



Demon Eyes CYOA Jump

Version 1.01

Original CYOA & Concept By: Unknown Jump Document By: LJGV/SinGod

Welcome, dear jumper, to a world that is *decidedly* not like yours. In this world secret beings hide away from the public. Some are peaceful, even friendly beings who are reliable allies of those who wish to build a better, gentler, kinder world. On the other hand, there are many that are steadfast foes of both humanity and other sapients, monsters who would plunge the world into chaos, hatred, and disrepair. By coming here you may become a human who has begun a journey into the true world, one hidden behind layers of magic, supernaturalism, and folklore. Or you could be a demon yourself, a being of darkness, sin, and who is thankfully (usually) kept unable to directly interact with Earth.

You now have 1000 Chunni Points. Use them wisely.

This is a conversion of a SFW CYOA, *Demon Eyes CYOA*, into a jump. Have a [link](#) to the source material.

Origin:

Both origins can be taken as drop-ins. You can decide your age and gender for free in this jump, within the bounds of reason for your origin (any age for demons, teenage age for students).

Student (Free): You are a student at a school in Japan who has recently, perhaps even as recently as a few hours ago, survived an encounter with a demon after one of the seven deadly sins infected your soul to a... problematic degree. Thankfully the demon did not know what it was dealing with and when its soul fragment invaded you you were able to overcome it. This is no small feat, but it's also not without complications. One such complication, or at least a set of complications, is that you now bear at least one *Demon Eye* and a *Demon Aura* of your own. And this is, in all likelihood, only the start of your troubles.

Demon (Free): Demons are creatures of darkness, malevolence, and sin. They dwell in the infernal realm a vast and chaotic place controlled by demon lords, though one notable exception to the rule of where you find demons exists in the form of *Shadow Demons*; terrifying lieutenants of demon lords who alone are free to directly, corporeally invade the mortal realm. These beings are attuned to sins, and they lurk in places polluted by evil. When a mortal has been sufficiently sinful and is tempted by a great deal of one of the seven deadly sins a demon's soul fragments can find fruitful soil in the body of said mortal. At this point, the demon whose soul fragments are inside of the mortal will attempt to truly possess them, and if they succeed they gain a wretched vessel through which they can use their demon eyes, and auras, and directly influence the material world. As a demon, you will not be able to exert influence over the material plane unless you are a Shadow Demon or you succeed in possessing someone.

Starting Location:

Your starting location is determined by your origin. Students start in *Japan* and Demons start in *Hell*.

1. Japan

This version of Japan, and Earth, is superficially similar to one a thousand jumpers hail from. It's a modern place with cell phones, computers, planes, social media, and a thousand other conveniences. This is also a strange world of spirits, monsters, magic, and the supernatural. This urban fantasy world is filled with powerful monsters, mighty humans, legendary heroes, and profane villains.

2. Hell

One of the names given to the infernal realm from which demons hail. This place is filled with a million unholy horrors, but even demons are individuals, capable of great intelligence, surprising emotionality, and freedom of thought. No two demons are identical, and the existence of exceeding rare half-human half-demon hybrids, some conceived consensually, suggests there is

more to Hell than there may seem. Still, this place kills, or does worse, to the weak and is not a place for the faint of heart (and this includes demons).

Perks:

Standard discount rules apply here. You get all 100 CP perks and items tied to your origin for free, and everything that is a part of your origin is discounted.

General Perks:

Moral Barometer (100 CP): You have access to an internal moral barometer. This handy ability lets you keep yourself karmically centered, and if they give their consent can be used on other people (including demons) to determine their moral status. You can ask it to judge you or others by moral standards that are not your own. It cannot be fooled, but different moral codes and codes of ethics will view the same people very differently.

Impactful (200 CP): *Demon Impacts* are the names given by some human users of Demon Eyes to the lingering long-term complications that arise in the wake of surviving and overcoming an attempted possession. This perk helps soften the impact of those impacts, somewhat, if you are a *Student* who takes them, and strengthens their effects if you are a *Demon* who takes this perk and inflicts them (giving you the ability to do that in the first place). If you are a human this perk also gives you the ability to share your impact, which is easier when done to a willing person but more effective when you inflict it on an unwilling person (itself a sinful act). Beyond that, regardless of your origins this perk lets you learn how to create original impacts of your own, how to benefit a tiny amount from them (in ways dependent upon the impact in question), and lets you keep demon impacts in future jumps (but they don't grant you points as they do in this jump) if you want to for some reason.

Equipment Mastery (200 CP): Some of the stranger items in this world have wills and attitudes of their own. Sometimes these objects disagree with you and your morality, or your lesser actions and attitudes. This perk helps smooth over such disagreements (as well as allows anyone to use any item) and gives you a training boost that allows you to more effectively master items depending upon how powerfully mystical they are. Stronger artifacts become yours, well and truly, much more quickly.

Students Perks:

Possession Proof (100 CP): You are immune to possession. Flat out. Which the demon who tried to possess you really would have benefited from knowing. The only possible way for something to overcome this immunity would be for you to be suffering from a drawback of some sort. You can willingly enter into partnerships with possessive beings that afford them a space in your body, and access to your senses but you are flatly immune to being coerced into these kinds of deals and for the duration of the time a possessive being is stuck in your prison it is powerless. Your experiences here, before the jump began, caused you to undergo a strange

sort of spiritual evolution and mutation that gives you the power to look appealing to possessive beings and then trap them inside of you until the two of you strike up a deal of some sort. This only works on one being at a time (with anything else that tries to possess you simply being booted out of you when they collide with you), at least at first. Over time you can expand your internal... spiritual prison. You can keep beings inside of you across jumps but if you release them or expel them they return to their base setting. Arranging a deal that involves the demon in question staying with you releases their space in the prison and gives them access to their powers, but they cannot hurt you with their powers unless you permit them to for whatever reason.

Additionally, for this jump, if you are a student who takes this perk select a sin family. That sin family is now your discounted one, the one that most resonates with a dark part of your soul. You can invest 50 CP once to select an additional sin to attune to, and then 100 CP if you wish to attune to an additional sin (and if you keep investing 100 CP you keep getting sins you can attune to). Sins that resonate within you/you are attuned to are sins you get discounts on in the demon eye section and are also sins that you understand and have become better at resisting and helping others through. Your chosen sin also has minor secondary effects on you, such as Lust making you quite good-looking, Wrath making you stronger, etc.

School-Life-Balance (100 CP): The demons in this world seem oddly considerate of your education... Somehow you are an ace at balancing the disparate parts of your life. You manage to balance the work you need to get done, be it from work or school, and still find time to have fun, socialize, and even have romantic endeavors or any other sort of unique extracurriculars you want to find time for. In future jumps this perk adapts to your circumstances as necessary to give you the time needed to be a balanced, fully realized, and fulfilled person.

