

Chainsaw Man Jump

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Fear. No single emotion drives human survival as much as raw terror. Be it rational panic before a threat or irrational dread from something, fear has shaped each and every one of us. But there is nothing more worthy of being feared than fear itself.

Welcome to Chainsaw Man. It is a world where the forces of hell are real and born from your own nightmares. The Devils that prey on humanity with each passing day are directly empowered and shaped by their collective fear from the concepts they embody. But there is one Devil dreaded even within hell itself. The Chainsaw Devil. The only one who can give them true death. After one battle too many, he would end up in the human world, found by a young boy named Denji, who would become his closest friend. This meeting would change Denji's life forever and unleash what may be the last hope for mankind to prevent the apocalypse.

You start this Jump one month before Denji kills the Tomato Devil, somewhere in Japan. Now take this contract: Receive these **1000 CP** to make your build and try to survive the coming 10 years for me.

Species

Now just what are you going to be? You may freely pick your gender and age for what is possible in this world.

Human (Free): You are a human. What else is there that needs to be said? It is worth pointing out that being a human in this world is rarely a good thing. Beyond the devil hunters that fight the creatures of hell directly and the politicians who use their own peoples life as bargaining chips, you are likely to be just another name in an obituary. If you do not like that fact there is one way for humans to get power. Humans are capable of making contracts with devils. You can learn more about that further below in the Contracts Section.

Devil (100/200/400/800/1000): Now we are talking. You are a Devil, the ever present predator for humanity. Born in hell, your kind has caused untold amounts of death and destruction and ranges from weak everyday monsters to eldritch abominations.

As a Devil you are an embodiment of a concept present in the world. This sounds impressive but is not as powerful as it may seem. You are the concept but by default do not have any control over your concept. It does mean that when a certain Hero of Hell were to eat you, the concept you are is erased from the world.

Devils are empowered by fear. The more fear and terror their concept causes, the stronger the devil. This means that any increases in the amount of fear people have for your concept can directly empower you. The reverse is true as well. If too many people come to love you instead of fearing your concept, you will find yourself being weakened.

There are a few abilities all devils have. You can make contracts with humans but not other devils. These contracts are supernaturally binding for both of you and in them just about anything can be given up from physical sacrifices like body parts to something more esoteric like lifespan or uses of your abilities. Furthermore you can regenerate by drinking blood. Eating of another's flesh can go both ways however. When you offer some of your own flesh for another to eat, this can imbue them with some of your power. Many devil and human alike have gotten incredible increases just because they got the right devil between their teeth. This of course depends on your own power as a devil.

Devils do not live and die the same way humans do. Unless you are eaten by Chainsaw Man, you will reincarnate in Hell, vice versa if you are killed in Hell in which case you reincarnate on Earth. However every time you reincarnate it will reset your memories and personality so do try not to die. Finally devils can take over corpses. This typically results in them becoming a Fiend, more on them later, and is done as a last ditch effort to survive.

Depending on how much CP you spend on this option, your concept and nature as a devil will be stronger. Furthermore it will give you more Contract Points to spend in the Powers section.

For **100 CP** your concept is relatively mundane, mostly unfeared and overall not special. Something like Tomatoes would be a good example. You may be stronger than the average human but there is little more you have to show.

For **200 CP** your concept is still not among the more common fears but at the very least greater. You have a few more useful tricks and Devil Hunters who lack experience could struggle against you. The Bat Devil would be a fitting point of comparison.

For **400 CP** we are approaching the kinds of genuinely threatening Devils. You are genuinely dangerous and Hunters would have to work together to take you down and your abilities are a lot stranger. Think of the Ghost Devil or Curse Devil for examples.

For **800 CP** you are a genuinely terrifying and powerful concept. Fear of you is widespread and you are capable of acts of mass destruction with a plethora of abilities that make you a nightmare to fight. The Gun Devil is a fitting example for this Tier, as would be Cosmos.

For **1000 CP**... you have surpassed normal classification entirely. The kind of Devil you are is more akin to a sentient apocalypse than anything resembling a mere devil. Your concept is mighty, terrible and you yourself even more so. At the same time there are many contenders for this Tier, which can be sorted into three categories. You may decide for yourself in what area you belong too.

The first category is the most potent in terms of raw power. Primal Devils. Devils who embody fears so inherent to humans they are nigh inescapable. Death. Falling. Aging. They are transcendent existences, beyond even the Horseman Devils.

That brings us to the next category, the Horseman Devils. Control. War. Famine. They are a far cry beyond the likes of the Gun Devil and their abilities are usually esoteric and strange. In terms of raw power they are inferior to Primal Fears... at first. They are likely to have much greater potential to the point that a properly empowered Horseman prepared for the task could even overpower a Primal Fear.

Then there is the final category. The one being that all of hell fears. The Chainsaw Devil. You are a titan of pure physical might, contending with the greatest of devils through pure strength. That does not mean you don't have a special trick though. In fact, you have one of the most existentially horrifying powers in this world, exclusive to this category. Like Pochita, you can devour other Devils. What you devour being erased from existence. It will be wiped both from the minds of others and reality at large, as if it never existed. Partially devouring something instead of fully will still cause the concept to weaken and limit the devil you nibbled on. Anything you devour

is actually preserved within your stomach and could be vomited up at will, in case there is something you only want temporarily gone. In future Jumps, if you use this on beings that don't embody a concept, the kind of thing they embody the most can still be significantly weakened. Eat a Dark Lord and the evil in the world would lessen by a good degree. You can freely pick what fear you are and are not restricted to another chainsaw devil. Maybe your concept used to stand for something else?

Hybrid (100/200/400/800/1000/Free but Requires Your Heart): You are not completely inhuman. Though you aren't entirely human anymore either. By taking this Species you become a Hybrid. Hybrids are humans who, either through contract or surgery, had their heart replaced with a devil. You retain your human appearance with one notable exception, your Trigger. Somewhere on your body is the Trigger that when pulled allows you to shift into your Hybrid form, capable of wielding the power of the devil that makes up your heart. Usually Hybrids are made of weapon themed devils but for you an exception can be made. Depending on what kind of hybrid you are, your Trigger will also be different. Maybe you have a grenade pin on your neck, an arrow in your eyesocket or a chainsaw cord in your chest.

There are a few differences between being a Hybrid and a Devil. For one you need to pull your trigger to shift and gain your power. However you can at all times pull your trigger again to instantly regenerate from any damage you suffered provided you have enough blood in your body. As long as you can activate your trigger and keep your heart, you are effectively immortal. Your heart is the source of your power but also your weakness so don't let it be stolen. As you are still a human, you are also still able to make contracts with devils. Hybrids furthermore possess a notable resistance to techniques that would alter their body against their will. Someone like the Zombie Devil would not be able to transform you as a result.

The purchasable tiers reflect the power of the devil that makes up your heart and in return how much power you have. They are of the same worth as the Devil Species. However there is another option. Usually by buying this option the devil that makes up your heart is guaranteed to be pacified. You can instead of paying in this section opt to purchase the **Your Heart** Companion further down below. This will mean you shared a close bond with one another before they willingly became your heart. Powerwise this changes little, beyond the fact that the source of your power is now a companion and still alive within you, experiencing what you do. Should you ever not be able to for whatever reason, they can also puppeteer your body in your stead and fight for you.

One final thing that is worth noting is that even though Pochita ate the Hybrid Devil, Hybrids still exist in the world. Do with that information as you like...

Fiend (Free/100/200/400/500): You used to be a devil but fell on really hard times. In your desperation you possessed a corpse, turning you into a Fiend. You look humanoid, save for a few inhuman features, most likely somewhere on your head.

Fiends in very rare cases absorb the memories of the corpse they possess, affecting their personality. Fortunately for you the corpse you've been put in has been created ex nihilo and you do not experience any changes in your mindset.

Alternatively, a Fiend can keep half of the host body's brain alive to keep their personality. If you prefer this for some reason you can choose to have a personality with you.

As a Fiend you have what can be considered the worst of both worlds. You are unable to make any contracts with devils. Ultimately you are also vastly weaker than normal devils. A condition you'll have to live with. To account for this weakness your Fiend purchase tiers are the same as the Devil Tiers but Discounted. **100 CP** becomes **Free**, **200 CP** becomes **100 CP** and so on.

Origin

Now comes an even more important question. Who are you? It doesn't matter as much if you are human and devil and far more what you feel more connected to and align yourself with. What kind of thinking you have and views on the world. Pick one of the below options. Perks associated with your Origin are discounted by half, with 100 CP Perks becoming Free.

Earth (Free): The human world is where your allegiance lies. Maybe you are just another man who tries to survive till tomorrow or you have a desire to protect your home from the demonic and infernal. In any case you are firmly standing with and living with the human world.

Hell (Free): To rule in Hell indeed. You are the kind of person who has a more demented and twisted world view. You do not need to be a devil for this, you may just be a very deplorable human as well. It doesn't matter. What matters is that any plans you do have for the human world are unlikely to be good.

Limbo (Free): It's... complicated. Matters of humans and devils often are and you are the biggest example of that fact. You could be a hybrid, a devil who has become more human with time, a human who feels more at home with devils and who knows what else. Ultimately, you will go your own way.

Perks

General Perks

Contract Maker (Free for Jump/200 to keep): This is an innate aspect of Chainsaw Man. Contracts. As mentioned in the Species section, humans and hybrids can make contracts with devils and vice versa. If you want to keep this ability, you may choose to purchase this for **200 CP** to make similar deals even in future worlds. As long as the contract partner is eldritch, infernal or some other sort of esoteric non-human, they will be approachable for a contract.

Devil Hunter (Free/200/400/600): Someone has to keep the devils away from the common folk. Devil Hunters are very likely to die brutally on the job but they are considerably less helpless than common civilians. And considering what kind of world this is, you are best to have some level of combat experience. On the house you can have a decent amount of skill. Roughly comparable to the common Devil Hunter like Aki. Average but nothing special and without a good contract you are unlikely to truly hold your own.

