/Free-Mandatory Capture Squad)

Whenever an old friend imported to the role or a new acquaintance of yours, this is your partner for the job of sealing back the furtive souls of the old devils. They probably aren't that impressive, their personality and methods are mostly opposed to yours, but can bring good results if you manage to work together.

Scenarios

The World Only Jumper Knows

Oh, so you're 'Jumper', huh? Well, you do certainly look the part... Stop making that face, you know it's true. I suppose it's my time to explain things, lost lamb. You see, I, the *Conquering God*, made a deal with your... let's say 'benefactor', in each other's behalf. As you must know, The Conquering God can't lose his time with the 'real', not when so many heroines in games have a need for me, so you will be taking my place in the nonsensical plot of this place.

Here's your ordeal, you will team up with my (supposed) designed partner: Elucia De Lute Irma (also known as Elsie) to participate in the capture of the 60,000 devil's souls in earth, who have taken refuge in the metaphysical 'gaps' in girl's hearts, with the intention of reincarnate as their offspring.

You aren't moving from this place until the whole 60,000 are done for.

... What are you waiting for? I have games to play! ...Oh right, Your reward. You can take this ditzy devil as a companion, I don't see why would you, she's pretty useless and Vintage is searching for her, for some reason.

Since making you go throughout this trial in my stead has granted me my own dimension of free gaming by your... our 'benefactor', feel free to completely take my place, inheriting my previous position and relationships in the 'real' world, with or without the memories (I don't understand why would you want something like this). It could be useful, though I don't see how.

Search For The Goddess

It's... regrettable to say, but the Old Devils were sealed with the help of 6 goddess called the "Jupiter Sisters", residents from heaven that were tasked with such sacrifice. When the seal broke, this six were also released, but in a weakened state, no different from the souls of the old devils. Like them, too, the goddess entered in the hearts of six young girls to survive.

Your mission is simple enough, find the hosts of the goddess and empower them. How, you ask? Well, with love of course! With this I mean that thou shall fill the hearts of their hosts with love, and who better for that than you?

While finding them would be troublesome, it's a little more complicated, since there are various groups also searching for them, be to use their power or to finish them for good. So it's a career against time.

If you manage to finish this ordeal, then the goddess and their hosts will agree to follow you in your adventures, taking a single companion slot, if you want.

New Hell's Restoration

Oh, so we finally meet, sir... "Jumper". My name is Dokuro Skull, chief manager of the Capturing Squad.

Let's go directly to business, shall we? There's no denying that the current state of the New Hell is little more than pathetic. The original land is a toxic wasteland, there are multiple terrorist groups, lacks of energy, little staff, and for some reason only women have been born since the war.

Here's the deal your "Benefactor" proposed:

Fix the whole mess and give the devils in New Hell a better direction to the future. It's a little vague, but I'm sure you will understand once you see the place. In return for your services, I will make sure that a new Squad is formed to aid you in your travels. Around 20 devils will be appointed to act as companions, taking just one slot. Yes, you can choose who goes.

Drawbacks

Hobby Spender (100)

You got a hobby jumper, something you like, actually you like it so much that you end up spending most of your money on it, instead of more basic things, like food. You should take better care of yourself.

“Otamegane” (100)

Maybe is not something as ridiculous, but you are now known only by some nickname, while not exactly harmful to you, expect to be made fun off and your reputation to be in the negatives for the duration of your stay here.

3D Is Pd (200)

You have forsaken the ‘real’ and chosen to enter the realm of the patrician taste, the ideal is superior in every way comparable to the filthy real. If you don’t get it, this makes you an addict to games, galge games in particular... What’s that ‘waifu’ thing you keep talking about?

100% in Exams (200)

Regardless of your origin or age you’re now a student in Majima High. Furthermore, I expect perfect grades from you, should you fail to maintain the standard then the chain is over.

Loving a bad character (300)

You’re in love jumper, that should be a good thing, but for some reason you fell in love with a godawful game character. You will reject every suitor, companion and romantic partner you had in the name of your new love.

Bugged Memory (400)

Somehow your memory seems corrupted, in the same way of a memory file in a game. Expect companions and powers to be forgotten and for blanks to appear when you try to recall something important.

Notes

- Made by Ricrod
- Special thanks to PucelleAnon