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SAINT☆
YOUNG
MEN

セイント
聖



おにいさん

中村光

NAKAMURA
HIKARU



MORNING KC

Introduction:

The Enlightened One: *Buddha*.
The Son of God: *Jesus*.

Needless to say, they are the founders of Buddhism and Christianity respectively. The two of them are staying together at a certain apartment in Tachikawa City as they enjoy a vacation on Earth, which now extends into a new year.

In spite of such a scenario, these next few years will be strange but otherwise peaceful. Enjoy your own simple life in this city, as those awkward foreigners going by the surname Saint enrich the lives of all those around them.

+1000SP (Saint young Points)

Origins:

Regardless of your origin of choice, you will find yourself in Tachikawa city time and time again, making contact with the Saint brothers often.

Saint: Perhaps not an actual saint, but you will enter this world as a single figure from any religion of your choice. This can be anything from a humble apostle to the mightiest of gods and demons. However, certain restrictions will be in place for any supernatural abilities you may receive for being such a person. Both in this and all future worlds, you will usually only manifest your figure's more fantastic qualities and powers in rather mundane ways. Such as the Christian God being exceptionally skilled at trivia and craftsmanship, or Zeus being a shockingly suave living joybuzzer. On occasions where doing so would be humorous, knowingly or otherwise, you may push a little past this to manifest clearly supernatural effects, drawn from your figure's respective texts. For the more incredible beings, these will be nowhere near your figure's full power, nor will they be anything inherently harmful to others. Effects such as Jesus splitting a swimming pool down the middle is likely the peak of what you can do with this.

If you take this origin, you may be old friends of Jesus and Buddha from Heaven, paying them regular visits to see how they're doing. Maybe you're one of those two yourself. You might have talked them into letting you tag along to begin with, posing as the third Saint brother living in Matsuda Heights. Or maybe you're just a bored demon looking to give those two saints a hard time. I leave that decision in your hands. Choose age and gender as appropriate for your figure.

Young Man: You are a mundane human, living in modern Japan. You may or may not be particularly spiritual, but you've never had any supernatural experiences of your own. Your life is pretty normal, not to say it can't be exciting in its own right. Lately your attention has been drawn to those strange foreigners who walk around in white T-shirts every day, but they seem like nice enough people. You receive an additional 200sp to spend as you please. Choose age and gender as appropriate for a living human being. You may optionally choose this origin to enter the world without any history or connections to speak of. Regardless, events will conspire so that you receive adequate shelter and employment opportunities.

Undiscounted Perks:

You're Famous (Free): Even the residents of Heaven are vaguely familiar with the trends and icons of the modern age. Whether through coincidence or deliberate grooming, you now closely resemble a single famous figure of your choice. Your impression of that person is spot on, though nowhere near good enough to actually impersonate them. You'll often have passerbys compare you to that person, in a positive sense. If you are sufficiently famous, you can simply resemble yourself, in which case people will compare you to yourself without necessarily realizing you to be the same person. This can be toggled at any time.

Keep Your Expectations Low, Okay? (50): Though hardly a master, you are a passably talented artist, especially when working in the manga format. If you work hard, you could get your works accepted by one of the lesser known publishing studios. Though, you'll have a far better shot getting these works distributed throughout Heaven. This is because you have also developed an understanding of Heaven's peculiar sense of humor, and how to capitalize on that. Your works will become household knowledge if you publish them there, and you'll have similar success in the Heavens of future worlds.

Jumper's Day Off (50): Would you call yourself religious? Well, whether you're the giver or recipient of worship, you likely have a particular image to upkeep. For any preexisting religion that you associate with, whether you're a follower or an object of worship yourself, you are allowed to "reskin" all of your supernatural traits and abilities to reflect this. If you are a relevant figure yourself, your abilities will be altered to resemble that figure's recorded and implied feats. In the event that you are purely a practitioner, this will become far more general, simply reflecting the overall tone, aesthetics, and traditions of your belief system of choice. Do mind, this is only a superficial effect, and will not notably impact the functions of the abilities positively or negatively. If you associate with more than one religion, then you may switch between them at any time.

First Century Haircut (50): Are you some kind of wizard? Or maybe just a freak of nature? You are able to style your hair through what could only be called magic. You can arrange your hair into any style that you have the length for with just a thought. Actually, if you have more hair than your desired haircut would require, you may condense it to seemingly any extent to appear your desired length. You could walk around with a stubby perm, while actually possessing enough hair to block out the sun. Just be mindful that all that hair isn't actually going away, and your neck will have to deal with constantly supporting all that condensed mass. Be careful not to open a black hole on your scalp.

Mortals Will be Mortals (50): Those who attach themselves to any kind of higher power tend to be more than a little defensive of their beliefs. You have quite a bit more leeway than most when discussing this sensitive subject matter. So long as your words and actions are enacted without ill intent on your part, even the most austere of onlookers will more often than not take such behavior in the spirit it was meant. Mind you, this isn't worth much if your intention is to get away with making offensive comments. This is just a safety net for times when you don't know any better, or when such behavior is simply unavoidable.

Discounted Perks:

Choose four perks out of each price tier to discount 50% off, or free, in the case of 100sp perks.

Priceless (100): There is nothing more pitiable than one who lets pointless grudges paint their worldview in such a cruel light. You now understand on some level that nothing is truly unforgivable. Your potential for forgiveness is endless. There is no offense you cannot excuse, no sin you cannot pardon, and come to understand. You are fully capable of holding a lasting grudge if you deem it to be in your best interests, but you will always know how much it takes for an offense to be repaid in your eyes. Even if such a debt remains unpaid, you will always have the ability to set aside your pride and let go of your resentment, to move on with your life.

