

The Promised Neverland

Version 1.0.1



The Grace Field House is an orphanage where the children live happy lives never wanting for love or care. The children of the house form a happy, affectionate family despite all their differences and lack of blood connections, all being raised with care and attention by a loving Mother. The kids live lives carefully tailored to see to their emotional well-being, physical fitness, and that their minds are given every chance to expand and grow while looking forward to the bittersweet moment when they are adopted and say goodbye to their brothers and sisters and go to meet their new family. It's almost a utopian neverland.

Only there is no new family. The children are livestock for creatures which ancient humans worshiped as gods or feared as demons. 1000 years ago the world of demons and the world of humans were separated by ~~the~~ the god who governs this world. However this Promise with the god came with a price. Certain families of humans were sacrificed, sold to the demons where they would be used as livestock and grown as food for the demons who could not survive without humans to eat as if they do not regularly consume the flesh of sapients they will degenerate into feral monsters.

For 1000 years, this promise has held firm, the demon and human world connected only at certain special locations. The only contact between the worlds is done by the Ratri Clan and their followers, working to maintain the Promise and keep the demons supplied with their food.

*You will be entering this world. That is the Demon World. You may be one of the demons, or more likely one of the humans who live and die as their food. Maybe you can escape this cycle or change it, maybe you can just survive long enough that someone else will ensure that this place becomes a true **neverland**, or maybe there's some reason you want to prolong this cycle? Whatever your reason to be here you'll probably need these:*

+1000 Choice Points

Good luck and good jumping.

Origins:

Select a single origin. It will determine who you are in this world and where you fit, as well as providing you with discounts on perks and items. All discounts are 50%, except the 100 CP perk and first copy of the 100 CP item for your origin which are Free instead. If you took the Demon Physiology perk your origin will only matter for discounts and freebies, and unless you're a Drop-In your actual history in this world will match that of the Demon origin. The Unspoilt Meat drawback overrides even the Demon Physiology perk and gives you a background similar to that of Heart or Mind regardless of actual origin.

Survivor: You're an escapee from the farms. It might not necessarily be as high class as Grace Field House, but it's probably a premium farm still; unless some worker decided to take home a baby that was declared 'defective' and raise it. Either way you're a human living on your own in the demon world. This could be a new development or an old one, but whichever it is it's a dangerous thing to be. Alternatively you may choose to have no connections to this world and no history in it and be a Drop-In.

Heart: You're a child living in one of the premium farms. You've had a good life, and a gentle and caring upbringing. You might not be one of the smartest in your farm, but you're one of the better liked, and have always gotten along well with the other children, making you something of the loving heart of the orphanage. While you've been carefully shielded from knowledge of demons and your nature as livestock, unless you took the Unspoilt Meat drawback you may have just stumbled onto knowledge of it.

Mind: You're a child living in one of the premium farms. You've had a good life, and a gentle and caring upbringing. You're probably one of the older children, or at least you're one with a higher than normal life expectancy as you're one of the quicker witted and smarter kids. You might not be a perfect scorer, but you're definitely not dumb. While you've been carefully shielded from knowledge of demons and your nature as livestock, unless you took the Unspoilt Meat drawback you may have just stumbled onto knowledge of it.

Mom (Free/+100 CP): You're a child who survived one of the premium farms. Meaning you're an adult, and while you may not have the mom title – it's unlikely all of the premium farms other than Grace Field House have an identical hierarchy and given there are only 5 moms at Grace Field House and many sisters it's entirely likely you're a sister instead – but you've been allowed to grow to maturity and given the task of watching over and raising the human livestock for the demons in exchange for your life. You know

the score and what's going on, but this also means you're even more carefully watched as the demons have no need to hide their existence from you. You can also just be a part of the Ratri Clan's forces. You can gain 100 CP by taking this background, however this will mean you've fully lived the life of a mom. This means the memories of your background are especially vivid and vibrant and will not fade as much at the end of the jump, you are a woman (at least for this jump), you have a bomb installed in your chest to go off if you try and leave or tamper with it (there is a method to remove this safely but you'll have to find it), and you have been bred like an animal and complicit in your child (or potentially children) being raised and consumed as food for demons.