For **200 CP** instead you have amassed a decent amount of experience already. A Veteran in the profession though still a far cry from those who can single handedly fight powerful fiends and devils.

For **400 CP** you are among the best in the business. Kishibe would be the one most comparable to your own level. Fiends and Hunters alike could ambush you and you'd probably come out on top.

For **600 CP** you are not just among the best, you ARE the best. When you enter a room Hybrids and seasoned veterans alike are at risk of being cut down by your strength, speed and skill. Quanxi is the only rival you have in your line of work.

Tight Budget (100): There is no shame in a modest life. There might be a life as little more than an indebted dog but it's still a life you can live. You are surprisingly hardy, handling hunger and loss of most human comforts surprisingly well. Why you could function on even one slice of toast a day.

Lots of Hugs (100): Physical affection can be one hell of a motivator and reward. Especially for those who are alone in their power and status. Especially when they have chainsaws for hands. Pochita really is just too strong. This Perk helps with that. You are capable of controlling just how much power you use at a time. This also ensures you will be able to give anyone and everything a hug without them being hurt by you or you being hurt by them, even if they can not control their own power. For this to work they must actually want a hug though so dont expect to hug the devil wanting you dead and get away with it.

Echoes of Fear (100): Despite the horrific implications surrounding the nature of reality, not all that is erased is so for good. Sometimes what the Hero of Hell eats is

still remembered. Only by the most powerful and devious devils. The Horseman and perhaps the Primals. Your memory is about as enduring as their own now. Your own personal memory is unaffected by large scale changes in reality. When something happens to alter history or the world retroactively, you will now when something is off and what SHOULD have been there. This memory isn't perfect and you may not remember the specifics, but you will recall the rough outline. Other perks that boost your memory capacity would in turn enhance this effect.

Requiem (100): It's important to remember the fallen. And what is more cathartic than kicking an asshole's balls with your friend to play a requiem to the heavens? By taking the time to punish your opponent, you find that you and those who do the punishing with you will be able to feel immense gratification, so potent it can work against the long-term effects of grief, guilt and other negative emotions. This also always enables a window for you to punish your enemies, scaling to the severity of their crimes and things they did to you and your friends, before they are put away.

A Better World (100): War. Hunger. Death. Bad Movies. There are many things you would... I mean the world would be better off without. This is why at a glance you can clearly identify what things and individuals are obsolete in a perfect world for you, as well as what makes them unworthy of existing. This won't help you in destroying it but you will know your target.

Shall we ladies (100): There is no way to put this differently, you are INCREDIBLE in bed. Like Quanxi you are a sexual savant, able to perfectly satisfy even a group of fiends at once in long, loving orgies. Your partners will be fulfilled both emotionally and sexually, with you yourself of course being the same.

Ignorance is Bliss (100): There is only one way to truly be happy. Shutting out everything about the world that could make you unhappy. You can will yourself to ignore any and all things that would put a damper on your mood. Even if someone were to approach you with news that would definitely upset you or want to recruit you, you could shut yourself out and they would understand. Unfortunately this Perk doesn't make it so whatever could make you unhappy will leave you alone. Try not to ignore the danger until it is too late.

Nutrition (100): Food is food. And in desperate times even the devil eats flies. You are capable of digesting anything that is remotely edible. From raw intestines you got out of a tree to vomit. More than that you feel no ill effects of eating such things as long as they aren't poisonous. You can also toggle your ability to taste and reluctance to swallow at all times.

Eternal Agony (200): Turns out, having chainsaws pop out of your body is really fucking painful actually. Not that that will stop you. Pain never has a debilitating effect on you and you can always deal with it, finding no hesitation in pulling the cord again and again, knowing that it will be uncomfortable. At the same time you are really

good at making others feel the pain. The more extreme you get and more you cause, the more their innate pain tolerance is shredded away until they may just beg you to stop.

Jumper is listening (200): Your reach and control seems to be almost omniscient. Like you are always two steps ahead. Or maybe you just have a good grasp on what happens in places you own. You have an innate feeling of any new developments that occur in regions or areas under your influence. By itself this will only be a gut feeling but combined with perks or powers that boost your awareness, intelligence and understanding of people, you may actually fool your opponents into thinking you are always watching.

Handsome Contractor (300): Your true looks may be a matter of debate but you do seem to benefit from them when it concerns those you make deals with. Simply put you have a knack for getting better deals than most out of contracts and deals. You still have to pay prices and provide but you have to give up a bit less and receive a bit more. This also comes with a handy stipend of **200 Contract Points in the Contract and Power Section**. Seems someone really liked you.

Act of Love (300): Intent can mean the difference between finally putting a monster down or seeing all your work do nothing. You are capable of harnessing your own emotions and feelings towards another into your techniques and attacks. As a result, they will not count as 'attacks' in the traditional way, potentially bypassing certain defenses that are laid out to work against 'attacks'. For example you could reframe it as an 'Act of Love' instead. For this to work your feelings must be genuine however.

Left to Starve (300): Humans are something between juicy steaks to portable batteries to devils. From their blood to their fear, they have a lot they can provide for a devil. You are much less of a treat. Anything from you that isn't willfully given can not be used by others to be absorbed or for empowerment. Your blood causes no healing, your fear offers no greater power. Even if, the returns will be so meager to be practically worthless.

Fear no More (300): Being empowered by fear is quite the devious ability. That being said, maybe you don't want to be feared. Maybe you want to be a hero that can be loved and hugged. By taking this Perk you may switch around any emotional empowerment needs at the start of a Jump. A Devil could be empowered by love for them and their concept instead for example.

Foreigner Protection (300): You may be evil but those mafias from overseas? Oh they are a different kind of monster. Surely others can see the value you bring as a part of the criminal world? Essentially, when you can stake a claim on a location or property, it acts as a shield from outside influences. The deeper your control runs and the more potent your own power, the greater this protection will be. Setting up in your territory will be nigh impossible for your enemies, not to mention that they already will

be scared off from trying to intrude on you. Those who try anyway will find a proportional amount of misfortune when it comes to taking what is yours.

Master (400): You like when people call you Master, so that's what they'll call you. Maybe your boozy came up with a flash of insight? You're a hard but fair teacher for humans, allowing them to quickly grow into competent fighters or into their own at any other profession you know how to teach. Your real talent however is for training Devils, or other people nobody cares if you break. Brutal, real combat with a student will cause their skills to grow faster, the more pain you cause the faster this will work. Eventually they might even be strong enough to make you beg for mercy, when that happens you should hope they've come to appreciate your help.

Public Perception (400): The beliefs of the masses and what they think have power. And you can play them like fiddles. You know how to guide public opinion to further your own ends. With a few skilled presentations and words you could make someone a hero or a feared villain. This Perk can make or break reputations, making you come up with precise steps to take. Executing these steps, from starting mass carnage or revealing certain information, will be up to you.

Old Hunter (400): You're an old and highly experienced Hunter, you've fought a lot of Devils so you're good at predicting how they think and how they fight, even being able to analyze and figure out their powers from minimal context clues or exposure. The more you fight the better this analysis ability will become eventually allowing you to understand your opponent's strategy better than they do themselves. This Perk also ensures your skills won't waver. Even in the future your newfound combat abilities will feel as if you had used them for years of constant practice.

If you want to live (400): So you died. Hey, it happens. Especially in a country where 7 out of 20 people fall victim to devils. But for you it doesn't have to be the end. Once per Jump, in the event of your death, you can in fact be rescued. Maybe this works in advance with a hero arriving to protect you. Maybe it works afterwards as a devil approaches you with a deal. But there will be a chance to escape, delay or undo your demise. The more clear cut and likely your original death was however, the more punishing the effect will be. The hero may be reckless or the devil that promises you new life has laid out plans.

You're the stupid one stupid (400): Funny how all these powerful beings and masterminds can all be brought low by one guy and his chainsaw pet. Simply put you are entirely unpredictable. Schemers will never be fully capable of predicting what you will do or accounting for it. Even worse for them? They think they can. They tend to underestimate you all the time, thinking you will be unimportant in the great scheme of things. By the time you strike them down and their careful plots have long become unraveled thanks to your sheer presence, it will already be too late.

The Secret Ingredient (400): Guilt. Some Devils like the Doll Devil or Yoru have powers that make use of emotions outside of the standard fear based empowerment common in this world, you have an ability to similarly loosen the rules of your own emotion based powers. With time and effort you can learn to fuel any 'negative' emotion based power with any negative emotion, or the opposite in the case of positive emotional empowerment. This 'stretching' will take longer and more resources the more dissimilar the emotions are. And will never be quite as good as doing things the right way.

Earth

Country Mouse (100): It's better to live a life of comfort than one of constant danger. Like the country mouse you can live a peaceful life. As long as you make an effort to stay out of the plot or conflicts and live humbly, they won't come to you. There is a limit to this so don't expect to magically survive if the Gun Devil is on a rampage. But unless the world is ending you can have a normal life.

Town Mouse (100): It's better to live a life of excitement than one of constant monotony. Like the town mouse you can live an exciting life. As long as you are open to it, opportunities for trials, fun or even just getting involved in the plot will come to you. This doesn't guarantee that you can handle everything but at the very least you got a foot into the bustling town.

Devilish Deals (200): The only way for humans to really stand out in battles is by using the devils own power against them. This means making contracts. Potentially a lot of them. You find that if you are in the mood for making a contract, those who could are surprisingly easy to find, perhaps drawn to your own desperation. While this can work for most types of contract, it works especially well for those offering the supernatural variant. You're still expected to pay up in full and don't cheat your way out but if you change your mind beforehand you are also to back out with no harm done to you for refusing.