Road to Holiness (100): There's hardly anywhere someone can go where religion doesn't exist in one form or another. Both in this world and any you visit after, you are extremely knowledgeable on nearly all major religions. For the average man, this will just mean a breadth of knowledge and stories from countless different cultures, good for trivia. However, if you yourself hold some kind of significance to one such religion, such as being a notable god, saint, or similarly spiritual figure yourself, these will be far more personal accounts. You'll have endless memories of personal interactions with many major religious figures and beings, most of which depict the lighter sides of these individuals. You'll have no shortage of humorous anecdotes to share with your friends.

The Jumper Smile (100): Communication is hard, sometimes it's better to just look someone in the eyes and let your heart do the talking. You are capable of giving off certain faces, each one clearly projecting a distinct emotion, be it fear, anger, sincerity, etc. These cannot be used for deception, and must properly represent your emotional state. When used against anyone willing and able to communicate with you, your emotions will be flawlessly relayed and accepted. Those you scorn will comprehend the intensity of your rage, those you wish to apologize to will feel your sincerity down to their very bones. This is unfortunately ineffective against those who have no desire to listen to you, namely children.

The Worst Kind of Change (100): Aren't you happy? Most people would die to have this kind of luck. Though, you may find at times that the world is going just a bit too far to make things go your way. This luck tends to take effect just as strongly to avoid minor inconveniences as it would major gambles, like miraculously strong gusts of wind blowing by, just to stop you from spilling a little soy sauce on yourself. You have enough luck to win almost every local raffle you enter, but this still won't overcome the odds of winning the grand prize in a national lottery. For better or worse, this luck extends to those you interact with, gifting people lottery tickets will net them 500\$ each, at the bare minimum.

Let Them See The World (100): Who cares what you do for a living? Who cares how many fights you've been in, or how many years you've spent behind bars? As long as your love is real, Papa is still Papa. You're a great parent, able to handle all the ups and downs of child care. No matter how dark or vulgar your occupation or disposition may be, you still have every bit of heart and reliability needed to raise a child into a healthy and responsible adult. Only you can give them a better, more honest life than the one you led, even if any onlookers may disagree.

Best Combination (100): Friendships with you are strong, lasting, and enriching for all parties involved. You quickly catch on to your ally's quirks, wants, needs, and dreams in no time at all. However, there's so much more to being a friend than just stroking someone's ego. You know how to drag your friends down, how to hold them back, and how push their buttons in the ways that only a best friend would. A healthy relationship is not built on a convenient ignorance of your partner's flaws. It is a nigh unbreakable bond, where both parties accept the very best and the very worst in each other. It may not be pleasant, but it's this dynamic that lets real friends connect, and make up for one another's shortcomings, becoming so much more than just the sum of two people.

(Un)Natural Ascetic (100): Pain is something that all animals must come to terms with. Most accept this as an inevitability, while some may cower in fear of any and all discomfort. However, others may reach for the opposite extreme, and find the underlying pleasure and satisfaction that can be achieved by facing suffering head on, and coming out stronger for it. ~~These people are called masochists.~~ You have immense patience, and the capacity to appreciate even the most minor of pleasures that come about from painful, difficult, tedious, or even completely meaningless tasks. This makes you a natural at studying, training, meditating, cleaning, and any number of similarly grueling pursuits.

My Salvation (100): As the saying goes, you're only as young as you feel. You have a talent for tapping into your inner child, that selfish, bratty, optimistic, naive, and adorably charming state of mind. This may sound like a negative to some, but the unrefined happiness of a child is something that simply can't be compared to the petty pleasures of adulthood. Those around you will often find that selfishness of yours to be enriching. Children are so much kinder than most would give them credit for. Your thoughtless enthusiasm has a way of forcing them out of their dull comfort zones, and showing them a microcosm of what might be a world without distrust, or cynicism. This also helps you get along well with actual children.

Leave it to Lucifer (200): It's beyond me how people are so willing to throw around words like "good" and "evil" like they mean anything in the real world. If you really want to insist that there's some clear divide, then at least you always know which side you fall on. At all times, you will know whether your alignment is supposedly "good" or "evil". Even better, you will always know how much wiggle room you have before you cross over. You know how many candy bars you can steal before you're considered evil, or what minor conveniences you can allow your captives before you become good. Those who take interest in such things will pay no mind as to the quality or quantity of good or bad deeds you've committed, their judgement of your righteousness will depend solely on what side of that invisible scale you rest on, regardless of how far you lean on that side. Toggable.

Almost Conspicuous (200): All people are bound by their own expectations. The fallacious belief that certain people can only behave certain ways, or that they should only be capable of certain things. You can exploit these preconceptions to hide in plain sight. Simply by adjusting your dress and behavior, you can conceal your identity from those who would normally be able to draw these connections easily, even if you don't change up your appearance besides that. No matter how famous you are, so long as you act in contrast to your public image, almost no one would be able to figure you out. The more famous you are, the greater this effect, as fame and baseless assumptions tend to come hand in hand anyway.

Neither, he is The Messiah (200): Do I hate you or do I love you? Do I envy you or do I pity you? It's too hard to decide, why not both? You are capable of forming and sustaining seemingly contradictory relationships, with neither party finding any issue with the arrangement. You can become trusted friends with one who fears for their very life in your presence, or develop true love with one who craves your death with every fiber of their being. Maybe you'll even be called to babysit the child of your sworn enemy. It may not make much sense, but it just kinda works when you're involved.