Overacting (200 CP): Some powers are innately dramatic and over the top. Demon eyes and demonic auras are examples of powers that are naturally quite silly and evoke... Chunni-ness. You understand this and have opted to embrace it, and for some reason, your powers delight in it. When you over-act and embrace the potential drama of a moment your powers grow stronger and the extent to which you over-act causes this to grow greater. While in this jump, if you have taken the *Appeasement* sin-impact/drawback this perk only takes hold once you've done the bare minimum needed to activate the power in question. This may embarrass you... Or it could save your life. This also includes the ability to get a dramatic title of your own (Akin to how Neia is the "Portent of Dark Foresight", a title that subtly empowers you in a way that is thematic to the title and which faintly grows in potency the more people who know it and who respect you.

Well-Rounded (200 CP): You are an impressively well-rounded student, one who can with next to no effort easily maintain a straight A average, perform impressively well athletically, be a respected worker at a part-time job (which doesn't seem to be common in Japan), and can easily have a healthy friend group. If you put effort into any facet of your school or work life you can excel at it and still easily balance everything out.

Control (400 CP): You have unusual control over and knowledge of your demon eye(s). While the potential uses of this vary wildly and depend on your chosen eyes one notable facet of this is that it gives you a toggle to allow you to determine how strenuously you are using any of your powers, be they from this jump or not. This also massively enhances your skills with the simultaneous use of multiple demon eyes at once, a truly impressive and incredibly rare skill for a human demon eye bearer. This skill with simultaneous demon eye use also translates to other supernatural skills, making fighting you akin to fighting two of whatever type of power you plan to use. This skill also translates, though to a smaller extent, to fusing the usage of your demon eyes with your auric powers.

Humanity's Best Bet (400 CP): Humans are, first and foremost, creators and sages. You are a natural scientist and experimenter, capable of easily discerning advanced scientific ideas and with time and training advancing science. You have two fields you are especially advanced in, able to fully meld the supernatural into them in ways that are decisive and even the minute you get this perk stable. This uncaps your scientific abilities and with time, training, and resources eventually, you'll learn how to meld the supernatural into every scientific discipline.

Stolen Organ (600 CP): You have a dark power, one much fouler than is commonly available to humans. You can steal organs from your foes and incorporate them into you, giving you every benefit they give their original owners at their full power without any chance of rejection or complications. This is not as simple as ambushing and killing someone but is an involved ritual that will differ slightly from person to person and organ to organ.

Karmic Bent (600 CP): Angels wield their own versions of *Demon Eyes*. This perk allows you to, with great effort and intense discipline, master your own morality and tie it to goodness and justice so much that you can gain the power to turn your *Demon Eyes* into *Holy Eyes*. Beyond that you can switch the morality, alignment, and philosophies of all of your powers, giving you the power to color and recolor your powers based on your morality. Your powers are also more effective against people whose moralities and alignments are vastly out of sync with and opposed to yours. This also lets your powers evolve in new ways that go further than just changing their alignment to match yours if you work hard, rewarding you for training and diligently honing your powers, serving as an uncapper in ways beyond morality and alignment.

Demon Perks:

Demon Physiology (Free & Exclusive to Demons, Mandatory for This Jump): You are a Demon. Demons are incapable of full corporeal manifestation in the material world barring truly exceptional circumstances (such as being a Shadow Demon, or the completion of difficult rituals) but as a demon, you still have a normal corporeal body you utilize in Hell with a form you decide. This perk grants you your Demon Eye and Aura Points, which work as normal in Hell but most demons are either immune or highly resistant to demon eyes (particularly the common 3rd cost/3 point eyes) but also gives you the eerie power to fragment your soul and spread it throughout the mortal world. In the mortal world, your soul fragments each containing bits of your consciousness and they invisibly explore the world in search of sinful mortals. When a

mortal surpasses a critical threshold of sin it becomes a potential target for you to hijack and possess. If you successfully possess a mortal their body falls under your control, giving you a means of interacting with the material world. Select a single of the seven deadly sins. This sin is the one that most meshes with your soul and you are a powerful creature of this sin capable of doing a great deal of minor feats related to your sin and you are an insidious tempter when it comes to the sin you've attuned to. Eyes that fall under your sin are discounted to you. You can spend 50 CP to attain another sin to attune to, which discounts eyes from that sin as well. After the first time you pay CP to get discounts on more sins it costs 100 CP to do it again (and that price doesn't change).

Sin Sense (100 CP): You are capable of detecting areas where sin is greatly concentrated. Beyond that, you can look at people, with people being a broad term (and encompassing angels, other demons, and non-human monstrous creatures such as vampires or werewolves), and get an accurate sense for the sins that most resonate with individuals you perceive.

Temptation (200 CP): You are a phantasmal monster and an ethereal menace. When your demonic soul fragments implant themselves in someone they can persist for a while and you can sinisterly whisper to people, encouraging them to indulge in whatever sin you are attuned to. The more they give into temptation the easier it is for you to overcome them and possess them. Additionally, the more they've sinned the stronger your abilities, such as your demon eyes or auras.

If you are a student who takes this perk the effects of your eyes linger and you can expend energy to use the lingering demonic eye to create a connection to someone who has felt the effects of an eye in the last hour and you can whisper sinful thoughts and temptations to them. If they give into your temptations your demon eyes and other powers are stronger on them than they'd otherwise be.

Demonic Veteran (200 CP): You are uncommonly good at fighting other demons and the effects of your abilities are noticeably stronger on them than they should be. Your demon eyes, in particular, can affect them more. This by itself may not be enough for a 3rd cost eye to affect them fully but it is enough for them to feel its effects and enough for 5th or 10th-cost eyes to work fully on them (so long as they are demons of average power, shadow demons, and demon lords are still strong enough to resist some of the effects of 5th and 10th cost eyes depending on their own individual power). In future jumps you retain your advantages against demons, but also gain advantages against members of your own kind relative to that jump, and you carry that with you into future jumps.

Corruption (400 CP): You can infect anything with the sins you are attuned to. This can give the objects in question life and sapience of their own, though not a sort of life and sapience you can infect and possess. These corrupted objects can contain soul fragments (and often are corrupted by soul fragments), and can serve as wicked vectors for them that soften people up to possession. These objects can contain a range of powers based on your sins. *Students* with this power can expend more energy than demons can to be able to infuse objects with auras that

buff those who wield the objects tied to their sins and auric powers and leave them more susceptible to the student's demon eyes.

Pool of Sin (400 CP): You have a curious but strange power in that you have a pool of sin energy deep within you. This energy helps you in a range of ways, from increasing your regeneration to empowering any pools of magic you can use. This energy replenishes naturally over time, but to make it deeper and more versatile you must tempt people to perform sins you're attuned to. The more sins people are tempted to do by you and the more sins they actually do the more powerful this pool becomes.

Shadow Demon (600 CP): You are no ordinary demon, dear jumper. You are a *Shadow Demon*, a being of malevolent darkness who has the power to enter the mortal world without possessing someone. This does not come without its own set of limitations, you don't love the light for example and holy magic is exceedingly painful to you without any other perks buffing you, but the holy magic weakness is true of normal demons and being able to slink about in the darkness of the mortal world without worrying about the quality of a body that isn't yours is a considerable boon. Beyond that, your auras are twice as strong as they would otherwise be, and you know a number of profane rituals which are time and resource-intensive but if completed successfully will summon a full demon lord, a creature with a 5-cost or even 10-cost demon eye, which will be an evil creature but one that rewards something as rare as a demon that is both loyal and competent. You also know easier rituals to perform that help lesser demons infect places with their soul fragments, and thus ensure that demons can always invade the worlds you visit.