Bills to Pay (200): Money is such a foolish invention of humans if you think about it. Still it can drive people to great lengths to get it. Now you can always find a way to make money, opportunities for doing so are always popping up. It could be something as simple as getting paid a few bucks to eat a cigarette or a lucrative job opportunity suddenly falling into your lap. The things that offer bigger amounts of cash of course always come with more risks. Hope you're prepared to face some devils for the big bonuses.

Damocles Sword (400): Heavy is the head that wears the crown... for all beneath it can be crushed in an instant. You don't need to directly make a contract with a devil to be sacrificed for it. The USA, Japan and who knows what other Governments have used the lives of their people for their goals. Any sacrifice you yourself are forced to make may instead be paid by someone under your control. Anyone you have authority over, from a manservant to a civilian of the country you govern, will be considered a valuable thing to trade and sacrifice in this and future worlds.

Nostradamus (400): "The year one thousand nine hundreds ninety nine seven months. From the sky will come a great King of alarm. To bring back to life the great King of Angoulmois. Before after Mars to reign by good fortune." These lines would be a hint towards the end of everything. A warning perhaps. Much like the man himself, you are capable of foretelling immense times of change in the world. Unfortunately your visions are never quite clear and downright mad at times. Your

own messy writings won't make much sense besides minor clues and the only clear facts you will know is what exactly the threat can lead to, where it happens and a few glimpses into who may subvert it. Is it enough to stop it?

Manhattan Project 2.0 (600): In a way, everything that humanity fears comes from them. They give names to the concepts around them and learn to fear them. The aging devil is in part motivated to let himself be eaten by the idea of humanity discovering unknown concepts. This Perk may just allow you to enable such advancements. For starters you have a PhD level education and the sheer genius to match, with a specialization in an area of your choosing. You would fit right in with fellow brilliant minds at highly classified government projects. Beyond that however you have a genius towards that which is 'new'. Discovering, or perhaps rediscovering, something is easier for you, bringing forth ideas that were never thought about or long forgotten. This is a powerful tool... and very dangerous. Be careful not to create something that could destroy the entire world.

Jumper's Dance (600): You'll be the last one alive at the end of it all, so God can continue to laugh at your suffering. You have a special kind of Bad Luck, one that will keep you alive no matter what, but only to put you in ever worse circumstances. You'll begin each Jump with your baseline level of Luck, but each time you would otherwise die you'll be saved by a miracle. After each miracle your luck and circumstances will become markedly worse for the rest of this Jump, this will continue to cascade, each time you're saved it will simply mark you for more suffering. You can turn this Perk off at any time, but when you do you won't be able to enable it again for the rest of your time in that Jump.

Hell

Necessary Evil (100): Are you familiar with the term? It is often used to justify evil actions committed by someone. It is not a REAL necessary evil unless it is done so at the behest of an authority like the nation itself. Any group you are a part of seems oddly receptive to the idea of you being their necessary evil. You can get away with some truly reprehensible actions as long as there is a clear indicator it is done for the good of the public or your group. If there is no justification possible then this Perk will not work and the more morally upstanding will be less likely to tolerate extreme acts of evil. But if you can show results there is a surprising amount of things you can get away with and have pushed underneath the proverbial rug.

There Are Good Devils (100): Of course there aren't, but you only need the hapless Hunter to believe it for a moment in order to sink your teeth into him. You're an expert at deception, specifically the kind where you emphasize your weakness or benevolence to earn the mercy of other people, convincing them to let their guard down just long enough for you to strike.

Hot as Hell (200): Before Lucifer fell he was an angel. Some may just mistake you for one as well. You may be a devil but you are a gorgeous one. Your hair luscious, skin soft, and your every motion screaming sex appeal. To describe you as anything below a 10/10 would be sacrilegious. You may also opt to put special emphasis on a certain body parts of yours and its size, like say bust or butt. Not only that but you know how to be seductive and make everything you do linger on the minds and haunt the lusts of whoever you want them to.

Source of Happiness (200): What a poor stray dog, beaten and filthy. Won't they be that much better off in your clutches? You know how to bring happiness to others, what makes them feel fulfilled and content. Why would you ever do that? Well simple... so you can take it away. Any happiness you build you know how to undo, leaving your victims in a depressive spiral. Greater amounts of joy and despair will be proportionally harder to cause but won't it be worth it when they grovel at your feet?

All Encompassing Terror (400): You continue to benefit from the empowering effects of Fear even when you leave a universe behind. What this Perk does in essence is it ensures your Fear Based Power can never fall below the maximum you've achieved, even when you leave a world where your concept is feared and reviled for one where it's unknown. This perk's effects can be worked against and you can be weakened if people make an active effort to lessen the fear of you and your concept, but you'll no longer lose power simply by leaving behind a world.

Permission to kill myself (400): It is one thing to be empowered by fear. It is quite another to cause it. When you take to the field, your enemies begging for permission to commit suicide would be one of the more reasonable courses of action. You are terrifying, your every action and movement capable of inspiring raw panic and terror.

Only those with strong wills and power can resist. Most others will be paralyzed before the battle even begins. The effectiveness of this perk does depend on how strong you yourself are, but being as dreaded as the mightiest Primals is well within your reach.

A Corpse is Talking (600): Those who you want dead, crushed and beaten may as well be nothing but corpses. You are a masterful planner and manipulator, having a great intelligence and plans for schemes and plots. To a degree it feels like the world wants you to win, as your plans are imbued with a fair amount of luck on top of being well executed. Finally, like any true Mastermind, you are charismatic with great knowledge about people and their habits. Those typical hero types with their tragic backstories are especially vulnerable to you, but a cog in a machine you run until you no longer need them.

Fear Of Jumper (600): In addition to your Name as a Devil that you purchased above you also represent a secondary Fear fundamental to your Nature, the fear of the Jumper and Jumpchain as a whole. This will allow all of your powers to benefit from the fear empowerment effect that this world's Devils enjoy and may even allow you to manifest new uses for your abilities to better match the fears of the people if the stories become widespread enough.

Limbo

What will you dream of next? (100): Sometimes it seems like there is no way out. Like there is nothing better to do than roll over and die. But that is not what you are destined to be. Simply put, you are always able to dream. Always able to envision a future where you do something else. Something more than your current miserable existence. This ability to dream of something new gives you a boost of motivation when you need it. It can not negate despair, but it can help you overcome it. Sometimes, that is all you need.

More Selfishly (100): Who else do you plan to live your life for? It's okay to be selfish now and then. This Perk doesn't affect your morals and doesn't get rid of your sense of guilt or anything. Instead it can give you a small nudge into the right direction. Serve as a final kick that allows you to think of yourself for once, think of your own happiness and actually enjoy it without any shame for being happy. Using this you may actually be able to balance your own happiness with other duties more effectively.

Devilishly Endearing (200): Devils find you naturally charming. If you're able to meet one on friendly terms you'll find it easier to befriend one than you would most humans even. This won't change who they are, an evil being will remain evil even if they're your bestie who loves RomComs on the weekends. In future Jumps this applies to other evil beings.

Perpetual Motion Machine (200): All great things in life can be taken away. That may be a depressing thought to have, but there is another side to it. It means that life can always be better. You can always find a new family, new people who will love and accept you or even simply new kinds of great food. You will never lose the ability to feel joy and love in life, the memories you make are as valuable and enjoyable now as they were years ago. In turn you will always be able to regain feelings of love, this realization pushing you forward. You can be happy and you can find ways to make other people happy. You too can make a Perpetual Motion Machine.

Half a Brain (400): It must be annoying to share your own body or be possessed by someone with worse intentions for humanity than death itself. Now you can be assured a degree of autonomy at least. Any being that possesses you in any shape or form can be fought off. They are a presence in your mind, but you share control over your being unless you willingly surrender it 50/50. Even when they pilot you, exertions of will can force them back. Fear is very good at shielding you in particular. As long as you are genuinely terrified you are in control and they can't switch. That being said, this Perk has another side to it. One that allows you to coexist with the passenger. Any being that possesses you can be befriended. Over time they will naturally grow fonder of you, even seeing you as a treasured partner. It might not be enough to make them give up their plans but it is something.

Pure Chaos (400): You have to be a special kind of crazy to conceive of all the various plans you tend to pull off. But is it still crazy when they work? You have a knack for coming up with the most outlandish, outrageous and improbable plans human and devil can think of. Is your enemy immune in the dark? Set yourself on fire to let there be light. The crazier a plan is the less likely it is your enemies expect it, with even the most absurd plans having a chance of success as long as there is a logic and actual plan involved.

Hero of Hell (600): There is another. Another warrior who makes all of Hell dread their presence. Whether or not you are another one who can devour the concept that makes them up, you could be just as legendary all the same. Your mere presence causes evil to be afraid, the most vile feeling the most terror at your approach, in turn making them more vulnerable to your strikes. The kind of dread you cause can even give way to more lovely emotions, getting the most depraved of horsemen to see perhaps as the only equal partner who they could have a romantic life with (though this is a feature you can toggle off if you don't want that kind of complicated love life). Beyond that this Perk boosts what is already there. Strong becomes mighty. Fast starts to look like teleportation. Great combat skills turn into being able to take on armies of devils. The perhaps greatest thing empowered is your regeneration however. If you have any at all, even tearing out your own heart, throwing it while you are in orbit, and regenerating in full before you hit the ground is a viable course of action.

My Own Perception (600): How we view the world can shape it and us in more ways than one. Some of the strongest powers in Chainsaw Man are ultimately empowered, or limited, by the user's own perception. In a sense you are now capable of making your powers apply by the same rule. Want to mind control someone? If you believe them to be inferior to you it would work. Want to turn someone into clothing? Win a game of rock-paper-scissors and they're yours. This is a powerful ability but comes with a severe drawback. Everything related to perception can be turned around on you, potentially negating entire powers of your own.