The Will of my Benefactor (200): You have a strange awkwardness in the way you communicate. You have a way of accidentally saying really misleading phrases that end up being misinterpreted in the most convenient ways possible. You could convince a mobster that you were the young boss of your own crime family, and have him pledge undying loyalty to you. Maybe you make all the right slip-ups when talking to that really cute girl from class, and unknowingly make them fall head over heels for your "charm". Strangely enough, so long as you don't make an effort to clear up these misunderstandings, without even thinking, you'll continue making similarly vague statements that further reinforce these misconceptions.

Christian Names in Moderation (200): You are an absolute master at making proposals of all kinds. For some reason, you naturally excel at first impressions, and introducing people to new ideas. With this, you have good chance of talking a complete stranger into marrying you on the spot. However, this alone will not stop them from changing their mind after the initial proposal. This is not limited to purely romantic suggestions of course, you could use this to make a fortune as a door to door salesman, or convince a hungry cannibal that they should try out vegetarianism instead of eating you.

Agape! (200): Unlike many romantics who say such phrases as "endless love" or "undying affection" you are one of the few who can make good on such claims. You have a truly infinite capacity for love. Those you love, you may love until the end of time and beyond. Moreover, you are so overflowing with love that you can divide it between as many people as you want without ever spreading yourself too thin. This may not make you any more capable of acting on all this love to the same extent you would to a smaller group, but thankfully it is still within your power to withhold your love if you believe doing so would be in your best interest.

Remember to Bully Your Buddha (200): It's miraculous how much power a little negative reinforcement can give you over someone, but this may not have been what you had in mind. When you bully, persecute, or generally harass someone, they just can't help but start sympathizing with you. Well, it's more like pity really. They won't be any more likely to submit to you, but they won't stop thinking about how things could be if you had only met under different circumstances, or if you kept better company. Healthy friendships can even form this way. Even if they don't, your targets tend to become oddly attached to you, feeling genuinely sad when you're suffering, and unexpectedly outraged when they hear others insult you. At this point, you could turn the tables to make your "victims" feel like the bad guys by playing into their misconceptions. This works just as well for serious personal attacks as it does with mild bullying. This can be toggled.

1-Up Oniisan (200): In Japan especially, you'll hear many rumors along the lines of "if you do this" or "if you go here" then something amazing will happen. People will take even a slim chance to hold some kind of power over factors they know they can't control. Now, you can easily become one of these omens. By performing strange and repetitive acts, those who witness you will be inclined to attribute some phenomenon to these actions. Something benign that had a chance of happening before, such as becoming married to someone, or coming into money. Once enough people come to know about this jinx, that rumor will become truth, and you will become a living charm. Whatever act triggered the jinx will make this phenomenon drastically more likely to occur for others when performed.

Kids This Century (400): You don't want to scare the poor kids, but this is the only way to keep them out of trouble. You've mastered the art of overbearing kindness, to the point that you can use it to the same effect as intimidation tactics. You want those scary foreigners to quiet down? Just pay them a visit and lecture them about how their eyes will go bad if they don't cut their hair, or failing that, shove candy into their pockets until they slink away, feeling violated. This is especially effective against those who have experience dealing with intimidation. The only ones who have any hope of resisting your efforts are those special kinds of brats who take such kindness as a foregone conclusion.

Idols Do Not Shit. (400): They also don't go off on rants talking about shit, but we can work on that later. You have all the makings of a natural idol. Your singing is sublime, your mannerisms just ooze charm, you have beauty that would make even the archangels jealous, and you attract fans like rotting livestock attract flies. Also, like all idols, you no longer need to use the bathroom. Don't worry about how exactly that works, what matters is that it does, and that it won't result in any lasting negative effects on your body.

Congratulations on The Resurrection (400): As far as I can tell, there are few people on Heaven or Earth that would choose to be ignorant when given the choice. However, sometimes ignorance really is bliss, in moderation anyway. No matter how wise, knowledgeable, or observant you may become, you will never find yourself growing immune to the pleasant surprises in life. Even if you bordered on omniscient, you'll find yourself having uncharacteristic bursts of ignorance or forgetfulness that will result in such a surprise down the line. Thankfully this won't happen with anything that would negatively impact your everyday life until the big reveal. This effect can be toggled, if you so desire.

Another Paradise (400): I believe I've already mentioned that religious people can be rather... opinionated. Well, most of the gods they worship aren't much better. There are thousands of them, and yet they still manage to take it personally the moment one of their followers aims as much as a sideways glance at any other gods. Well, that is no longer the case for you. Gods never seem to take offense at you worshiping more than one of them at a time. If such gods would grant blessings or miracles upon their believers, then you would be just as qualified to receive and utilize them as any actually devout believer, even while you receive the blessings of multiple other gods. Unfortunately, if the views and practices of one belief run in direct contradiction to another, this won't make it easier to follow these conflicting tenets. Though, you can just ignore policies that explicitly forbid the worship of other gods. Also, be careful that other believers don't catch wind of this. They may take significantly more offense at your heterical ways.

First Flight to Heaven, Last Train to Hell (400): The various lands of the dead are places often thought to be beyond the grasp of mortals. However, as those who reach the end of their lives are often surprised to find, entering these places is a surprisingly simple task once you know the way. No matter where in the mortal world you are, reaching any adequately high or low altitude will allow you to just waltz right into the afterlife, and exit just as easily. What afterlife you enter will depend on your point of entry, while one underground tunnel may take you to Hell, yet another nearby tunnel may instead lead to Hades. You can choose whether you actually enter these locations or not, as this would make airplane rides rather difficult otherwise. Just know the residents of such places may not be particularly happy with mortals suddenly showing up in the land of the dead, but usually the people in charge will try to escort you out before they try to punish you for your transgressions, usually.