Evolution (600 CP): You have an unusual ability thanks to your multiversal nature. You are not static, and can instead grow stronger over time. Everything about you can grow more formidable and dangerous over time as you lean more and more into your sins and convince more and more people to sin. It takes a long time and a lot of sin for a demon eye to evolve, but for you it's doable. You are destined to be more than a measly demon, and even if it takes eons you'll get there. Eventually. This effect goes beyond your demon form, causing all of your forms to be packed with potential and possess the power to change and grow such that even your weakest alt-forms can become something more. One minor and immediate manifestation of this is an increased ability to possess multiple people at once. With this perk you gain incredibly enhanced mental multitasking, far more than enough to handle controlling two possessed individuals at the same time, allowing for far more dangerous interactions with those around you. This ability also evolves as you grow in power, and gain increased familiarity with your nature as a demon.

Demon Eyes & Aura

This section informs jumpers as to the power and potential of their unholy abilities. Both origins get stipends here, with Students getting **4 Eye Points and 3 Aura Points** and Demons getting **8 Eye Points and 6 Aura points**. Demon eyes are divided up by their cost and the sins they are affiliated with, while auras are divided into classes. You can select a sin to be affiliated with, which gives you a discount on the eyes of that sin, and you can select an auric class to give

yourself a discount as well. There are seven deadly sins to which assorted demon eyes belong; wrath, greed, gluttony, lust, sloth, pride, and envy. The three classes for one's demonic aura are mage, support, and fighter. You can convert Chunni points into eye or aura points, with it taking 50 Chunni points to equal 1 eye or aura point.

The term "3rd cost" refers to the points of the demon eye. The lion's share of human demon eye bearers wield demon eyes that are "3rd cost" with incredibly few bearing "5th cost" demon eyes. It is incredibly rare for a human demon eye bearer to wield a "10th cost" demon eye, but a handful of such individuals do exist, such as the Demon Hunter, and Setsuna Reiko. Some "Human" 10th cost demon eye bearers are actually only half human, such as Sophia Wndelin Renz, or other hybrids.

Please note: In both the base CYOA and this jump document it is possible to wield more than one demon eye. This is confirmed multiple ways, and it is in fact doable without demon impacts so long as you could afford the demon eyes in question AND they are part of the same family of eyes. In this jump doc, the original rules get bent a little; you do not need a demon impact to be able to purchase eyes from multiple sin families, but you do need to invest chunni points to be able to get discounts in more than one sin family.

You can also choose how your eyes physically change when active if they do at all, which can be extremely handy if you have wildly different eyes and/or eyes from different sin families.

Wrath Eyes

3 Points:

Bloody Ripper's Eye: You know the exact way to perform 'any action or kill anyone with this. Eyes as visual markers that appear everywhere on your target' form showing their weakest points. Your eye guides your body helping you hit these areas and show a framework visualization of the perfect strike for maximum damage, mental or physical impedance, or immobilization.

Avenging Eye of Pain Eater: You can slowly 'eat' injuries, pain, or unwanted emotions into your Demon Eye and then project them onto other people and enemies almost instantly. Wounds and pain projected onto enemies appear on their bodies in the same location they were taken from. And emotions drive into their minds as if they were their own.

Abyssal Eye of Utter Hatred: With a glare of your Demon Eye you can cause a person to become stricken with intense hellish heat or cryogenic cold. You can steal heat from your target like the cold grip on death plunging their temperature down into Helheim's icy underworld, or force the hellishly hot energies of your eye onto them until they combust.

5 Points:

Eye of Spirit Vengeance: Cause spirits of vengeance to follow, your target, the more they have sinned and harmed others the more spirits will be drawn. In days their luck will become everything leading to them taking their life or being killed by random occurrence.

Indiscriminate Eye of Death: You can cause utter and pure fear to rush through a target's soul upon direct eye contact, such raw fear that can be directed one way or another. Either 'escapable' fear in which your target will attempt to kill anyone around them they fear or themselves, or 'inescapable' fear, where they will become paralyzed and mentally frozen.

Anon Killing Eye:

You can take full control over an anonymous person's body through digital screen or over the internet. Requires that the person respond to you directly in some manner and be near or at their PC or device when you use your Eye. If you release control of them they will not remember anything you did when controlling their body.

10 Points:

Dark Eye of Primeval Void: You can summon from your Eye shadowy monsters drawn out straight from the nightmares of others into reality to serve as your loyal minions, dark soldiers, and the terrors of your enemies. Their strength is always on par with the opponent whose nightmares are their very source of existence.

Eye of Dragonic Overlord: Your Demon Eye allows you to transform into a monstrous Demonic-Dragon being, with hellfire flame breath, scales of soul-forged metal, and strength oppressive like the Titans. You are almost unkillable in this state and seen as a potential threat to Humanity if you do not hide and control your size.

Demon Lord's Outer Eye: You can channel the full Demonic Energy of that permitted by the magnanimity of the very supreme demon lord itself. Stripping all limitations on your aura energy and allowing you to release their raw power, all of your T1 auras become T2 and you temporarily gain +10 Aura points to be assigned for 3 hours every day.

Greed Eyes

3 Points:

Greedy Demon Vault Eye: You can store objects of your sight within your eye with a blink and retrieve them at will. Except for living beings. Everything within your Eye ceases to decay or age and you can sense everything stored by instinct. Unique objects can only be stored but exact copies of common objects can be created from just one stored.

Gutless Eye of Adulation” People you use your eye on will instantly admire, worship and respect you and be unconsciously willing to believe anything you say and give you all that they own, in the moment. They'll do anything you ask which includes even acts that leave your eye's range of influence. They regain their awareness on completing it.

Writhing Eye of Bodyshaper: You can reshape your whole body or only certain limbs and organs to any Human or animal shape or a combination of them by drawing from a target you use your Eye on. Additionally, you're able to alter another's appearance but only when they are in a position where they cannot resist or possess no powers that naturally give them resistance

5 Points:

Sickened Eye of Ill Flesh: You can grow grotesque living flesh on inanimate objects giving it a sickening life under your command. Gross tentacled monstrosities and living reactive armors with their own violent minds. You can control your monsters they also have their own hunger they will try to satiate.

Eye of Overreaching Desire: Your eye can summon a permanent but more fragile copy of any object you see including Artifacts of grade 0-1. You can create objects which break the laws of physics that are no more powerful than a grade 2+ Artifact or have directly unique effectiveness against Demons, Spirits or Angels.

Broodmother's Spawning Eye: You can spawn creatures and clones from your flesh, which slough off in clumps and grow into life all sharing your memories from creation. They act as minions who will obey you at all times. You can re-consume them within yourself to gain all the separate memories they made whilst apart from you.