Demon (300 CP): You are not a human. You are one of the demons native to the demon world which was separated from the human world by the Promise. You have lived and grown up in this world, and unlike the other backgrounds you don't need to fear being eaten as mere livestock. A degenerated demon might eat you but you're a lot smarter than them and they aren't exactly common where normal demons live. Still you are one of the citizens of this world, and by default can even be part of its upper class, you won't be one of the heads of the 5 Regent Families, but you could be part of one of these families. If you have the **Irregular** perk you can even choose to be part of the Royal Family and a younger sibling to the queen and archduke.

Location:

You appear within the Demon World. As a Survivor, you are somewhere in the wilderness or Goldypond. As Heart, Mind, or Mom, you will be in one of the premium farms either as part of its livestock or staff. As a Demon, you are within one of their communities.

Age and Gender:

As a Drop-In your age and gender remain the same as at the end of the last jump. As a Mom you are an adult, and if you want to actually hold the mom position you're older than 31, though as a sister you are somewhere over 20; you may change your gender to female, and if you took the extra points you're at least over 25, old enough you first child has been eaten, and are locked as female. As Heart or Mind you are a child no older than 12, and you may choose your gender freely. As a Demon you may be a child all the way up to over 1000 years old, and choose your gender freely.

Perks:

The 100 CP perk associated with an origin is free if you have that origin, other perks associated with the origin are 50% if you have that origin. No discounts on general perks.

Hunter (50 CP): You have experience in hunting dangerous game. You know how to track prey, and you know how pursued prey normally reacts. You also are proficient with common hunting weapons. This is the hunting demons do, or did 1000 years ago, so in this case prey means humans, and common weapons are more hand to hand than firearms, bows, or thrown spears you'd expect from human hunters.

Learning Speed (200 CP): The kids from Grace Field learn fast. It's no surprise given they're all geniuses, but well you might need some help to keep up. You learn remarkably fast. At least as fast as the average Grace Field kid, picking up new skills at prodigious rates. And if you were a genius like Emma you might even be able to keep up with someone like Norman or Ray.

Demon Physiology (600 CP; Free to Demons): You're not a human. You're a demon. While this won't put you on the level of the royal family, you're on the level of a noble by default. You are tall, with many demons being well over 2 meters and the royal family reaching 3 to almost 4 meters in height and yet you're fast enough to dodge bullets you're aware of, though can be overwhelmed by mass of fire, noticeably more flexible than a human, strong enough to cut through trees or casually destroy a human, and durable enough to fight beings as strong as you are, though you're not bullet proof, at least in the eyes or to higher calibers that rifles shoot. You've got somewhat better than human senses, and impressive regenerative capabilities as well. These slow as you get older, and age for a demon is directly related to how often they have regenerated though most major demons shown were adults 1000 years ago including those who regularly engaged in battle meaning this shouldn't be too much of a problem for you, and can be overstressed by repeated damage but you can quickly regrow limbs and it'd take some serious sustained fire power for bullets to do any lasting damage to you. That is except for your eyes. Your sensory organs – eyes and aural canals – take longer to heal, and you do have many eyes, but behind your central eye lies your one weak point. You see you have a core which acts to coordinate your body, and your regeneration, and is effectively your brain and only vital organ. It's behind your central eye and it doesn't regenerate this way.

Most demons need to eat human flesh regularly to maintain human-like intelligence and anthropomorphic form. You however seem to have eaten bad blood like the higher

nobles, or have it yourself, as you won't find yourself degrading from lack of sapient food, but you also won't find your body shifting to take on new traits and abilities from your food. You can, however, still eat for a quick, immediate boost to your physical abilities and regeneration speed immediately utilizing what you eat to repair and restore your body. It's possible to eat too much too quickly, but we only see that happen with poisoned meat and damage done to a core.

If taken with Irregular, you're more at the level of the royal family. Even exceptional demons were casually killed by the Queen, and Archduke Leuvis was able to casually catch entire hails of gunfire. You're much stronger and faster than other demons, and it'll take wearing down your energy reserves, concentrated and coordinated fire, and likely rather more to take you down. This also means you possess a 2nd core somewhere in your torso. Losing your primary core will impact your abilities, especially in the short term, but you are able to survive losing your core. Though this ability alone won't regrow a lost core.