Saint Firemen (400): It's noble to want to help others, but in modern society, acting outside of the pre established institutions is rarely looked kindly upon. Now, in times where an unusual degree of danger will fall upon your surroundings, you will stumble into positions where you will be able to help within the confines of social acceptability. You'll be allowed to act as a fireman for a day when an apartment complex is about to go up in flames, or show up at the hospital when a patient with your blood type is in desperate need of a transfusion. You may not be able to get a lasting profession out of this, but your help will always be appreciated, and you'll never be outright punished for your interference.

You are Troubled (400): I'd call you silver tongued, but I feel what you have goes a ways beyond what silver is capable of, and now borders on the value of mithril. You have an impressive charisma, however, your specialty by far is to instill doubt in your targets to sell your point, not to mention your products. This goes a step beyond just a petty scam, you could talk the gods themselves into buying something from you. Your disparaging charisma can convince the enlightened that they are full of turmoil, convince the omniscient that they are ignorant, convince the holy to repent. So long as you can enter a conversation with someone, there is no being that you cannot plant this seed of doubt into. Just know that it's not impossible for people to come to their senses after the fact, but that should be more than enough time for your purposes.

The More or Less Enlightened One (400): To be enlightened, is to understand the interconnectivity of the universe, to exist in the moment, without desire, without ego. Well, that would be beyond boring for me and anyone else who had the displeasure of spending time with you, so you get to bend the rules a bit. You now have a contradictory nature, in that you are somehow able to be "enlightened" or otherwise "empty" or "pure of heart", while still maintaining some facsimile of an ego, allowing you to behave and relate to others as a flawed individual. You can somehow interact and behave normally, while actually being devoid of the inner chaos that is usually required to be human, you can even retain all the benefits of such mental states. This does happen to make you "enlightened" in the Buddhist sense of the word, meaning you can now perceive the world as an enlightened one would. Though there aren't any benefits past the mentality for you. Also, good luck getting anyone else to believe that.

Eight Million and Ninety Nine (600): Are you familiar with the the idea of a “99 Year Spirit”? It is the belief that an object owned for 99 years will gain a life of its own. That being said, for some odd reason, this has been brought down to 99 days for inanimate objects you own. They will gain the ability to move and speak on their own, though, the degree of their mobility depends on their composition and design. Their disposition towards you will depend on your treatment of them up until that point, ranging from bottomless loathing to undying admiration. They may try to hide their awareness from you for a time, but I'm sure you'll figure it out. Fortunately, you can exclude objects that you'd prefer to stay inanimate.

Every Rock is Meant to be Where it is (600): To love the world means to be loved by the world in kind. You understand this, but still, this feels like a bit much. All non-sapient animals now love you unconditionally. In general, animals are compelled to approach you, but more than that, they desire to help with problems facing you through any means available to them. If you're on the brink of starvation, cats may swarm to you with matches and plates, requesting that you make them into your meal, or if you find yourself out in the rain without an umbrella, birds may start swarming above you to block the downpour with their bodies. Animals become oddly aware of the nature of your issues, and how to help, even indirectly. Don't be too freaked out when rats break into your home to turn off your stove for you. It's nice and all, it really is, but it'd be nicer if they were less prone to self-sacrificial methods. It should be noted that this doesn't apply to particularly well trained animals, like service or guard dogs.

Still in The Cycle (600): This... is actually a little embarrassing to admit, but... you never broke out of the cycle of reincarnation. Fortunately, you're still fairly close. As such, you are able to retain the entirety of your original memories, intelligence, and powers through your reincarnations. In this, and all future worlds, you will possess the memories of countless past lives, in many different places, as many different forms of life. While seeing history firsthand is nice, there is another side effect to this. By amassing an absolutely immense quantity of good karma, you may die and reincarnate without needing to end your chain. However, doing good deeds for selfish reasons will result in barely a fraction of the karma that you would receive from good deeds for their own sake, especially if they come at great self-sacrifice. Additionally, much of your karma is used up just to keep your chain going, so unless you want to be reincarnated as an amoeba, you better do something *big*. As in, save all of humanity out of the goodness of your heart *big*. Fortunately, you will always know once you've built up enough karma, and even what and where your next life would be at your current level of karma.

Far Too Much Love (600): For Christ's sake! Can't anyone in this world just let you live? Heaven and Heaven-equivalents in future worlds have decided to constantly show you undue favoritism, whether you want it or not. You are disproportionately rewarded for even the most minor of deeds done in the name of God, heavenly beings can't help but deem you to be infallibly holy, and in general, Heaven is far more forgiving of your sins than they have any right to be. This only gets worse if you yourself are a heavenly being, as even the highest servants of Heaven will begin to baby you directly, like asking you to wear a GPS tracker at all times, or scolding you if your lifestyle gets too unhealthy.

Soccer Games in Hell (600): If one good thing can be said about Lucifer, from this world anyways, it's that he values rehabilitation over torture for its own sake. You've picked up on one of his favorite methods actually, rehabilitation through physical activity. Whether it's a sport or just a workout routine, any group physical exercise that you arrange and oversee will not just burn fat and tone muscles to perfection, but you'll see the very sins whittle away from the participant's very souls. Not just will this compel them to better themselves and their life choices, but even the heavens will sense this change in their hearts. If they work hard enough to sweat away all their sins, even the greatest of sinners can be welcomed into Heaven. Even if they're already freezing in the deepest circles of Hell, their sudden reform will see them escorted safely to their new heavenly home.