10 Points:

The Other World Eye: Temporarily pull things that don't, exist in the world into reality, fictional objects, and entities. Unique magical objects are only as strong as a Grade 2 Artifact and degrade with use. And powerful people can be no stronger than a level 4 foe, limited in number, drawing on your energy to maintain, making you weak.

Mirror World Eye of Mary: You can control and give life to reflections, traverse through mirrors, and draw reflections into the real world with equal strength to their original. The reflections will feel a pull back to their reflection medium (Be it a pond, pool, mirror, etc.) but are able to last in the real world for at least 3-6 days. Reflections disappear the moment their original dies

Thousand Eye-God Ocular: You can cause eyes to grow upon any surface of your focus, living or not they themselves cannot be seen or their effects noticed. You can see clearly through every single ocular you have placed in the world, instantly and without discomfort or dizziness, you can use other Demon Eye abilities through all ocular eyes placed.

Gluttony Eyes

3 Points:

Eye of Information Devouring: You can consume information with just a glance with your Demon Eye, TV, books, live action, etc, and learn how to do anything you see instantly. You have perfect recall of all information devoured stored within your Eye, You can also record and replay all you witnessed, projecting an image on a surface you look at.

Eye of Time Torpor: You can gradually steal the 'time' from objects and people, slowing their actions in reality to a near stop. You can use this stolen time to speed yourself and your mind up, your thoughts, your abilities, and your body itself. Time will naturally return to slowed people and objects gradually, shortly after being taken.

Seeding Eye of Symbiosis: You can create a link from yourself to another person or between others and drain or give life force, acting, symbiotically to keep alive or parasitically to drain life. More people can be linked and each takes or gives a fraction of their life force through the link. Any nutrients taken in or Demon energy or any healing the body does is shared by the link.

5 Points:

World Consumption Eye: By consuming materials through your Eye you can absorb their properties into your body and add to, and alter the appearance and function of your body. Alterations can be made internally or externally to your body using the consumed materials and the bodies of the deceased, through which you can gain memories and heal yourself.

Entropic Eye of Lifesteal: You can gradually steal the 'time' from objects and people, slowing their actions in reality to a near stop. You can use this stolen time to speed yourself and your mind up, your thoughts, your abilities, and your body itself, Time will naturally return to slowed people and objects gradually, shortly after being taken. You can drain lifeforce from living mortal entities reducing their lifespan to extend your own. This gradually causes them to physically decay before your Eyes. You can take 'entropy' from 'material objects, but you gain no life from them. This causes them to decay into dust and atoms which can occur within seconds depending on size.

Eye of the Walking Worm: You can split your body into a swarm of bugs or globs of black slime under your total control and recombine back by activating your Eye. By consuming flesh whilst in your slime or bug form you can grow larger and when you recombine your body will be as large as or as small as your slime's total combined mass.

10 Points:

Parasitic Eye of Demon Sin: Subtly implant parasitic Demon Eyes that you possess or 1 or more tiers of your Demon Aura into the souls of other beings. Your parasites can eat away their

souls giving you their Demon Eyes and Aura energy if they have them and turning them into lifeless husks belonging to a hivemind where you control every other body as if it were your own.

Damned Eye of the Unclean: Your eye emits unclean spores anyone or thing caught within becomes infected by them, over an agonisingly slow period their bodies are slowly calcified, life force drained. They become trees that grow fruit Demon fruits which force others to become Demon Cursed and gain an Eye of their own if they survive.

Tri-Ocular Eye of Hoarding: Once a day you can swap out and use any single 3-cost Demon Eye from the Gluttony, Sloth or Envy sins. You can only use your chosen eye a maximum of 3 times a day but additional uses can be accrued by withholding use of those Demon eyes.

Lust Eyes

3 Points:

Sly Eye of Infatuation: With the use of your Demon eye on a person it causes one to become gradually obsessed, infatuated, and attentive to you. At the height of its influence, it weakens the willpower of others and makes them easily suggestible. Weak against strong-willed foes, but will still disrupt their concentration and make them less violent to you.

Eye of Seductress Gorgon: Causes a person to be utterly fixated on you with prolonged exposure to your Eye, the longer they remain fixated the more they lose control of their body until they are totally paralyzed and cannot move. Can be broken with a strong will but continually makes their movements sluggish, Wears off after disengaging.

Eye of Pleasure Seeking: Send bursts of sensations into a person's body at a distance in short powerful bursts, causing muscle spasms, strong sudden emotions, and wild physical sensations to disrupt their focus and movements. You're able to sense at a distance with high accuracy your target's own body structure and emotions.

5 Points:

Eye of Mind Revelation: You can physically see the words, thoughts, and images people are thinking above their heads. You can alter them by replacing words with others, modifying and creating new images, and switching what they were planning to say, if you're subtle they won't realize anything odd about their own thoughts and words.

Pitying Eye of Submission: Cause targets struck with the eye to become unable to directly interact with you or interfere with your actions. Requires the target to remain within eyesight at all times. Their bodies will become pliant when you are in contact yielding to your force. And are even unable to take actions that indirectly harm you.

Mirthful Eye of Demon Brand: You can burn a brand into your: target's body which can grant certain control over functions and feelings of their body determined by you. Limited to altering minor biological functions, influencing ID personality (libido, urges, and impulses,) and causing physical reactions due to any chosen stimuli additionally on command.

10 Points:

Split Eye of Form Duality: Invert objects, characteristics and states to become their opposite male becomes female, pure becomes impure, broken becomes new, empty becomes full, blind becomes sighted. Inversion can act on select areas only, or on a general whole and can "hold" the inversion or make it permanent. Cannot alter life or death states

Lecherous Eye of Harem Lord: Allows the Eye's user to completely suppress, and eventually dominate the will of beings who possess sex drives and who are attracted to people of your gender, and/or are members of the opposite sex turning them into slaves. Orders will feel pleasurable and they will gradually compel your target to love and desire you in relation to how strongly you use your eye to dominate their minds. People who are naturally attracted to you are far more susceptible to this and much, much weaker to this eye, in proportion to how attracted they are to you naturally.

Corruptive Eye of Demon Sin:

You can gradually corrupt the bodies of other beings with a look, you will be required to enter a battle of wills with strong opponents, and as such, it's better to weaken their mind and body first. You can control and modify the minds of every being you corrupt from the inside to make them believe they are acting on their own will.

Sloth Eyes

3 Points:

Eye of the Lost Dreamer: You are always lucid when you dream, whenever you close your eye and sleep you are astrally projected into space where every star represents a soul on Earth, mortals and others alike. You can scry through these stars to watch the lives of those beings through their eyes, and walk into their dreams when they sleep.

Sluggish Eye Of Time Hold: You can stop the flow of time which affects all things including your own body. You can move only 13 steps before pain welling up in your Eye becomes strong enough to disturb your focus and you must release time to flow again. So long as you don't move, time can remain frozen for as long as you can hold it.

Eye of Doll Puppeteer: Cause any object or collection of arranged objects to gain life, including dead bodies, to become your puppet servants. Your puppets act always in your best interests and are cognisant of your own mind, desires and will at all times upon creation. They can move and do everything a normal person, or creature they appear to be can.