Contracts

You have made a Contract of some kind with a Devil granting you the ability to use their powers as long as you follow their rules and pay the costs they demand of you in exchange. As a Human you have **0 Contract Points** and you must take **Costs** to gain the points you need. If you're a Devil you have an initial stipend of Contract Points equal to the amount of CP you spent for that tier of Devilish Power, powers bought with those points are considered your innate abilities rather than a contract.

Costs

The Price demanded in exchange for your use of a Devil's Power. Each Price listed here will be inflicted on you as a condition of your Contract that cannot be undone without losing the granted power, costs with a greater severity will give you more Contract Points. (Costs and Powers can be parcelled into separate Contracts with multiple Devils, this will allow you to incur costs separately when using different Contracts. however each Contract must have **at least a 0 Contract Point** net value, no cheating the system and creating a contract that gives you great power for nothing) Unless otherwise specified all Costs can be taken multiple times, though they'll naturally intensify.

Devil Power (Special) [Exclusive to Devils, Fiends, and Hybrids]

If your standard Stipend isn't enough you can choose to make a different kind of contract. You can exchange CP for more Contract Points at a rate of **2:1**.

Dutiful Service (+100/+300/+600)

The Devil you've contracted with requires you to work to fulfil their agenda on earth in exchange for their power. For **100** Points you owe them one favor every month in which you can't be made to kill or harm anyone directly, though outside of that you'll be forced to obey any order. For **300** Points you're their dog, you obey every one of their commands without hesitation, your body moving on its own to enact their will even if you were told to murder the people you care about the most. For **600** points you can't move without their say so, your body existing as little more than a puppet for their whims.

Possession (+100/+300/+600) [Can Only Be Taken Once Per Devil]

A Devil has decided to live inside your body as a condition of the Contract, if you take the **100** Point tier of this cost they'll only be able to comment and communicate with you, there will be no risk of them taking over your body. For **300** Points they'll be able to take over your body any time they like unless you're able to muster an immense amount of willpower to push them off. The more you try to fight them in quick succession the more difficult it will become. For **600** Points you will find it much more difficult to fight off the Possession and you'll find that the Devil you're contracted with will want to kill someone you **truly** do not want dead, a best friend or a lover

somehow earning their enmity. During that event you'll find it almost impossible to regain control.

A Few Drops Of Blood (+100) [Can Only Be Taken Once]

Your contract costs a few drops of blood or perhaps some of your skin, a small superficial piece of your body each time you access this power. This will feel unpleasant naturally, but the pain will be more than manageable and there will be no real damage.

A Memory (+100)

Every time you use your Contract you'll forget *something* relating to your life up until that point, what you forget will be random each time, it could be your lunch order from a week ago or it could be your mother's face. Whatever Memories you lose through this Cost cannot be recovered.

Dismembered (+200)

You've lost something of greater value, an arm or a leg, maybe even an eye. Some piece of your body that you'd find very important has been taken away completely, beyond your capacity to regenerate or restore. In addition to the obvious problems that come from losing a piece of yourself there are also the self image issues to consider... will you even recognize yourself anymore? Now that you're selling yourself piece by piece?

Love (+200)

You will not be able to use this Contract until you kill someone you truly love, you will only be required to do this once- but if that person is resurrected in some way you'll lose access to your Contract Granted powers until you kill them again. This Cost will only be considered paid once you kill someone you'd call the person you love most and they stay dead.

Sacrifice (+200):

Less personal than the above, but no less of an issue long term. You will need to sacrifice one person of a certain type every month in order to maintain access to your Contract. The kind of sacrifice demanded will vary based on your contracted Devil, but children, virgins or pregnant women are the most common, the 'classics' as it were. Each purchase of this cost will be an additional required sacrifice every month.

Your Years (+300)

Each time you use this Contract you'll lose one year of your life, shortening your limited time in this world in exchange for the power to accomplish your goals here and now. For every **300 Contract Points** spent on Powers this Cost will take an additional year off your life with every use. Each additional purchase will double the costs to your lifespan.

Indescribable Torment (+300)

Each time you use your Contract you'll *suffer* some level of emotional or physical pain will befall you that will genuinely push you to exhaustion and despair... at least for a time. The exact nature of this pain depends on the devil you contracted with, but you will never be able to adjust to it or resist it.

Your Humanity (+600)

As you use your contract your humanity will begin to degrade, you'll lose your morals, your capacity for empathy, and your self control, causing you to become a violent beast like the worst Devils. If you use this ability sparingly you can potentially last years before this reaches the point of no return, but there's no way to reverse the damage.

Death (+600) [Can Only Be Taken Once]

After using this Contract you will die, using this power will purely and simply result in your death. If you're able to escape your fate in some way that is of no concern to me, however no matter how powerful you are or become, your life will end after invoking your Contract.

Powers

What did you endure all that pain for? You may spend your **Contract Points** to grant yourself new powers in connection to the Contracts you've made. As mentioned previously you can spend your **Contract Points** on multiple individual Contracts with separate prices as long as the Net Cost of each Contract is 0.

Name (Special)

Which Devil did you make your Contract with? This choice will affect how your powers and certain Costs manifest as all of your Contract Abilities will have to be possible within their purview. If you choose to Contract with or are a Primal Fear or Horseman every option in the section below costs twice the listed price.

Physical Interference (100/200/300)

The Devil you contracted with will manifest physically to act on your behalf in a limited capacity, for **100** points they will only manifest for long enough to launch a single attack before disappearing again, for **200** points you'll be able to manifest a single piece of their body such as their hand or head whenever you like, this portion of their body will remain manifested for as long as you wish. for **300** points you will be able to summon the Devil you contracted in full, at which point they will fight on your behalf obediently. If you chose a Primal Devil or a Horseman they will **Not** return to Hell after being summoned via the final tier of this Contract, however they will be kind enough to spare you from their inevitable rampage as long as you don't attempt to interfere with them.

Ability (100/200/300)

You have access to one of the powers of the Devil you're Contracted to allowing you to use their ability relatively freely as long as you pay the prices they have set upon you. For **100** points you may have an ability that allows you to do something like peak slightly into the future or track people by scent. For **200** points you have a more powerful and flexible ability, something like a sonic screech, or the ability to manipulate your own blood. For **300** points you can have something powerful and vaguely conceptual, something like the Cosmos Devil's ability to grant someone all the knowledge of the universe or the War Devil's ability to turn people into weapons. Pochita's conceptual erasure is also in this tier but only available for those who are Devils of this category or have the **Your Heart** Companion of similar tier and category.

Immortality (300)

Your Contract has granted you some method of cheating Death that is fitting for the Devil you have Contracted with. This is NOT perfect immortality and will require action on your end to maintain. These steps will often be difficult, dangerous, and have the potential to make you an enemy of Public Safety, however they will render you mostly immune to the passing of the years or a violent death.

Minions (300)

Your Contract gives you access to a form of summoning/mind control/golem creation appropriate to the Devil you've contracted with's purview. These minions will be unfailingly obedient to you and eager to enact your agenda with whatever means at their disposal.

Items

You receive two discounts per Price Tier (100, 200, 400 and 600) for this section.

Food (100): You have a supply of food that replenishes itself daily. Anything from burgers to bread with jam is included and it has enough to feed three people. Some of your personal favorites are included, as well as some food you may have always wanted to try like burgers or actual cake.

Apartment (100): A place to rest your head and relax. You have a fully paid off tiny apartment that is enough for a small found family. It comes with plumbing and electricity and should it ever burn down you will find a new apartment within a week.

Reliable Weapon (100): You really don't want to fight a devil without any weapons. That is what this item is for. A single reliable knife, axe, pistol or similar handheld weapon of your choosing. It is self repairing and cleaning and if it uses ammunition it will replenish that automatically. It will always remain somewhat viable in combat and you can buy additional weapons for **100 CP** a piece though only the first is discounted.

College Funds (100): Don't make the same mistakes as Kobeni. This Item takes the form of a fully paid scholarship and tuition for one college or similar educational facility of your choosing. Also covers any sort of extracurricular expenses.

Guts Scarf (100): You are the proud owner of a scarf made of intestines. This is a rather gross piece of clothing and has no special properties, except one that is. You can control it with your mind and even if you yourself are too powerful, this scarf can harmlessly transport and grab others at no risks to them, even if you are otherwise unable to control yourself.

Sacrifices (100/200/400/600/1000): Human life is very valuable. Which is why you can have a whole set of lives at your disposal. These are a collection of non sentient human bodies in stasis. They aren't really human but will count as such for any sacrifice requiring one. Their characteristics like appearance, age, gender, nationality etc. can be decided by yourself at will and you get a new set of sacrifices in the next Jump. They will be stored in a separate attachment in your warehouse when you don't need them and depending on the amount of CP you pay you get more bodies.

For **100 CP** you get 3 bodies.

For **200 CP** you will get a dozen bodies.

For **400 CP** you will get over 100 bodies.

For **600 CP** you receive 10000 bodies.

Finally for **1000 CP** you can receive over a million bodies, enough to match the population of a country.

Cinema (200): The perfect spot for a date don't you think? This Cinema has a constant supply of new and old movies alike. There are guaranteed to be some you would utterly adore, but also a few you might not be a fan of. It will run itself and fetch a decent income.

Koben's Car (200): This is a surprisingly popular car that you have the keys for. This vehicle is always coming with a full tank and has a talent for being there for you when you need it most. Any escape attempts seem slightly boosted when done behind the wheel of this car. When destroyed it will appear within your warehouse after a week.

Blood Donations (200): If you don't want to go hunt for flesh and blood this Item comes with recommendation from the chef. You have a replenishing supply of blood and raw human meat. It is very good, better than most flesh, at enabling regeneration abilities and guaranteed to be delicious for devils.

Poisonous Mask (200): This Mask is meant to keep someone too strong in line. When placed on another's face, only the one who put it on can remove it or allow the wearer to remove it. By default the choice will always lie with you. The poison within the mask weakens even the strongest Fiends to a more manageable level. You get the plans to make more masks like these as well.