Isn't That Discrimination!? (600): You know, it's said that even the likes of Judas or Lucifer himself are but one sincere apology away from being welcomed back into Heaven. Normally, this world would be a bit of an exception in that regard, but on a personal level, you will carry this trend with you into future worlds. Simply put, there is absolutely nothing that you or those you associate with cannot be potentially forgiven for. Not to say you don't have to work for it, but it's good to know that you can work for it. A crime demanding the death penalty or life imprisonment could be paid off with an unreal amount of manual labor. If you keep this up and display sincere remorse, than even those you've wronged and the world as a whole will completely forgive you. Even supernatural offenses, such as sins or breaking supposedly unforgivable taboos. Really, any punishment you receive as a direct response to your wrongdoings can be undone. Even if it would be impossible otherwise, such as losing your hand for stealing, or being plagued with an incurable disease for your offenses against god. So long as you work hard enough to right your wrongs, at least in spirit, the punishments you receive will simply vanish, as if they never happened. This is only the case if the punishment you received was dealt to you with the intention of punishing you for your crimes.

You Don't Know Jack (600): What... exactly did you do to receive this kind of punishment? Somehow, you've managed to get yourself banned from both Heaven and Hell. Under absolutely no circumstances can you or any part of you be brought to the afterlife, with or without your permission. This can be just as much a blessing as it is a curse, depending on your lifestyle. While it's a bit of a bummer that you can't hang out with all your dead friends, this does come with the added bonus that you don't appear to age anymore. After all, it's one thing to turn you away at the pearly gates, but leaving you to shrivel into an undying husk in the human world is something not even the demons of Hell want on their conscience. This doesn't protect you from chain-ending deaths for the record, you'd be brought home long before the afterlives of any given world had a chance to turn you away. This perk can be toggled post-jump.

It's Over... (600): Huh, not entirely sure whether to call this charisma, luck, or just plain creepy. Whenever you are placed in a position of power, not only will you be able to ban people from your own organization and their services, you can even ban them from places that you don't even work for. The degree that you can stretch this influence depends on the power and authority of your organization and your rank within it. For instance, if you just owned a small family store, you may be able to ban people from the immediately surrounding shops, but you'd have no chance of making an entire company or a corporate chain turn down a paying customer. On the opposite extreme, if you were the gatekeeper of Heaven, tasked with directing every last christian soul on the planet, not only could you ban someone from Heaven, you could talk Hell into banning them too, and if not even that will satisfy you, you can ban them from Facebook while you're at it.

Undiscounted Items:

Trademark Outfit (Free/ 50): You have a particular outfit that just screams "you". You may summon it onto your person at any time in a puff of smoke, displacing whatever you were wearing before until you dispel it again. Other than that, this outfit is totally mundane, though stylish nonetheless. If you took the Saint origin, you receive this for free for an outfit evocative of your image and legends. However, if you pay 50sp as either origin, then you receive an additional outfit made to your specifications. Can be purchased multiple times for more outfits.

Discounted Items:

Choose four items out of each price tier to discount 50% off, or free, in the case of 100sp items. All items can be taken multiple times, but only the first purchase can be discounted.

Your Own Bicycle (100): A rather ordinary bicycle, but convenient nonetheless. That being said, this bike is abnormally easy to ride, even for beginners, and you somehow always manage to stumble upon it in urban settings when you're in a hurry to get somewhere far away.

Nivea (100): The go-to skin care product of Heaven's charismatic pharmacist, Bhaisajyaguru. This miraculously replenishing cream may not be a cure-all, but liberal application of this ointment on a regular basis will repair even the most neglected skin, and fully healing away the lasting scars from previous injuries. Soon enough, you'll have flawless skin that would make even the gods jealous.

Heavenly Chocolates (100): Boxes full to bursting with the finest chocolates in Heaven. They're all just as delicious as that designation would imply, however, they're also unbelievably fattening. It's best to eat them in moderation, preferably with long jogs in between. Be careful when opening these, due to Heaven's peculiar manufacturing processes, these chocolates can take on a gaseous form, allowing them to be ingested through one's pores.

Artillery (100): What you have is a crudely made rubber band gun. Finding a new rubber band to launch with it is as simple as reaching into your pocket with the launcher in the other hand. Though they don't do much, this launcher has been empowered by justice itself, or maybe that was just me beefing it up a little to justify the price. Anyway, no matter what you aim this at, or even who's aiming, these rubber bands will absolutely always hit their intended target, as long as you can see them and there aren't any obstacles in the way.

Sign of Devotion (100): A large tattoo now covers a large portion of your body. It's up to you what this tattoo depicts, but it more than likely resonates with your spirituality or general beliefs. This tattoo never overlaps with other tattoos you may have, and only seems to compliment them. Strangely enough, this tattoo has a strange way of "evolving" whenever you have any substantial change of heart, regardless of what that change may be. In such cases, this tattoo will become larger, more elaborate, and overall more impressive.

Silk Screen Set (100): A screen, a roller, some ink, and an endless supply of plain white T-shirts, everything you'd ever need to design your own wardrobe. Simply put, this set allows you to print designs of your choice onto clothing. It's simple, and not particularly easy or hard, but it's a nice time killer, especially if you want to make matching T-shirts to embarrass your companions with. For convenience, you can magically change the stencil into any pattern you can visualize.

Immortal Laptop (200): Though practically a fossil, this laptop computer has no problem running recent computer programs, and nothing short of using 100% of its memory at once or tearing the thing in half will be able to slow it down. Even if it can't always show it, this is a computer that only wants to serve their beloved owner well. The error messages are just their way of showing their love.