5 Points:

Inner Eye of the Beholder: Enter a world symbolizing your mind, containing all of your stored memories, knowledge, and personality in the visualization of a world, city, or hallways of doors. You are equivalent to a king, president, or administrator in your mind and can alter what it contains, including memories, personality, or review suppressed memories.

True Consciousness Blinking Eye: You no longer need to blink as an autonomous bodily reaction when your eye closes you will disappear from existence, and when you reopen your eye you teleport anywhere in the world instantly. Any solid material you teleport inside of is destroyed to make space for your body.

False Eye of Wonderland: You can alter the properties of the physical world, make concrete soft like putty, water as viscous as gel, alter colors and textures of objects, and give life to inanimate objects. Physical reshaping is permanent but changed properties revert back to their original state when out of sight.

10 Points:

Evading Eye of Escapism: Enter fictional worlds, books, and digital media within popular consciousness as if they were real. You can trap others within fiction, and the only way out for them is to prevent the story from reaching its end (removing key figures or objects) all the while plot armor will try to stop them. If they die whilst inside, the fiction's storage meta will be altered.

Cyber-Corruption Eye: You can gain total control over all computers you look at and everything they are connected to and can command them with the highest admin privileges. You can travel through the internet and emerge from any connected system, you can visualize the internet as a physical location Whilst traversing inside,

Eye of Ultimate Null: You can obscure your existence from the world totally, fooling even reality itself, becoming invisible, imperceptible, and removing yourself from the memories of others and the world's recollection. Whilst in this state you can walk through obstacles and move freely in space and ignore gravity.

Pride Eyes Eyes

3 Points:

Old Man's Private Eye: You can see bright and thin lines connected to every single thing that holds some relation with an object or person targeted by your Demon Eye. Every connection they made and how strong that connection is to them. The lines have varying distinct colours representing feelings held for each connected link.

Smug Eyes of “NoYou”: With a single arrogant glare of defiance you can deflect any attack physical and magical back to its aggressor with equal force to how mad they are at you. The power of other Demon Eyes used against you can be co-opted to act under your will instead of their original possessor's.

Master Watchmakers Eye: Grants you a total understanding of the workings of every mechanism, biological and mechanical, and a 3D visualization of their inner workings. You can replicate anything you observe with sometimes greater and even more efficient results than the original after extensive observation provided you also have the best tools.

5 Points:

All Eye of Schrodinger: You can see multiple potentialities of action starting from where you are, encompassing the range of 'your sight. The longer you look the more paths appear as old unviable paths disappear. Select the best path of action you wish to take based on the small glimpse of the future ramifications of any action possible for you.

Shinigami Eyes (Weakened): By looking at a person directly you can see the exact time at which they could possibly be in a deathly situation. Once, Shinigami Eyes used to be able to tell the true time, now they could only see multiple potential times death could occur where with a single push one way or another you could save or end a life.

Eye of Causal Immunity: You can activate your eye to temporarily exist outside of the effects of causality. Any attempt to harm you fails, and you can ignore every effect of any facet of the world but only one at a time, ignore physical damage or ignore aging, the need for air or sleep, etc. Requires continuous activation of your Eye.

10 Points:

Fallen Pupil of the Inner “I”: You can separate at most 6 avatars of yourself each taking a piece of your emotions linked to a single Deadly Sin, wrath, gluttony, greed, lust, envy, sloth or pride. The clones have all of your abilities and your memories, their deaths return them to your body with all the memories they gained and the emotions you separated off.

Demiurge's Treacherous Eye: Fool the world with a massive illusion controlled entirely by You, trick reality into believing the dead are alive, 3D reality is 2D, or that time has gone back. Limited to what is in your Line of Sight, this world illusion lasts a month before the world rectifies itself and puts the biggest changes back to as it was before.

Third Eye of the Purest Sin: Allows you to enhance a second Demon Eye to turn any Cost 3 or Cost 5 Demon eye into Cost 10 Equivalent and Cost 10 Demon eyes to a Cost 15 Equivalent impossible to resist even by difficulty 5 Foes. This effect lasts for an hour every month but during that time, you can become like a Demon Emperor.

Envy Eyes

3 Points:

The Prying Eye of Spy: A Demon Eye heavily centered around divining locations and people but suffers against anti-divination producing only a blurry image. Activating your eye and projecting it into the desired thing you wish to see will reveal it within your vision. As an example; Eyespy: the location of the nearest foe. Eye spy: my companion's location.

Living Marionette's Eye: Control people by casting strings on areas of their body you activate your Eye on, gaining control over the targeted limb seen as a puppeteer's string connected to it. Each cast requires a few minutes for the Eye to recover before it can attach another string. The strings can be cut with anti-spirit attacks.

Eye of Greater Command: You can enforce your will on anyone who you look at by giving them verbal commands. You can make them perform actions they normally aren't able to do and they will execute them flawlessly with skills they didn't previously have. They are fully conscious but can only resist in moments when you blink or you disengage.

5 Points:

Soulseeking Eye of Invasion: Launch a soul attack at your target which invades their body and mind, allowing you to violate their memories and thoughts bypassing physical defense and attacking from the inside. Once control is gained you can alter their memories and puppeteer their body just like a Demon as well as use your Eyes and abilities through them.

Eye of Gleeful Deception: Focus on an individual and another target and alter the perception of it in their own mind; A dog is a raging bull, a man is a beautiful woman, and poison is a cooling drink. Illusions that seem so real that they are indistinguishable from reality but cannot do actual harm. The illusion will appear to affect the real world in the eyes and senses of the target.

Covetous Eye of Skillsteal: Steal the abilities of your targets, whether it's their mundane skills and talents, their top-tier physical, and mental, skills, or even stuff like their genetics, and give them away as you please (or keep them to yourself). You can even steal conceptual things like popularity, attractiveness, and relationships, even letting you take their friends and family as your own while they get disowned.

10 Points:

Eye of Envious Summers Past: You can reveal illusions of the world of specific past time periods within your visible sight and force that past image into reality. Overlaying the past on top of the present world and bringing whatever you saw into the future, people and objects including copies of artifacts no higher than 'grade 2'.

Pharaoh's Gambling Eye: You can capture your target into a separate image or painting. They are fully conscious within and able to move inside the image's world but cannot leave unless the card is torn or damaged. You can use the card created to summon a representation of the captured being as an ally to fight at your side but they only possess half of the target's true strength.

Eye of the Released Witch: A destructive eye that lets you nullify any demon eye with a look, you can also destroy other demonic, spiritual, or supernatural powers or entities that do not have a 10th cost or equivalent higher power eye. Such beings can recover, but this takes months. To destroy such beings or greater ones, you need to maintain longer periods of eye contact.

Auras:

Auras are abilities that are usually innate to demons and can be attuned to through other means, including overcoming a possession attempt. These abilities are the main weapons they wield in their wars against themselves. Each aura costs 1 point to attune to, and by selecting a class you can attune to tier 1 of all of the auras in that class for free, but must still spend an aura point to push your demonic aura ability to tier 2. As a reminder of the stipend here, **Students get 3 aura points** and **demons get 6**.