Brothel (200): Sex is an important physical need for guys after all. After spending too long without masturbating and having too many traumatizing experiences, maybe you'd just want to destress. As the owner of this fine brothel that shall be no issue for you. It is staffed by all kinds of women who are loyal to your every word and fit your specific tastes. They know what they're doing, can fetch a nice profit and will always prioritize you and clients you personally send to them.

Cafe (200): A lovely cafe that seems just perfect for a date. Hidden away in it is small but comfortable, with various dishes and drinks available on the menu that is sure to have something for everyone. It basically runs itself and makes enough to stay open with a little extra. What makes this Cafe truly special is that 'important' people of the Jump seem to be drawn to it. Notable characters with exciting lives or great value for the 'plot'. You can choose to be the owner of the Cafe or have it be staffed by a loyal follower who always has an ear for you.

Super Chainsaw man motorcycle (400): The guy you stole this from didn't need it that badly anyway. You now have your very own, super cool, super stylish motorcycle. It is perfectly adjusted for your own power and fighting style, even sporting various features based on your own abilities and allowing the motorcycle itself to use them. Say a gigantic chainsaw if you had such an ability. Even if you wouldn't know how to ride it, just by being on it riding comes to you as instinctually as walking.

Yakuza (400): A more debatable kind of necessary evil as far as Makima is concerned. You are now the leader of your very own Yakuza clan. The organization is fully loyal to you, with several businesses and functions in their employee and many

men skilled at pressuring civilians to do your bidding. Beyond that, governments tend to throw a blind eye at this group's machinations as long as you know your place.

Public Safety (400): Now you have become a real necessary evil. You are the new leader of your own government sponsored Devil Hunting Agency. You have several teams of devil hunters on your payroll, each one having decently useful contracts and a loyalty to you that doesn't need to be forced.

Chainsaw Man Church (400): A cult of your very own. You're now the leader and most influential figure in this esteemed religious organization. Its people are downright fanatical in their devotion to the idea you granted this church and a good amount of them have made a deal with the fire devil to become mindless zombies resembling your image when activated. These copies are only about as powerful as the Pseudo Chainsaw Man's, though multiple of them can combine into a stronger Fake. Beyond that the church is stacked with resources and weapons alike.

Academy (400/600): You are now the director and owner of your very own Academy, very capable of enabling and bolstering the education of its students. This may not sound like much by itself but you would be surprised. Your students have a tendency to get wrapped up in all sorts of supernatural events, from devil hunting in their free time to making deals for power. In fact, two students are guaranteed to be especially exceptional, quickly climbing to the higher echelons of power. This allows you a good opportunity to leave your mark on them, ensure they remember their teacher, or perhaps fellow student, fondly. In future worlds there will be new sets of students with new lads and ladies of great potential starting their journey here. For 600 CP the loyalty of your students and staff alike is unshakeable, the same ringing true to the duo of titans you will find in your classes.

Eternity Devil Fragment (400/600): The Eternity Devil is quite the tricky one to deal with. A piece of its flesh has now come into your possession. It lacks the devil's sentience and its ability to make contracts but is instead capable of something else. At will you can implement the fragment into a property you own. This property is now capable of creating a timeloop within the property. It has by default no mind of its own, can be shaped by you and can be recalled and transplanted into another property at will. It does have one weakness however. Instead of being able to hide its heart, it is somewhere exposed within the property and when destroyed the fragment will take a full year to regenerate. Despite its name the property also can't be too large. An Aquarium is about the largest area it can affect, alternatively only affecting a part of a bigger property with its power.

For **600 CP** the Fragment can be given sentience and the ability to spawn massive amounts of flesh at a time. It is sentient but utterly subservient to you, seemingly knowing what you want to do in your property before you do.

Your Country (600): You got enough people to vote you in after all. You are now the President, Prime Minister or otherwise leader of a noticeable nation, comparable to Japan. Unless you severely mess up, its people will not rebel against you and the nation's resources, including its people for contracts, available to you. It is ruled in your stead by loyal followers who run things in your absence.

Alternatively you can use this Item to instead guarantee you a government position within an existing country. You might be a Senator or otherwise high ranking position.

Devil Detention Center (600): It would take a war from the outside coming in to affect the security this location provides. You are now the director and owner of a prison made specifically for capturing and detaining devils. Anyone and anything that has been defeated by you and your forces can be put in here. They will be unable to escape of their own power no matter what happens and several soldiers are stationed to deter any breakout attempts.

Safe House (600): If you want to stop the end of the world you need a place to rest. This safe house can allow you the reprieve you need when faced against a Horseman. Located underground, they are impossible to track down or discern information from. Any attempts to find a viable strategy are furthermore boosted when contemplated in these walls.

Gun Devil Fragment (600/800): The Gun Devil was a POWERHOUSE. Even now its remaining shards are something jealously guarded by governments and highly sought after by devils. You got your own piece of it, roughly the same amount the Eternity Devil had. In future Jumps you will be able to receive a similar pound of flesh from any one being within the Jump, harmlessly extracted and not sought after. It will be from a powerful being but not one of the greatest ones like the Primal Fears. For an additional undiscounted **200 CP** you can instead receive a much larger amount, roughly similar to what the United States have.

Hell (600/800): The infernal of this world is unique in its nature and if you feel so inclined you can keep a slice of hell with you. This Item grants you a Gate within your Warehouse to Chainsaw Mans version of Hell. You are capable of freely going and leaving at your discretion and in future Jumps can calibrate it to lead you to similar dimensions.

For an additional undiscounted **200 CP** however this Gate will retain its connection to Chainsaw Man's Hell. This allows its devils to leak into future Jumps, make contracts and even allow devils based on concepts unique to the Jump to manifest.

Companions

Fresh Meat (Free): You may bring anyone you like who agrees to travel with you along for the ride as a Companion for free. If you choose to play this like a good little devil you should note that this 'agreement' being under duress or mind control has no bearing on their status as your companion.

Leftovers (Free): Any of your companions from previous worlds can be imported into this one for Free, they'll be given a Origin and 600 points to spend on anything their heart desires. They'll also be able to take drawbacks to get more points for themselves if they wish, and you can transfer CP to them at a rate of 1:2.

Actual Pet (Free/25): No not that kind of pet. This is neither devil nor human but an actual house pet of your choice. Endlessly adoring and coming with everything you need to take care of them, you can select one small animal of your choice here. First is free but optional, with additional purchases doubling the amount of animals you can have. They don't need to be the same type either so feel free to have one cat and several dogs.

Your Heart (100/200/400/800/1000): Here is your best friend in the whole wide world, your very own chainsaw bearing dog. Well not exactly, Pochita himself is very much taken. You do have your own bond with a devil that is as tight as the one between Pochita and Denji. So tight they offered to become your heart with the sole condition of the contract being for you to live your life. Purchasing this turns you into a Hybrid as described in the Hybrid Species option, your strength as a Hybrid depending on the price you chose to pay for this companion. Post Jump they can be separated from you at no risks but you will only have your Hybrid powers when you fuse. If you like you can import a companion into this Option

Fiendish Lovers (100/200/300/500/600): Like Quanxi you have managed to earn the love of a few rather unique gals (or perhaps guys?) You have the complete affection and loyalty of a Fiend or multiple, these Devils in Human Form actually love you for some reason and will gladly use their powers to help you with anything you want, though they'll all have their own set of Devilish Quirks that are sure to make your life interesting. The pricing scheme is the same as for Fiends in the Race Section, but with a 100 point surcharge, a free tier fiend would cost 100 points to take as a lover, and a primal fiend would cost you 600.

OC Companions

The following Companions will not exist in this Jump unless purchased here.

Forgetful Thief (100/Free Earth): This bespectacled dark haired woman has a reserved demeanor, often appearing confused at mundane things and occasionally requiring guidance to keep her focused on the task at hand. The truth is that she's a rather capable Devil Hunter who made a Contract with the Vacuum Cleaner Devil,

this contract allows her to summon the full body of the Devil which she can use to suck up any non-living things around her. Each time she uses this Contract she loses a memory, so she's reluctant to use it unless needed.

The Chain Hunter (100/Free Earth): A Devil Hunter whose whole family was killed in the Gun Devil's Rampage. Forging a contract with the Chain Devil that grants him various powerful abilities in exchange for draining his lifespan with each use. This Hunter is endlessly self-destructive, not caring how much of his life he needs to burn to accomplish his goals.

Icy Death (100/Free Earth): The only kind of Hunter who lasts long in this business is one who has a few screws loose. This woman is a very special kind of insane, fully believing in a might makes right philosophy. She can be more scary than most devils and her own contract with the Ice Devil makes her a cryokinetic powerhouse. Deep down she does have one thing she craves as much as the rush of battle... a lover.

Bright Screen (100/Free Earth): It is human nature to want to shine brighter and this former cult leader wants to become brighter than all the stars in the sky. Sacrificing his cult to the Media Devil, he managed to practically become him. Now he seeks an ever greater position, more power, more influence in the world of man. That being said he does have a side to him that can feel love and friendship. Especially towards sharks he loves them

A Witch Scorned (100/Free Hell): The Witchcraft Fiend, a devoted servant to a Devil only she can remember, the Devil of one of the other four ways a human life could end other than Death. This Devil was eaten by Pochita and the Witch wants revenge, gathering and training contracted humans and Devilish Allies as part of her plan to make Pochita vomit up her liege. She is a calm and measured, even caring woman to her subordinates, but Pochita and his allies drive her to incredible heights of fury and she longs to erase him the same way he erased others.

The Ink Demon (100/Free Hell): The Ink Devil, a monstrous figure formed from black ink in the image of a traditional western Devil. The Ink Devil's main ability allows it to turn humans into 'pseudo-devils' giving them new bodies and powers associated with them in exchange for them losing their minds and *becoming* the characters they were made in the image of. You encounter the Ink Devil in an animation studio where the owner sold his employees to bring all of his characters to life, you'll find the Ink Devil to be amenable if a bit grandstanding and theatrical- willing to work with you as long as you give him plenty of opportunities to use his Power.