Jumper Jr. (200): I guess there's nothing wrong with a little vanity now and then. What you have here is a lifesize statue of yourself, cast in solid gold. This guy may not be a 1:1 recreation, but they've more or less got your disposition and likeness right. There's no real gimmick to this purchase. It's pretty, it could sell for a couple grand easy, and hey, it's flattering if nothing else.

Cheap Apartment (200): This apartment that you've rented is so cheap in fact, that you don't even need to pay to keep living here and benefiting from the various amenities. Not really though, somehow money is getting to the landlady in your name, but it's best that you don't mention to her that you don't know where it comes from either. In any case, though they may take a sec to warm up to you, all your neighbors are nice and the view is great. Though, it certainly isn't luxurious.

Proof That You Exist (200): It looks like at some point in your past, if not the very near future, you crossed paths with a handful of aspiring directors with strange wings on the backs of their shirts. They offered to create a promotional video for you. It has low production value, but other than that, you'll think it's absolutely perfect in every other way. You see, this video was designed to appeal to your own subjective tastes, and while you have my guarantee that you will love it, I can't promise that others will feel the same. Anyway, this video is meant to show off you, your nature, your charm, intentions, etc. You'll get a new video whenever you have a significant change in character that would render the old one obsolete.

All Work or All Play (200): With this purchase, you may either receive a collection of all the most recent consoles, though with only one or two games each, or receive every home cooking appliance you could ever ask for, and a complementary restock of basic cooking ingredients to make actual use of them. Whether you want to fix a feast for your friends or keep them up all night with Mario Kart, this is the purchase for you. An additional purchase will net you both options.

An acceptable Resume (200): An updating and replenishing supply of blank resume sheets for job applications. While these are generally convenient to have, they have a strange effect where no matter how strange your claims on this resume may be, readers just won't think to question it unless it's an outright lie. Even if you list Saint, elf, president, and taxi driver under prior work experience, as long as that's all true, nobody will think to question it, and they'll evaluate your suitability from these as if it was a totally ordinary resume.

Miraculous Property (400): Well, most people would use the word “cursed” to describe this place, but what do they know? At no cost at all, you receive a beautiful 30,000 yen apartment. It’s spacious, private, and set in a fantastic location near many stores and tourist spots. The only problem, and the main reason for the relatively low price, are all the ghosts. Rather than being “haunted” in the traditional sense, it just happens that a shortcut to Heaven exists in the corner of this apartment. These spirits try their best not to trouble you, and they’ll often tidy up your house for you on their way to the other side. If you’re some kind of heavenly being yourself, or have some ability that facilitates such mobility, you may use this corner yourself. In fact, from this corner, you’re bound to find a branching path that leads to any of the other afterlives in a given world.

Soda Vein (400): This is... huh? What? I don't even.... Well, anyway, I assume you’re familiar with a hot spring? A reservoir of geothermally heated groundwater turned into a natural spring? Well, this is sort of like that, but not really. On various spots all over any world you visit, you’ll be able to intuitively sense these underground reservoirs. However, instead of gushing heated spring water when dug into, a colossal fountain of a brand-name soda will begin spraying out of the fissure. This soda will be perfectly carbonated, chilled, and somehow drinkable.

Fruit of Knowledge (400): Also known as a Macbook. Though a nice Christmas present, I wouldn’t recommend using this for leisure. This Apple product might as well be the forbidden fruit itself. Those who make physical contact with this will be tainted with knowledge, and robbed of desire itself. All innocence within them will vanish, becoming observant and logical, and yet their lack of all irrationality will disillusion them to the evils of the world. Thankfully the effects go away the second they stop using or just close the laptop. Alternatively, this can be used to buy an apple orchard, whose apples will have the same disillusioning effect, though, in this case they persist until the apples have left the person’s body, one way or another. You may have both for an additional purchase.

Public Facility (400): Whether it’s a bathhouse, a barbershop, a cornerstore, or any other public facility that can be privately owned, you are now the proprietor of such an establishment. If you don’t want to run it yourself, employees will eventually trickle in and keep the place open. Either way, you’ll be pulling in a decent income just by being the owner in name.

Safety First (400): Some kind of stylish headband or circlet-type accessory, while it is generally pretty cool, there are far more practical reasons to wear this around. There's actually a gps tracking device in here. While this is fortunately unhackable, this can be linked to your ally's phones, just to make sure you don't get into more trouble than you can get out of. There's also a pull string, to immediately tell your worrywart companions that you're in trouble. Just pull this and they'll surely rush right over, surely. Thankfully this crown can remain connected to the app over any distance, in any location. It's a good thing you can turn these features off at any time. Just for good measure, there are many minor conveniences installed into this, such as a shower cap that deploys in water, or a bug repellant coating, etc.

A Friend in High Places (400): You've secured the services of Ananda for your accounting needs. Putting aside his experience as one of the chief accountants of Heaven itself, even in life he was lauded with one of the greatest minds among Buddha's followers. With just a single phone call, he will use his literally divine skills to assist with your financial needs to the best of his ability. Just don't go asking him to pay your bills out of pocket. He's weird, but he has enough business sense to understand when to say no to his clients.

Cleanliness Next to Godliness (600): It looks like the local minor gods have gotten together and decided to give it their all to make your home as welcoming as possible. They don't look like much, but don't be fooled, you're looking at divinity. Nothing can compare to a toilet cleaned by the toilet god, or a fridge repaired by the fridge god, or the tatami god, or the wifi god, or the powerline god, and the list goes on. They'll only assist you as far as maintaining all your homes, but they do it for free and they do a great job, so it's still a pretty sweet deal if you ask me.