Ranged Weapon Energy Aura (Discounted classes: Mage, Fighter)

Tier 1: Your Demonic power is aligned towards shooting out bursts of Demonic energy or empowering your projectiles. You gain the skilled technique of using various Gun Katas.

Tier 2: You have innate sight of the trajectory of projectiles so you can avoid and never miss your shots. And can cause your projectile attacks to ricochet or curve towards its target.

Binding & Sealing (Discounted classes: Mage, Support)

Tier 1: You can conjure supernatural bindings to entangle, lacerate, and immobilize your enemies and slowly drain their strength the longer the bindings remain in contact with them.

Tier 2: You can seal Demonic entities into stone or physical objects creating various lesser Artifacts with unique abilities tied to the Demon but possessing a curse inherent to their use.

Hellfire & Explosions (Discounted class: Mage)

Tier 1: You can generate cleansing Hellflame from your Demonic energies and strong explosions. A type of fire that burns hotter and stronger and is harmful to Angels especially.

Tier 2: Manipulate and control flame dexterously like an extension of your body, creating snake-like fire whips and fire elemental minions, You are completely immune to your own Hellflame.

Demon Fist Brawling (Discounted class: Fighter)

Tier 1: Your own physical strength is monstrously boosted making you more powerful and resilient than ordinary Cursed Ones. Your punches are able to cause shockwaves in their wake.

Tier 2: The longer you spend fighting the more fueled with Demon energy you get, you can recover from wounds faster, your body's durability becomes stronger, and you become more agile.

Mysterious Aura of Stars & Space (Discounted classes: Mage, Support)

Tier 1: Your Demonic energies are connected to the stars and space itself to cast shooting star magic missiles, release spirit-purifying moonlight beams, and call asteroids from space.

Tier 2: You can draw the energies of the stars themselves to release orbital beams of star energy, control gravity, slow or speed time in an area, and warp space to create teleportation gates.

Barriers and Shield Creation (Discounted Class: Support)

Tier 1: You can generate from your energies small but strong shields, barriers, and spectral armor to keep yourself and your allies safe from harm, from physical or magical attacks.

Tier 2: You can manifest unbreakable shields that blanket entire buildings and stay indefinitely and designate an area as a stasis field to lock down movement of everything inside for a short time.

Divination & Warding (Discounted class: Support)

Tier 1: Your Demonic Aura is attuned to allowing you to use crystal balls, pendulums and other methods to scry and divine vague futures as well as create wards that repulse Demons and spirits.

Tier 2: Your warding is far stronger and allows you to temporarily disable demon auras and create wards that outright destroy spirits as well as imbue mundane weapons with anti-spirit properties.

All Devouring Soulfire (Discounted class: Mage)

Tier 1: You can conjure a dangerous soul flame that is the bane of living entities and spirits, a flame that leaves wounds on a target's soul that never heal. It burns cold. and slowly as a soul resists.

Tier 2: You can take control of the skeletal remains of the entities your soulflame devours that leave their pristine bones. Souls can no longer resist soul fire, it will burn slowly but never stop.

Ultimate Sword Arts (Discounted class: Fighter)

Tier 1: You have enhanced speed and dexterity and can imbue your blade with energy empowering it to new heights, deflect bullets, launch energy slices, and cut multiple times a second.

Tier 2: Release a charged slash that can cut the very fabric of reality harming flesh and souls and even cutting open space itself to create portals. Your blade can be imbued with your other Auras.

Ninjutsu Stealth Arts (Discounted classes: Support, Fighter)

Tier 1: Your Demon energies fuel skill in stealth and supercharge your agility and speed to leave behind afterimages, as well as masking you generally harder to perceive.

Tier 2: You can use the ninjutsu arts to conjure smoke, flash bang attacks, and use short-range teleportation or summon weak shadow clones of yourself for distraction or ambushes.

Psychics & Telekinesis (Discounted classes: Mage, Support)

Tier 1: Your mind is enhanced by your Demonic energies allowing you to use imprecise telekinesis and use focus-breaking mental attacks and vague surface-level mind-reading of sentient foes.

Tier 2: You have a constant danger aura against living beings and you can use more precise telekinesis and can delve more deeply into minds to search memories or severely disrupt foes mentally.

4 Elemental Combat Forms (Discounted classes: Mage, Fighter)

Tier 1: You can control the elements as if they are extensions of your own body with focused and distinctive gestures. Pure elements such as earth, water, air, and fire to great versatility.

Tier 2: Your control over elements is perfected allowing for the manipulation of other more refined elements, and their combinations, metal, magma, lightning, steam, mud, and plasma.

Aura Energy Lightning (Discounted classes: Mage, Fighter)

Tier 1: You can emit and barely control raw energy lightning to cast lightning spears, force lightning, and sheath your attacks with energy dense enough to vaporize and disintegrate weak Demons and spirits to dust.

Tier 2: You can generate lightning storms and chain lightning together. Your energy lightning is armor-piercing and can even bypass energy shields of all types by expending all energy.

Weaponry Summoning (Discounted classes: Mage, Support)

Tier 1: You can create from your Demonic energy an unlimited amount of spectral weapons that can be shot forth at your foes. As well as summon into existence non-complex objects.

Tier 2: You can summon massive objects into the world, entire buildings, and mundane objects that possess complex moving or electrical parts, computers, vehicles, and components.

Mage's Magical Circles (Discounted classes: Mage, Support)

Tier 1: With the aid of a Mage's Grimoire you can use your Demonic energy to cast a wide variety of safe-to-learn cantrip level spells, displaying an almost bottomless hat of useful abilities.

Tier 2: You can cast any [Mage] type Demonic Aura although it requires strong concentration, a clear mind, and no disruption as it may cause them to explode.

Holy Light & Healing (Discounted classes: Mage, Support)

Tier 1: You are granted the right to cast beams, rays, and auras of God's holy purifying light, extremely effective against Demonic and spiritual entities. With the light -you can regenerate from light wounds.

Tier 2: You can heal with God's light severe life-threatening wounds and limb dismemberment so long as the target still lives. Your entire being is anathema to evil.

Shadows & Dark Energy (Discounted classes: Fighter) (Shadow Demons get both tiers of this for free)

Tier 1: You can launch pure dark energy attacks and manifest mists of shadow. Anything stained with dark energy is corroded and drained of their energy. Strong against angels.

Tier 2: You can fully control shadows making them physical threats and traverse through them whilst staying completely invisible as well as conjure minion animals from darkness.

Cursed Demon Arm Weapon (Discounted classes: Fighter) (Requires: Demon Arm Restriction OR that each tier of this aura is 1 point more expensive)

Tier 1: The Demon's influence has spread to your arm, changing it into a Demon Claw, it is super sharp, strong and deadly and can be morphed into any kind of natural weapon.

Tier 2: You gained supremacy of the Demon's Form and are able to transform your entire body into Demon form at will for a short time becoming a level 4 threat.

Vampiric Blood Manipulation (Discounted classes: Fighter, Mage, Support)

Tier 1: You can control your own blood and launch it like bullets or create brutish weapons, clothing, and armor. Your own physical abilities are enhanced and you can influence regeneration.