Foxy CEO (100/Free Hell): Some of the most dangerous devils are those who know how to pretend to be human. This pink haired woman is the devil of animals, viewing the whole of humanity as the prey to her predator. She intends to dominate humanity with the company she built from the ground up, either as playthings and pets or victims to be crushed depending on her mood. Above all else she wants to get as

many Fragments of the Gun Devil as she can and master the tools man used to hunt animals with better than man themselves.

Tune In (100/Free Hell): Have you ever listened to a truly chilling radio podcast? You haven't unless you met this charming devil. Embodying the fear of Radio he is obsessed with both power and the making of deals. You'd do best not to underestimate him. But if you can make a good deal your enemies could end up being added as entertaining screams to his podcast

Destructive School Girl (100/Free Limbo): The Destruction Devil is one of those that takes on a human form, because of that she has a natural fondness for humans. In her case specifically she's a bit of a Weeabu taking on the form of a red-headed school girl to attend a private school in Japan just like she always wanted. Her love of all things Japanese is the only thing keeping her from turning her incredibly powerful ability, The Power Of Destruction, on everyone around her. That and her tendency to collect misfits and outcasts to be her 'family'.

Big Brother From Hell (100/Free Limbo): The Poison Fiend, his blood is a very powerful poison that causes people to decompose from the inside, he's capable of manipulating it with an extreme amount of precision. He is also convinced he is your Big Brother, and who knows, depending on your Origin he may be right. Having him as a brother is a good position to be in though as he's extremely protective and caring, more than willing to turn his full power on anyone who would do you harm. Oddly enough if he ever meets a certain boy with a chainsaw for a heart he'll come to the same realization and decide that *he* is also a brother.

From Shadows (100/Free Limbo): This Cat Fiend ended up working with Public Safety and has a much better grasp on humanity than most Fiends. She hopes a world where devils and humans can coexist is possible and advocates when she can for devil and fiend rights. That is, for those that aren't constantly trying to kill humans. She has her work cut out for her and may need some time to overcome her own fears and concerns but in time you will find a loyal and affectionate cat protecting you.

Deadweight Hybrid (100/Free Limbo): This Devil Hunter used to be part of a religious group that dedicated itself to wiping out devils. But after one too many of its leaders grew corrupt, the entire church needed to be purged, leading this young man to wander alone in an attempt to work out his past and heritage. He is very adverse to taking any sort of contract but his natural strength and skill is nothing to sneeze at. If you ever see him tear off his own arm you will see the truth. He is the Taser Devil Hybrid and with one blast of his demonic arm can electrocute an entire room.

Drawbacks

Chronophobia (Free/+100): The fear of time itself. Or if you take this option maybe you were afraid off being there too late? You may take this Drawback to start at an earlier time in the world of Chainsaw Man. You may not be any earlier than the Gun Devils attack and are still required to stay at least 10 years.

For **+100 CP** you may elect to stay 10 more years in this Jump each time you take it. This can be taken as many times as you like but will only give up to **+500 CP**.

Accident Prone (+100): Are you clumsy or just really unlucky? You are prone to tripping and falling at the worst moments. The fall will never hurt you or even be really painful, but its when you trip that can end badly, blowing your cover during a mission and getting attention or leading you into situations where you are.

Halloween (+100): Seems like you had a run in with one of Quanxi's lovers. On the upside your mind hasn't been crushed utterly by an overflow of all the knowledge in the cosmos. On the downside you do not have any additional knowledge and are simply stuck saying Halloween as the only word you can say. Expect communication to be a lot more difficult.

Powerful Smell (+100): There is no kind way to phrase this, you are utterly disgusting. You smell awfully and in general your hygiene is terrible. You don't want to take baths and only occasionally even flush your feces.

Mental Influence (+100): Your mind is a bit out of order. Maybe its influence from a corpse your inhabiting or the result of an awful upbringing but your mentality has suffered from it. Maybe you feel an urge to control everything around you, act like a dog or are more afraid. These effects can be fought off but they will make your life harder and more complicated.

Debt (+100/+200/+400): You have amassed a very significant debt already for these couple of CP. It can not be paid by any sort of money item you have and the ones who want to collect are ruthless Yakuza. If you dont make steady payments they will seek to cut you open and sell your organs to get a return. You can get it cleared if some unfortunate death were to happen to them all though.

For **+200 CP** it is a bit more complicated. The debt can no longer be cleared through violent means and any sort of luxury is something you must give up until you are debt free.

For **+400 CP** you will be weakened severely by your debt, making fighting your owners all the harder. Every percentage you clear will return the appropriate amount of power to you. Only by clearing it fully can you regain your full strength.

Hierarchy of Needs (+200 per need): Humans have a lot of things they need to live a proper, fulfilling or even anything resembling a life. For every time you take this drawback, one of these things will be a lot harder to gain.

-Physiological: You have a more difficult time getting a steady supply of base necessities. Food, water and a roof over your head will be incredibly hard to come by and when you have them at constant risk of being taken away.

-Safety: Life for you is a lot more dangerous. Dangerous individuals or threatening accidents seem to naturally drag you into them. You'll have to fight and endure a lot to thrive.

-Love: Attempts at love are minefields of social interaction. Those who you meet will at best be difficult to work with or at worst secretly plot your suffering. Anything intimate like kissing or sex is also likely to be a lot more messy or unfulfilling.

-Esteem: For some reason you will never be given the respect you deserve. Any group you are a part of will treat you poorly and you will often be stuck with the worst tasks and missions.

-Self-Actualization: Your dreams seem as far away as the stars are from earth. You can train and try all you want but your greatest desire will always be out of reach for the entirety of your stay.

Cut Up (+200/+400): You either had a run in with a devil that went wrong or really had to pay bills. You are missing some important body parts. An eye, some organs, maybe even one of your nuts. This damage will not be repairable by any method within this Jump, even natural regeneration.

For **+400 CP** this is more severe. At least two entire limbs have been lost and are just as impossible to replace.

Hellbound (+200/+400): Welcome to Hell. Forget starting in the human world you are going to start your Jump in the maws of all evil and danger. Unless you can find a portal to get out of here or make a deal with the Hell Devil you are likely to be stuck here for a while.

For **+400 CP** you instead spawn around the area of a Primal Fear. You have a few minutes before they are made aware of your presence. Best of luck.

Hating Jumper is why this Heart still beats! (+200/+400): You have a rival of quite impressive power within this Jump. They scale to your own purchases and have a fervent need to prove themselves better than you. However at the same time they have a weird sense of honor and want to beat you at your best. Hell you can expect them to drag you to a brothel just to cheer you up.

For **+400 CP** there is no such strange sense of honor to be found. They actually just want you dead or to suffer and their sheer need to beat you makes them practically scale to your own power.

Should you somehow find a peaceful resolution that doesn't end in the death of either of you, you may take your rival as a companion. They will lose any scaling effects when doing so however.

Submissive (+200/+400): A surprising amount of people have a thing for more 'dominant' personalities. Even Makima has shades of this towards Pochita. This Drawback comes in one of two forms. One is that it makes you naturally more submissive, meek and receptive to orders. The other is making you fall for someone else. Your feelings for them are intense and though you would want an equal partnership, a part of you can't help but want to submit to them. You would even be happy to be defeated in your ambitions by them. Take this drawback twice and both effects affect you.

Power Loss Contract (+300): You gave up something you possessed for more CP to use in this Jump. Mainly all from past Jumps. Your Perks or Items are sealed away until after this Jump is concluded. Taking this twice applies this to both Perks and Items.

Public Enemy Number 1 (+400): An entire Government of a major Country sees you as too dangerous to leave alive. They will use everything at their disposal, including Gun Devil Fragments and deals with powerful devils, to kill you.

Disassembled Gun (+400): You start this Jump a lot weaker than you should. Like the Gun Devil your parts have been scattered across the world, in many cases claimed by Governments for their own goals. Each piece holds a portion of your own power and unless you can reclaim all, you will never be at full power during this Jump.

Government's Dog (+400): You can't always trust the people with authority to use it justly. Plenty have made that realization. Denji. Reze. Even Makima. Now one Government has you on a very tight leash. Either through indoctrination or threats you are at their mercy and forced to obey their every order. They won't have you kill yourself, you're too useful for that, but anything that might help them? Or even just be appealing for some of the more corrupt higher ups? That's all on the table. You can not move against them directly, them being one of the few things even you fear, but maybe there is a way to slip their leash.

Face your Fears (+600): It's okay, we all are afraid of something. It is rarely as fatal to be afraid as it is in this world though. What is the thing you fear most? Your fear for this concept now empowers the devil representing it to the point they are a perfect match for your own power. Just being around them fills you with dread as well. It is nothing you can't overcome with time but before that happens you may be killed by your fear.

If your fear doesn't have a devil for some reason, one will be created ex nihilo just for you.

A Happy Life Together (+600): You have a paramour Jumper. They are head over heels in love with you and a titan of power in this world. Unfortunately their love for you is twisted, a shadow of what you truly are. They will still stop at nothing to have you and own you and their obsession allows them to fight you in such effective ways you'd be forgiven for thinking they are a scaling enemy. If you somehow manage to resolve this peacefully you may take your biggest fan as a companion.

What was Devoured (+600): In his quest to protect humanity from concepts that made their lives hell, Pochita has feasted on some of the most destructive things imaginable. Reality has been altered in many ways, concepts both known by humanity on an ordinary earth and ones that are entirely removed from our understanding deleted. This includes but is not limited too, Nazi's. AIDS, the sixth sense all humans have, Arnolone Syndrome, WW2, ZOA, Mount Hio Eruption, Nuclear Weapons, The Star that breaks children's minds, 4 ways life can end besides death and the devil for hybrids. Something went DEEPLY wrong in this world however. Pochita may have never existed or has been sealed away and forced to vomit all he devoured back up somehow, but the end result is the same. This is a world of unparalleled fear, with no Hero of Hell immediately available to erase what can not be permitted to exist.