Tithes and Offerings (600): The system that the Saint brothers use to fund their vocation, one of the perks of being a saint I guess. Any happiness that you cause others to experience may now be translated directly into actual money in your bank account. This doesn't appear to run any risk of damaging the local economy fortunately. To give you an idea of the transfer rate, performing weekly charity work or something like running an orphanage will net you the salary of the average office worker, but heading one of the most renowned religions in the world or saving all of humanity would make you a legitimate billionaire.

Second Generation (600): Oh dear, please forgive my previous disrespect. I had no idea I was actually talking to the young boss of a local Yakuza group. You do some dirty work to pay the bills, but with you at the head, your underlings always carry themselves with a sense of decency and honor. Putting aside the substantial income you receive from your position, you're now one of the most feared people for miles around. It's a good thing barely anyone knows what you look like.

Heavenly Being (600): What are you, some kind of prince? You are now the proud owner of an obscenely large palace, with an attached plantation. Unfortunately, this is located in a country far away from Tachikawa City and Japan as a whole, so you probably won't be seeing much of the palace during this jump. If it's any consolation, a portion of all the money made off your plantation is patched directly to you. Needless to say, you're quite wealthy, and you can order fresh fruit for free whenever you want.

Afterlife Airlines (600): An airport where you can buy tickets to any afterlife you can think of. While there are many options for reaching afterlives besides this, there are some key benefits to arriving through official channels. Even if you're a mortal, paying for your ticket will permit you safe passage into and out of your afterlife of choice, assuming you don't break any other established laws of that realm. Unless you give them a reasonable excuse to attack you, even the most cruel of gods and demons won't dare to try and prevent you from entering, leaving, and at the very least taking a look around their realm safely.

I'm Sorry Luther-San! (600): Five indulgences, made by the Son of God himself. Unlike those sold by the church, these actually work. By offering these to a wronged party, at least in spirit, you may be instantly forgiven of almost any sin or offense. Personal grudges, legal charges, the judgement of God, there are few offenses that can't be forgiven with these, however, there is an upper limit. They can't actually forgive absolutely any sin, but just know that using up all five of these brought Judas, one of history's greatest sinners, all the way into Heaven from the ninth circle of Hell. Each indulgence may only be used once, and though these may replenish between jumps, you can never have more than five.

Companions:

Saint Young Friends (50/ per): What's a vacation without a few new friends? For every 50sp spent, you may choose a single canon character from the Saint Young Men movie, manga, or OVA. You will meet this person on good terms, and quickly come to form a strong bond with them. If you can talk them into joining you on your travels, they will accompany you past this jump as a companion. Post-jump, immortal companions are held to the same limitations as those who took the Saint origin here.

Saint Old Friends (Free): Don't worry, your own friends can come along for the ride too. For absolutely no cost, you may take up to eight of your companions from other worlds and import them into this one. They are free to take either the Saint or Young Man origins, but they may only receive sp from the Young Man origin stipend. Companions do not receive any starting sp besides that.

Drawbacks:

Take on additional challenges for additional sp. Take as many as you want.

I Got Pressed (100): Somewhere on your body exists and incredibly obvious weak point. Wherever it is, it's extremely difficult to hide in normal clothing. When pressure is applied to this weak point, even something as soft as a child's poke or a rubber band is enough to inflict stinging pain for a short while. Imagine the feeling of ripping off a fresh Band-Aid. Children have started using this to bully you, and they will attempt to do so every time they spot you on the street.

The Kingdom of Spoilers (100): I dearly hope you aren't a fan of surprises, because that's pretty much a lost cause now that you've taken this. Whether through bad luck, inconsiderate friends, or the the voice of God himself, you will constantly be spoiled on any pleasant surprises you may have been looking forward to. You'll always discover the plot twist of a movie before you buy your ticket, or catch on too early every time someone tries to throw you a surprise party, things like that.

Saints Are Best Chubby (100): Why do you only attract the strangest kinds of company? For some bizarre reason, everybody who isn't your immediate friend is determined to fatten you up every chance they get. People just get the idea that you'd look so much more adorable as a tub of lard. Neighbors give you double servings when you visit for dinner, restaurants might begin sneaking extra calories into your orders, and if you have connections to Heaven, then you may see divine servants come down to earth to force feed you nutrients through your pores. To make matters worse, your own metabolism has given up on you. One thoughtless meal is all it takes to start looking like Stay Puft Marshmallow-San.

"Click"? (100): There's no way that was my imagination! I really did just hear an audible "click" coming from your head! That was in fact the sound of your "ascetic switch" turning on. It seems to trigger at complete random, or whenever a difficult challenge is placed before you. When it switches on, you'll be overwhelmed with the urge to perform some needlessly challenging task, or take actions that make your life more difficult than it needs to be. You know better than to do anything that will place you in danger, or ruin your life in the long run. Unfortunately, you almost always end up trying to rope nearby friends into joining your masochism, don't be too surprised when they start purposefully avoiding you.

Heavy Bonds of The Past (200): Well, this is... awkward. You've somehow been talked into weekly meetups with many of your significantly less successful and immensely jealous acquaintances from past worlds. They more or less just do this so they can drink the whole night away harassing you for ditching them and acting so full of yourself. On that note, you can't use this drawback to companion any of these characters. No matter how many of these meetups you sit through, you can't stop yourself from coming to the next, and they never get any less painful.