Tier 2: You control blood more precisely, and can sense and slightly control the bodies of blooded entities the closer they are with some effort and turn others into Vampires.

Advanced Technology (Discounted classes: Fighter Mage, Support)

Tier 1: Your intelligence is increased and Demon energies directly aid you in the construction of your own low-tech weaponry, vehicles and armor, ballistic weapons, jet power flight, robots, etc.

Tier 2: You can create highly advanced versions of weapons, powered armor, lasers, energy swords, anti-gravity flight systems, and AI.

Items:

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are fiat-backed.

All origins get their 100 SP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

General Items:

Artifacts & Uniforms (Variable Cost): This item corresponds to the in-universe items that are available to CYOA Demon Eye bearers. Each of the uniforms and grade 0 artifacts costs 50 CP, while each higher grade artifact is 50 CP more expensive than the last tier (Grade 1 artifacts cost 100 CP, Grade 2 artifacts cost 150, and Grade 3 artifacts cost 200 CP).

Familiars (1 Free, each subsequent one costs 50 CP): You can select as many familiars as you wish to select. These are supernatural creatures that are your friends, allies, and have minor abilities. This includes custom familiars with low-to-mid supernatural powers and personality quirks of their own of your devising. If you wish for a familiar with a demon eye, it must be a 3rd cost demon eye.

Demon Tree (400 CP): This item grows in your warehouse and doesn't need any maintenance or upkeep to keep growing. It produces a small handful of fruits a year, and each fruit contains a demon keyed to one of the seven deadly sins. If you focus and expend a significant amount of energy you can quell the demon in the fruit and give it to someone to cause them to undergo a possession attempt. If the demon was quelled they'll successfully overcome it. If the demon was not quelled it'll turn into a battle of the wills and the demon can, potentially, come out on top. Quelled demons usually result in weaker eyes and demon auras than a fully active demon.

Student Items:

Cursed Backpack (100 CP): This strange backpack has been subjected to the powers of a mysterious demon eye and has become something some chunnis may have intimate familiarity with; a magical object. This backpack is much larger on the inside than on the outside, and can, once per variable unit of time (dependent upon how significant the produced product is) produce something you need. If this is a homework assignment you didn't do or a meal you need it can produce it once a day. If you need something significant this backpack can produce it, but it can only do that once a week or a month, but the once-a-month object may well save your life.

Darkness Radar (200 CP): This radar is supernaturally perceptive and takes the form of a small watch. It is naturally able to detect demons and other creatures of foul darkness and profound sin. When such creatures are nearby it subtly vibrates, and the vibrations let you know what kind of creature you're detecting as well as their relative strength. Clever demons hide and wait, but with this, you can ferret them out.

Artifact Creation Kit (400 CP): This is a small set of equipment that allows you to infuse objects with your own powers or echoes and remixes of said powers, resulting in the creation of artifacts. Creating higher-grade artifacts is challenging but this set of equipment makes it considerably easier and gives you greater leeway over the end product when you begin to try and create an artifact.

Holy Equipment Closet (600 CP): Holy gear is antithetical to demons and demonic power. Sometimes holy objects will accept human demon eye bearers, particularly those with noble hearts and strong wills, giving them angelic backing. This is a storage closet filled with eerie holy equipment, much but not all of which will resonate with you. Some items are in search of other wielders and will bond with your followers, friends, and companions, giving them holy powers and the backing of Heaven.

Demon Items:

Ritual Book (100 CP): This small tome seems to be made of flesh of some sort. It is an unpleasant but potent thing that is filled with minor, easily performable rituals. These rituals make life in a place worse in a way conducive to demons, making them more fertile ground for demonic activity and making them places more rife with sin.

Haunted Place (200 CP): This location is a small place, perhaps as big as a tiny school, that is unnaturally susceptible to demonic incursions and activities. Demons find it easier to split their souls here and to possess people. You can choose a sin to attune this location to each jump, other than the sin(s) you're attuned to (which this place is naturally attuned to) and all of the chosen sins are stronger here making it easier for demons of the sin family to emerge and possess people, and also naturally strengthening demon eyes.

Demonic Legions (400 CP): A small gaggle of demons (perhaps 9 or so, all attuned to different sins aside from the strongest who are attuned to the sin(s) you're attuned to), 7 night creepers (each of whom gets the additional power of a single sin), and a single shadow demon (attuned to sins other than your attuned sin(s) if it's at all possible but if not it attunes to the sin you least personally resonate with), all of whom are loyal to you. If slain these monsters, and demons, will respawn. The night creeps respawn weekly, the demons respawn in a month, and the shadow demon respawns in six months.

An Empty Vessel (600 CP): This is a strange mortal vessel, a person who lacks a soul. Their body is powerfully, deeply attuned to your sin(s) (and benefits keenly from the secondary effects of your attuned sins) and they do not resist efforts by you to possess them, and you can control them as easily as you control your own body. They can be set on autopilot, and when you use your demon eyes and demon aura through them you can do so with remarkable ease and at full power.

Companions & Followers

Import (50 CP): You can import a companion and they get to pick an origin themselves they gain all the freebies, and discounts that come with that chosen origin, as well as 600 CP to spend themselves on perks, and items. Companions cannot take drawbacks.

New Friends (50 CP): This option is for companioning other Demon Eyes-verse beings. By paying here you gain a token you can use to give someone, or something (so long as it's

sapient), native to this setting the ability to come with you to future jumps, if you can persuade them to come with you.

Supplement Mode:

You can use this as a supplement. If that is what you wish to do, import another jump of your choice and fill out both jumpdocs. Remember to keep the point totals separate. This setting and that setting will then fuse, though you can select the extent to which that occurs, such that if you want only the tracest elements of the... *Demon-Eye-Verse* will affect the other setting, or vice-versa.

Scenarios:

Failure in these scenarios simply means you have failed the scenario in question. Though death would logically cause a scenario failure, a scenario failure does not mean death it simply means you don't get the rewards for the scenario unless otherwise stated. If relevant or at all possible you can take on associated drawbacks, and/or rivals, if you wish, which amps up the difficulty of the scenario and still gives you extra points. **All scenarios award, in addition to any other stated rewards, 200 CP. Additionally, companions can take on scenarios that fit them and also earn their own versions of the rewards, including CP but if you both take the same scenarios the CP reward is halved.**

Crash Course In Demon Eyes (Required: Student Origin)

This is the "Do the CYOA" scenario. This scenario is considered complete either when you've meaningfully dealt with all of the threats you chose, or when you complete your stint here.

Reward:

The decisions you made resonate and stick with you. Your choices, such as your companions, artifacts, and uniforms all become fiat-backed in whatever way is most appropriate for them, such as artifacts and uniforms becoming items and companions becoming followers you can import. Beyond that, dealing with 6 or more threats gives you an additional 100 CP, while dealing with all 12 threats affords you an additional 200 CP (meaning you could get a total of 400 CP with this scenario).