Show me your Dreams (Free 'Your Heart' for 1000 CP): You will never be this lucky and unlucky again at the same time. Much like Denji you have made friends with an incredibly powerful devil. Their power is akin to a Horseman, Primal Fear or Pochita. They made a genuine friendship with you and gave you one of the most generous contracts conceivable, their power for you to use as long as you follow your dreams. So what is the problem you may ask? Well just by wielding this power you have become the focal point of many very dangerous and very competent enemies. They want the power you have in your heart and the only way they can get it is to make you suffer as much as possible. Your life in this Jump will be nothing short of hellish with tragedy after tragedy. Will you be able to endure?

Scenarios

Every Scenario gives you an additional **+200 CP**. Pick as many as you like but be warned, failing any will result in failure of your chain.

Gun Safety: Not all Devils are equal. Neither are all considered to be equally dangerous. Sure someone like Darkness is among the most mighty devils in existence, but he seems to be fine staying in his pocket of hell for the most part. There is one devil however who is at the top of Public Safety's target list. The Gun Devil. 13 years ago it went on a 5 minute long rampage across the earth. 1.2 Million lives were wiped out on that day. All because of a major rise in gun violence world wide. Collecting the remnants of his body promises incredible power for even mediocre devils. At some point however, you will be faced with the ENTIRETY of the Gun Devil. All the fractions the many Governments keep for themselves will fuse again into the walking apocalypse. Not just 20%, the entire thing. You will be stuck to face him on your own. Do you have what it takes to defeat this weapon of mass destruction?

Reward:

A Gun is better off in the hands of those that can control it. That is why you can take your well earned reward of the **Gun Devils Corpse** with you. Feel free to use it however you like, from trying to puppeteer it to feeding on its flesh. Any damage or devoured pieces will be regenerated within a year.



Devil Parenthood: Devils are incredibly hard to kill. Unless your name is Pochita, there is no true death for them. They will always come back and reincarnate either in Hell or Earth. Sure this new devil will have no memories and a different personality but the devil itself still lives. You happened to have met one devil right as they were reborn. They are small, frail and a far cry from a human killing monster. For now at least. And it is your job to ensure they won't ever be a danger again.

For this Scenario you will be tasked with raising the devil child and taking them into your care. If you thought normal child raising was challenging, buckle up because a devil child is an entirely different problem. As they grow they will rediscover their powers and it is frighteningly common for devils to think fundamentally less of humans, maybe even view causing their deaths as normal. Naturally you have to try and instill into them a sense of right and wrong and make sure they won't be a danger. Then there is of course the risk of others wanting a devil to groom and manipulate for themselves. Just look at Makima to see how well that goes. Of course you must keep them alive on top of all that. These problems will be present no matter what but their severity is heavily impacted by one thing: what kind of devil you are tasked with raising. Pick any of the listed Tiers for Devil. The higher the tier the more potential power your adopted child has. In return their natural inclination to cause death and destruction and the desires of others to use them for their own ends will be heavily increased. Raising the tomato devil? Literal child's play. Raising something comparable to a Horseman or Primal Fear? Good luck, you will need it.

You can pick this Scenario multiple times though with each time you'll be tasked with ensuring they all turn out well and when one child becomes a monster, enslaved or dies the scenario as a whole fails. You will only be able to receive the **+200 CP** for taking a Scenario once.

Reward:

Parenthood is its own reward isn't it? You can take any and all **Children** with you on your chain as companions. They can be freely imported and all take up only one companion slot. You also receive the Perk **Devil Daddy**. You are the best parent around and can raise anything and everything to be loved, functional and happy.



The New Hero Of Hell: Among all Devils there is one name that brings the fear of True Death, and that name is the name of the Chainsaw Devil, the Hero of Hell himself. Pochita is known as the Hero Of Hell because he will always respond to a cry for help... but his wrath is so terrible he will often end both the threat, and the person he's trying to help.

For this Scenario you'll have to do better, becoming a Hero of Hell in your own right, a Devil who fights for others. Your task is simple to say... but far harder to complete, you must become a being feared by all the Devils of Hell, from the Primals to the Horsemen, you must become their nightmare and in doing so you will have earned the Title Hero Of Hell.

Reward: A special Perk called **Jumper Man** will be given to you if you successfully complete this scenario, a Hero can always find a way to ensure Justice can be served, and they'll never quit until they see it through. As long as there's still someone alive who needs you you'll keep getting back up, reviving when killed, healing from the worst of your wounds and getting back in the fray, you just *do. Not. Die.* as long as your heart is still in your chest and there's still someone crying out for a hero you cannot be knocked down.



Quanxi^3: Among all Devil Hunters, one stands out as an exception among exceptions. Quanxi, the woman who somehow got several fiends to fall for her, making actual devils feel human love. That is actually a rather common theme in this world, devils of particular power having also desires. Makima in particular suffers from abuse as much as she embodies it, raised without love and simply wanting a happy life. Maybe all the most deadly devils in the world need someone they can give their heart to. And there is a quartet of very dangerous female devils above almost all others.

You heard that right. For this Scenario you take up the task of conquering the hearts of the four horseman devils. This... may be one of the most dangerous things you could try in this world. Not only are they all incredibly powerful, their mindset is both more human than most devils and far more extreme. It will take a specific approach for each one. For Makima, it may be as simple as defeating her and indulging her own submissive tendencies. The same will likely not work on Famine, War or Death. Or maybe it will. Who knows with devil mindsets.

Alternatively, instead of going for all Horseman you can stop the Scenario after one, two or three. Hell if you don't want a harem of overpowered femme fatales this Scenario can be platonic too, simply requiring you to befriend and pacify the devils.

Reward:

Rather obviously the **Horseman** whose heart you stole can be taken as companions. They all will only take up one companion slot and may be imported for free in future Jumps. Each Horseman will also give you a special Perk on top of themselves as your lovers (or friends).

Conquest: As a lover of Conquest, you would be dominant like no other. You carry with you an Aura of Domination at all times. People with weaker wills are cowed by your presence and feel naturally more submissive. Following your orders also feels good for your subjects.

War: As a lover of War you gain great skill in combat. Your abilities as a fighter are supercharged to content with the best of them. Beyond that you can turn those you defeat into your own weapons.

Famine: As a lover of Famine you will never be hungry again. You always feel full and capable of operating at your full power. Beyond that you can devour the lifeforce of others, feasting on it to heal yourself.

Death: As a lover of death, naturally death no longer has a hold on you. You are completely immune to any instant death effects and are less likely to die in general. Once per Jump, you may even come back from death.

If you complete the set, besides gaining Quanxi's respect as a Harem King, you receive the Perk... **Harem King**. There is nothing you can't romance potentially, even

the most powerful and eldritch beings. Those who you love will also be able to gain a human perspective themselves and their original evil lessened.



Age of Devils: There is a prophecy. A Great King of Terror will be unleashed upon the Earth. All of humanity will be exterminated and the Age of Devils will truly begin. In July of 1999 the world will take its final breath and hell will walk all the earth.

This single prophecy by Nostradamus is the reason behind a lot of very drastic actions, most of them in an effort to stop it. Even the Death Devil who is supposed to end the world, without having any control over it, tries her hardest to stop it. It is believed both the Horseman of War and Chainsaw Man will play a major role in this event. Now, it is guaranteed you will as well.

You are now another major figure in the Prophecy, leaving you with one of two choices. Stop or begin the Age of Devils. Depending on your choice you will face great enemies alike and who knows what kind of infernal horrors will be put up against you. Will you be this world's savior? Or their final doom?

Reward:

Your deeds have changed the world forever. In what direction only you know for sure but depending on your final choice your reward will differ greatly.

If you brought about the Age of Devils you will receive the Perk **King of Terror**. Your mere presence causes fear in all humans who witness you. And they ought to fear you as you have become a human's weakness. Your every strike and technique is more potent against mankind, ensuring you can end their age even in future worlds. In addition to this you are able to 'Call the Name' of a Concept to create a Devil for it in Future Jumps. These Devils will be empowered by all the fear directed at their concept and have an appearance and personality related to it, but they will all view you as their rightful master and serve you willingly.

If you successfully stopped the Age of Devils you will instead receive the Perk **Save Me, Jumper**. You are Anathema to any Apocalypse. Those who try to harm humanity and bring about the end of days are made all the more vulnerable to anything you do to them. It is they who feel true terror as you stand against them and ensure humanity can live on. You are also able to awaken the innate Goodness in all such inherently evil creatures, causing a rare few to become 'Heroes Of Hell' similar to Pochita upon receiving your direct attention. These specimens will be empowered in proportion to the threat posed by their kin as a whole, and will be genuinely kind individuals with the best interests of the world and humanity at heart.

"IN THE SEVENTH
MONTH OF 1999,
A GREAT KING
OF TERROR WILL
DESCEND."

FROM THE
PROPHECIES OF
NOSTRADAMUS...

IT'S GETTING
ATTENTION
FOR
PREDICTING
THE END OF
HUMANITY.



Fear of Jumpchain: You have a problem. You know how this world is lacking several concepts that you would be familiar with from your original reality? Nazi's. AIDS. Nuclear Weapons. There is one concept that has been erased on top of that and it is rather detrimental to you.

Jumpchain.

See, you are not the first Jumper to have entered this world. There was one before you and whether or not they were a Devil who used the Fear of Jumpchain as their concept or simply a Jumper, they caused CATASTROPHIC damage. So catastrophic the Fear of Jumpchain became a Primal Fear, surpassing even the likes of Darkness and Death. Pochita fought the fight of his life to devour it and actually succeeded. It turns out as a Jumper yourself, this kind of cosmic retcon is messing with your abilities. You're stranded in this Jump and unable to move on or even make your final choice. To complete this Scenario you must find a way to continue your chain. There are several problems with that though.