Prince of Lies and Glam Rock (200): You've got an vulgar, selfish, and inconsiderate attitude that makes rat feces look downright pristine. Outwardly, your sense of empathy and manners appear nonexistent, and your stubbornness is just as bad. You've completely lost the ability to apologize or express gratitude, your ego just won't allow it under any circumstances. Your refusal to compromise constantly pulls you into easily avoidable conflicts. Thankfully this doesn't change much of what's on the inside, you can be just as responsible and kind as you were before, you just won't have much luck expressing it to others.

We Are Merely Friends on The Internet (200): You have zero friends, and far too much pride to do anything about your crippling loneliness. You're the type who plays Wii Party alone because you have nobody else you can ask to play. Your awkwardness manifests as the need to harass people that you secretly want to hang out with, to the extent that you end up stalking them online and spamming them with insulting emails. To make matters worse, everybody notices. Attempts to harass/befriend people invariably ends with them bursting into tears from the vicarious despair. Not that they'll reach out to you either though.

Can I do it or Not? (200): For someone with such an impressive resume, I can only imagine the kind of bad decisions that led you to this lifestyle. Despite your best efforts, you will be perpetually poor for the duration of your time here. You can cover the essentials, assuming your standards are low enough. but you'll rarely, if ever, have enough funds on hand for any frivolous purchases. The only way to get yourself some spending money is to get a job. Even then, if you take too long to spend excess money, events will conspire to bring your balance back into the red.

Silk Screen Devil (300): I don't know what you did to deserve this, but you have been afflicted with an ever present curse. Now, whenever you wear a shirt, the image of your own face will be permanently stamped unto the front of it. This face is capable of speech, and even holding conversation, unfortunately, they use this power of speech to loudly broadcast your inner thoughts and emotions. Needless to say, it's more than a little difficult to get by in society without the ability to keep a secret, so you're on your own figuring out how you're gonna make this work. For the record, you can't cover the face, or go shirtless for very long, because magic.

Post Apocrypha (300): This is troublesome. It looks like the archangel Michael got a bit too worked up in the human world and accidentally blew his trumpet. It was a simple mistake, unfortunately, that happened to signal the end of the world and the final battle between good and evil. This sounds bad, but luckily the angels and demons in this world are quite a bit more tame than what you may be used to. I wouldn't be surprised if you mistook them for angry sports fans at first. That being said, with all the gods showing themselves to mortals, and the forces of Heaven and Hell insisting that everyone pick a side. Things are going to be a lot more tense than they otherwise would be. It's especially bad now that you're stuck on the human world until this is all over. It won't be enough to stop you from taking leisurely strolls through the park, but you should get used to having "Serpent Sucker" or "Feather Muncher" spray painted on the front of your home.

There is no Other God (300): This is going to be "fun". The stubbornness of both Heaven and Earth have been cranked up to 11, in terms of religious values, at least. Religions are now cartoonishly offended by anything they consider even remotely disrespectful. Don't be surprised if you start a witch hunt when you tell a christian about the time you ate lunch with Buddha. You'll be shunned, disrespected, and discriminated against by every religion that you aren't associated with, and don't think you'll be able to get away with mixing and matching belief systems. Even in Heaven, if you yourself are a divine being, expect to be actively singled out and discriminated against by any beings from other pantheons, who will do pretty much everything in their power to give you a hard time.

The Customers Are Gods (300): An additional challenge has been placed on you for your time here. Going forward, you must hide your supernatural nature from any and all inhabitants of the human world. Blowing your cover will end this jump prematurely, but you will be allowed to continue on to your next jump as normal. Leaving in this way will sever all contact with the inhabitants of this world until post-chain. Meaning you won't be able to pay visits to the world of Saint Young Men between jumps. This will be a bit more difficult than it may sound at first. You will often make use of them in response to situations, often without realizing it. Like using telekinesis to grab your waiter's attentions, or sprouting your hidden demon horns when you have a particularly devious idea. You generally become cartoonishly clumsy at hiding this particular secret. Your bumbling would have you found out within the first ten minutes of the jump, if the truth wasn't so inherently unbelievable, still, don't expect that to last long if you're careless.

Ending:

Even vacations need to end some time, and the not-so-young saints have had their fill of the easy life and are ready to get back to work. But what about you?

The Father/ The Buddha:

You have decided to end your long, long journey and return to your original home. Despite that, your friends here will always be just a phone call away, and if the afterlife of your homeworld is not to your liking, the pearly gates or the path of Saṃsāra from this one will always be open to you or those you deem worthy.

The Son/ The Dharma:

You have chosen to stay in this world. You will be able to spend the remainder of your existence among the souls of your friends and family from this world. Regardless of your actions, the pearly gates, the wheel of Saṃsāra, along with any other afterlife you care to imagine will be forever open to you. If you chose the Saint origin, you may now make use of the full power of your chosen being, without any of the limitations stated in the relevant sections of this jump.

The Holy Spirit/ The Sangha:

You have opted to leave yet another world behind to continue on your journey, kinda. From now on you are free to make calls to your various heavenly (or hellish) friends from this world. Should you talk them into accompanying you on an impromptu vacation, you may spend another few peaceful months in the world of Saint Young Men at any time between jumps.

Notes:

Jump by Gene.

I didn't feel like fitting this into the descriptions themselves, but all purchased properties can follow you into future worlds, like most conventional property purchases.

It's totally up to your own personal interpretation how the retroactive past lives given by Still in The Cycle work. Whether they're affected by the quirks of the reincarnation systems in future worlds, or how the perk works for Drop-Ins, if at all.

I wasn't sure whether this was clear enough, but imported companions all receive the same amount of discounts and freebies that you do.