Turf Wars

This scenario requires that you take and hold a vast amount of territory on Earth, in other worlds, or in Hell. Taking territory means becoming the undisputed ruler of a place. Whether you do it in Hell or on Earth this will come with a series of challenges as neither demons nor humans love losing control and will challenge your authority. Sometimes they'll even do it together! The scenario is completed when you leave the jump, and in order to qualify as having successfully

completed it you must be the leader of a city the size of Tokyo at least, with you getting more rewards the more territory you conquer.

Reward:

The territory you have claimed follows you, entering your warehouse (and being importable into future jumps) and being filled with generic versions of people and demons who exist in the territory, though people can choose to truly follow you becoming followers (and retaining their powers) if they do. Vast amounts of territory improve the reward here in the form of increasingly large amounts of territory giving you extra CP. If you have conquered a place that in total land mass is as large as Japan you get an extra 50 CP, if you conquer a place as large as a continent you get an additional 50 CP, and if you conquer a place as large as a planet you get an additional 100 CP, meaning you could nab 400 total CP from this scenario. This is in terms of total land mass, and this setting includes canon extraterrestrial life as well as other dimensions, so with the right eyes or the right abilities you could attain these rewards differently than by just conquering Earth.

Drawbacks:

Self-Insert [+0]: So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [0 CP]: This is a supplement toggle. With this, you can attach this jump to another one and fuse the two settings into one to whatever extent you wish. Common supplement rules exist, such as keeping point totals separate, and drawbacks taking precedence over other things like perks, and any and all drawbacks can still be taken though how they manifest may well be radically different if the two settings are different enough.

Demon Impacts (Varies): You can select and afflict yourself with multiple demon impacts. If you do, you can decide between their canon rewards (aside from Remuneration, which instead grants you 400 CP and Weakening, which grants you 400 CP and is changed so that you are almost guaranteed to die before the end of the jump, but isn't some mystical fiat-backed death that overrides drawbacks.) or converting them such that they give you CP. If they give you CP they give you 100 CP. They wear off at the end of the jump.

Extended Stay (Varies): Each purchase you select allows you to stay for another ten years and gives you 100 CP each time. You can take this multiple times, but stop gaining points after the 3rd time you use this to add to the length of your stay here you stop gaining points.

Lockdown [Varies]: You have no Out-of-context items, powers, or warehouse. This can be reduced in intensity, making you lose access to your other perks, items, or warehouse, but not all three, in exchange for dropping how many points this gives you. If you only lose access to

one of the three you only get 200 points, if you lose access to two out of the three you get 400 points, and if you lose access to all three options you get the full 600 CP.

Stereotypes (100 CP): How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Arrogance (100 CP): Potential enemies are incredibly likely to be filled with arrogance and think they could take you despite the sheer lack of evidence supporting that view. Expect to have to do something about foes, despite how obviously outclassed they are.

Family Matters (100 CP): Your family has expectations of you that are meaningful. This could be doing a job at a shrine that you are expected to work at, or it could be powerfully intending for you to inherit a throne or noble title. While you can get around these expectations, this makes them more complicated and a more substantial part of your time in this setting.

Realism (100 CP): No matter the power you have, the most common problems you'll face are mundane ones. They may be solved with laughable ease, but that won't stop them from coming.

Remote Reaches (200 CP): Things like teleportation magic or perks just do not work with you. If you're gonna travel you better be ready to do it manually.

Day To Day (200 CP): If you don't find some way to balance your normal responsibilities your powers suffer. It could be that they are harder to use, or that they recharge more slowly, but somehow you need to have a healthy balance to be able to operate at peak capacity long term.

Disruptions Abound (200 CP): Somehow you can never just travel from point A to point B with the appropriate ease. An endless cavalcade of small disruptions will conspire to make you late constantly.

Dramatic Bastard (400 CP): Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion, you'll deeply embarrass yourself, which for someone here can be a way to court disaster.

School Politics (400 CP): Rivalries here are much more intense than they should be. This is a real problem because demon eye bearers are common enough that there's invariably a handful in any decently sized place. Demon eye bearers, who should be unified to SOME extent given the animosity that demons bear towards them, are especially susceptible to this effect. This

drawback affects all rivalries, be they between schools, individuals, clans, gangs, and even species, which has a sort of subtle ripple effect and makes the urban fantasy side of this world significantly more dangerous by making peace harder to attain and keep and making it more likely that different groups will have real, substantial conflicts.

Energy Overload (400 CP): Each usage of your demon eyes fills you with demonic energy. This is a dangerous state of being and if you get overly full of demonic energy you can explode, and such an explosion would allow a demon lord to manifest (as well as requiring you to have a 1 up of some sort on hand). Thankfully there are rituals that can purge you of demonic energy and purify you, but these rituals are not easy to do and take time and some small investment of resources.

They Know You (600 CP): This drawback automatically informs any enemies you make about you, complexly, instantly, and thoroughly. This doesn't automatically mean a victory is impossible, but it certainly shores up the challenge. If you know about some of your foes, this means your foes do also, which means team-ups between foes who survive your actions are possible.

Monster Lord Rising (600 CP): In keeping with the chunni themes of this setting, somehow a *Maou*, but keyed uniquely to monsters rather than demons, of all things is rising in power. This creature has an especially powerful equivalent of an aura and a single 10th-cost "Monster Eye" that gives it the power to command and compel other monsters regardless of their types (so long as they aren't demons or angels). This monster is a monster supremacist who wishes for humans to be subjugated and to live as servants and slaves of monsters.

Demon Lord's Nemesis (600 CP): A particularly powerful demon lord with a 10th cost demon eye and more than one 3rd cost eye has decided that you are public enemy number one. This creature and its demonic court of retainers and sycophants will hunt you down.

Ending:

Return Home:

Return home after your long journey. By selecting this option you take everything you've earned on your chain with you, including what you selected here.

Stay Here:

Take another 500 CP and add any final bits to your build you wish, in exchange for making this strange world your new home. Given the breadth of demon eyes, one may exist that allows you to explore the multiverse in your own way but finding it will be a journey in and of itself.

Continue Your Journey:

There are many more places to go and people to see. Go on jumper, return to your warehouse, and select your next jump.

Notes & Mini-Changelog

-Some of this differs from the base CYOA, and some information stems from inferences based on the CYOA's text.

-If something doesn't seem like an intentional change and is more likely, to you, to seem like a mistake on my part feel free to ask me about it. Or to defer to the actual CYOA's descriptions.

-There are a range of demon eyes including ones not available to the player character per the decisions and choices outlined in the base document. Part of the purpose of the evolutionary perks, perks that allow you to steal demon eyes, and items that give out new means of ensuring that people can get demon eyes is to allow a patient, thorough jumper to eventually attain all of the demon eyes if they want them, though this journey would undoubtedly take either centuries of jumping or incredible OCP.

-Drawbacks here are a mix of my generic ones and several setting specific ones.

-Version 1.01 of this was an INCREDIBLY minor change that lifted the requirements on two of the auras. They were TECHNICALLY acquirable, through the Do the CYOA scenario, HOWEVER that wasn't spelled out so I went in and corrected that after someone pointed out that I didn't spell it out.