The biggest one would be Pochita. Namely the fact that Pochita **HATES** Jumpers, Jumpchain and anything related. Whatever your predecessor did in this world it caused Pochita to utterly despise Jumpchain and anything associated with it. It really was THAT bad. He sees the Jumpchain devil as the most dangerous devil he has ever faced and will stop at NOTHING to ensure they can never return.

Another problem would be the fact that Pochita's power doesn't always erase every memory of what he eats. The most powerful type of Devil like the Horseman Devils recall concepts he ate and that includes Jumpchain. They remember faintly what the Jumper was capable of doing and the temptation to use you for their own purposes will be far too great. That is if they don't have a personal reason to eviscerate a Jumper themselves. Again, it really was THAT bad. They aren't vital or related to actual completion of the Scenario, but may be a hard to avoid problem while you try and solve it.

There are roughly three ways you can go about clearing the Scenario. The first is the most obvious, kill Pochita. Or at least beat him so severely he vomits up the Jumpchain devil. This is going to be quite difficult as Pochita will know what you are and he will do everything in his power to kill you, even taking over Denji's body and releasing his full power. Power that not only protects him from any instant win ability you could have to get him to vomit or die, but also make him a scaling enemy who is always just a bit beyond your own power.

The second one is a bit more complicated: convincing Pochita to vomit the devil back up. Keep in mind Pochita is the Hero of Hell for a reason and perhaps the single kindest and most heroic devil in the world. He will not hurt the innocent or kill what doesn't need to be killed. It is entirely possible to argue with him, convince him that

you are a good kind of Jumper and that it would do more harm than good to leave you stranded. Any sort of charisma, mind control or other Perk that would let you sidestep anything that isn't Pochita himself being convinced will also not work.

These two tasks do have the problem of the Jumpchain Devil now being free again. You can't simply move on after your ability to Jump is restored if you defeated Pochita, this devil needs to be dealt with. You have an advantage there however as the Jumpchain Devil will 'only' be a scaling enemy to you and as a Jumper yourself killing them (trust me, they deserve it) is something you can do. If you convinced Pochita instead, you would both be able to jump him.

Alternatively, you could try to do like the USA and bring back a concept into existence. You still know what Jumpchain is, your own memories are safe. Maybe you could make your own Jumps or Jumpchain stories. This does have the side effect of getting you on Pochita's and the other Devils radar. A confrontation will be unavoidable, but facing the Jumpchain Devil may be optional in this approach.

Reward:

For managing to endure in a reality where Jumpchain itself no longer existed, dealing with what has erased it even and facing the worst of it yourself, you will get the only fitting reward. You are now the **Jumpchain Devil**. The power of a Primal Fear flows through your veins, with various powers associated with it. This takes the form of **+2000 Contract Points to use in the Powers Section**. Alternatively you can take the power of the Jumpchain Devil as hypothesized in the Notes section.

Additionally, if you manage to talk your way out of facing Pochita, Pochita may be taken as a companion. He will take Denji with him, hoping that spending time with a Jumper like you might improve his life as well.



Final Choice

You somehow did it, survived the fears of man and wrath of devils alike. What will you do now?

Go Home: Do you long for a world that makes sense and is not at risk of losing entire concepts at a bite? Then return to your original world with all you have gained.

Stay: Did you create the world you always dreamt off? In that case you are free to stay here with all you gained. Your affairs back home will be put in order.

Move On: Are you not done traveling just yet? Let's get going. On to the next Jump.

Notes

-Powerscaling Chainsaw Man is weird. This power system is held together by promises and a rusty chainsaw thread. It's just fundamentally unfair and has some genuine bullshit going on. This goes double for the high tiers, namely the Horseman, Primal Fears and Pochita himself. That makes pricing each of these three a challenge so I eventually decided to make them all cost the same, even if there are differences within.

So Primals seem to be above the Horseman. Makima was able to damage Darkness but was overwhelmed herself and Yoru admitted that facing Falling would be a death wish. The Horseman of Death is also the only Horseman to also be considered a Primal Fear so that further implies Primals to be a unique rank above them. Furthermore they seem to be the only devils that can leave hell of their own volition without needing to be killed or using the Hell Devil.

That being said I personally believe Primals have higher raw power but Horseman greater potential. When Yoru got Nuclear Weapons again she quite literally turned Falling into clothing after all. It is also much easier for them to grow stronger through fear empowerment, whereas the Primal's just are. Getting more people to be afraid of war is a lot easier than getting more people afraid of falling.

Then there is Pochita who both has been pushed to his limits by Horseman and has in the past explicitly faced all kinds of fears non stop. This includes the other ways life could end besides Death. Not to mention that other Primals have wanted his power. He is the only one who can truly 'kill' devils and while he can be defeated he always gets back up. There are always factors like fear empowerment and current resources that make comparing power levels a lot trickier than in most other Series.

The way I see it they are all roughly along the same ballpark with the categorization being as follows: Primal = raw power and able to leave hell whenever they want. Horseman = extreme potential. Pochita = concept devouring and endurance. They all cost the same but your category will influence what you can expect to get. Also if you pick Pochita this will be the only way for you to buy his conceptual erasure from the power section.

-Huge shoutout to PriorPossible834. This man singlehandedly made a Power Builder Section for a Verse I was legitimately scared of doing one for. It's no exaggeration to say this Jump wouldn't exist without him.

-**Quanxi**³ doesn't restrict you to only romancing the Horseman. Feel free to expand if you want, the Horseman are just the only ones relevant for the Scenario. Also for situations like with Asa and Yoru, they would both be romanceable. You're welcome.

-**The Jumpchain Devil** is probably one of the most abstract Scenario Rewards I ever offered. Jumpchain itself is so varied and the powers of devils in Chainsaw Man so

absurd and strange, it's difficult to iron out what they would actually be capable of. In many ways this is a writing prompt for those who want to try and make Jumpchain a more tangible force in their Jump that deals with concepts. That is why the reward takes the form of a Stipend for the power section. But I tried my hand at a build that may reflect a Chainsaw Man Jumpchain Devil if you want to skip the brainstorming.

The Jumpchain Devil – Primal Fear

Ability Tier 3 – Purchase (Costs 600 Contract Points): By expending some of their own energy, the Jumpchain Devil can extend a chain and directly hit it on a person or item. Using their energy they can then proceed to copy its powers or properties for themselves, the power of the power/property leading to more potent energy costs. Alternatively the chains can simply be used to restrict opponents or even imbue them with powers the Jumpchain Devil possesses.

Ability Tier 3 – Jumping (Costs 600 Contract Points): The Jumpchain Devil is naturally capable of traveling between dimensions. Switching between local dimensions is done as easily as walking. Increase in power allows the Jumpchain Devil to potentially traverse Universes of their own power, even leave the local Verse once every 100 years akin to a discount Spark.

Ability Tier 2 – Drawback (Costs 400 Contract Points): By sacrificing some of their own options, the Jumpchain Devil is capable of increasing their raw power. More severe self appointed drawbacks lead to greater increases in power. Sacrificing one of their own senses may only give a minor increase but a drawback that gives them an enemy that scales to their own power would skyrocket their power, though also that of the scaling enemy. The benefits depend on how difficult the self imposed drawback is for the Jumpchain Devil.

Ability Tier 2 – Metaknowledge (Costs 400 Contract Points): By looking at a person or item, the Jumpchain Devil is capable of bringing up a mental fandom wiki entry of what they are looking at. This allows them to know what they are dealing with in terms of their place in the story, personality and abilities.

-If you take **Show me your Dreams** you can choose to take Denji's place in the story if the devil you select is Pochita. Doing so doesn't actually make it impossible for you to take the **Fear of Jumpchain** Scenario. Frankly I'd say it would be fitting for Chainsaw Man if Pochita after becoming your heart would get access to your memories and realize his best and only friend was part of the one thing he hates the most in the world. It's the kind of gut punch I would expect from this series.

What would happen in this scenario is that Pochita would be shocked to his core that you are a Jumper but the memories you both share would still be meaningful to him. So his offer to become your heart retroactively becomes not a promise of support, but

a secret test of character. One that your Jumper will have no knowledge of. Pochita will share what you experience, see what you do with his power and what you truly want as you spend your time in this Jump. At its soonest after the conclusion of Part 1 and latest shortly before your time is up, whatever fits better for your story timewise, this will lead to a confrontation within a mindscape.

If you showed yourself to be a villain and monster, Pochita will feel heartbroken and betrayed, realizing his partner was just another 'Jumper'. This will not affect his combat performance negatively. He will stop at nothing to kill you and is completely bloodlusted.

But if you showed yourself to be worthy of the title Hero of Hell? Kind? Honest? Heroic? That would be enough to show Pochita that not all Jumpers are the same and that you still are his friend. You would still meet in the mindscape but at this point it's a formality. Maybe you'd have a playful sparring match but Pochita remains fully in your corner. Together you can then prepare to Jump the Jumpchain Devil after they are vomited up.

-If you choose to romance Makima and it leads to children you'll find that your first child is Nayuta- consider it our little gift.

OC Companions:

Forgetful Thief = Shizuku (HxH)

Chain Hunter = Kurapika (HxH)

Icy Death = Esdeath (AkameGaKill)

Bright Screen = Vox (HH)

A Witch Scorned = Hecate (Hades 2)

Ink Demon = Bendy (BatIM)

Foxy CEO = Koyanskaya (FGO)

Tune In = Alastor (HH)

Destructive Schoolgirl = Rias Gremory (DxD)

Big Brother From Hell = Choso (JJK)

From Shadows = Blake (RWBY)

Deadweight Hybrid = Nero (DMC)