For an extra **50 CP** (undiscounted and not requiring Irregular) you may possess retractable claw-fingernails which can be extended into deadly blades. Even when not extended these will be hard enough to use as blades, but their length as weapons is based on their length when retracted. Even a normally short fingernail could extend to a good sized knife blade, but if you were walking around with six inch nails you might have meters long cutting weapons just by extending them.

Survivor Perks:

Wilderness Survival (100 CP): You're adept at survival in a wilderness situation. Whether it's fishing, hunting, or identifying edible plants you understand how to find food and live off the land, identifying sources of potable water and how to obtain it. It'll be easier to survive somewhere food is plentiful than a desert or tundra but you might manage to pull that off too.

This isn't limited to food, however, as you're also adept at finding shelter, and avoiding predators. You also excel at finding places to hide in the wild, and covering your tracks.

That Is How You Snipe (200 CP): You're one stealthy individual. It's not just that you've got a good sense of where to hide and how to not make noise, but you seem to be able to reduce and suppress your presence. You can hide your killing intent, stopping others from sensing it even with superhuman senses, and generally you're harder to detect with superhuman senses, as if such senses were brought back down towards normal when it comes to detecting you.

While this doesn't directly give you gun skills or accuracy, you do have a good sense for hiding spots especially ones that allow for an effective ambush or otherwise a good place to launch attacks from.

Demon Survivor (400 CP): Demons are creatures with superhuman senses, superhuman speed, strength enough to casually cut through trees larger in diameter than tall men stand, and immense regenerative capabilities requiring a precise attack to what amounts to their brainstem to kill. Even as what passes for an ordinary human in this world, give you a gun heavy enough to hit their core and an average demon is at a disadvantage against you.

It's not that you're physically superhuman. It's that you're that good at fighting. You have marvelous combat instincts, especially for guerilla tactics, and the skills necessary to hit a demon's core reliably even with hastily aimed shots from an assault rifle. And you're not limited to guns, you're just as good with swords or knives or bows; though it's harder to penetrate a demon's core with a bow and even this good it's generally not the best idea to go hand to hand with something superhumanly strong, fast, and with a sizable reach advantage even if they're not a good combatant themselves.

Irregular (600 CP): These experiments should be taking a bit longer to reach fruition, but you seem to have been experimented on in the same way of those in the Lambda farm. You don't have the hulking physique of the common irregular, but like the elite squad you look like a normal human. You just have the strength and speed to match the average demon soldier. You're as tough as you are strong too, but remember while a pistol isn't a sure bet against a demon, an assault rifle can punch through their core if it hits the right spot, and you don't have their regeneration even if one could backhand you hard enough to send you flying across a sports field and cratering a wall on the other hand and you'd survive. Well you don't have their regeneration, but you do heal a lot faster than an ordinary human, just not quite as fast as a demon.

With Demon Physiology this puts you on roughly the same level of physique as Leuvis or Legravalima, and gives you a second core. This won't give you Leuvis's level of super senses though. In future jumps, or other alt-forms, you'll find whatever species you are is similarly increased beyond the norm for the race.

Heart Perks

Strength to Forgive (100 CP): It can be hard to have empathy. It can be hard to forgive others. It can be harder still to put aside things that can't be forgiven and move forward agreeing to live and let live with someone who you will always hate. But these are the things it takes to end a cycle of violence and enmity. You have this strength, however. You are able to put yourself in another's shoes, and really see how bad the situation they were, or are, in is, and to internalize it. You are able to forgive those who have done you a great wrong, and even if they don't deserve forgiveness you are able to put away your enmity and keep rancor and hatred from guiding your actions. You don't have to. But you have the moral strength to do so.

Beyond Walls (200 CP): You easily intuit and adapt to the rules of alien dimensions and realities in which the laws of physics which govern them are different from those of normal mundane reality. Even without knowing the rules you seem to be able to act in these dimensions more easily, almost as if you were a native. This makes you a natural adept at traveling through psychic realms, and dream worlds as well, making such worlds governed by the rule of the mind easier for you to influence and control. And while this says dimension, reality, and realms this can work for localized alterations of the rules of reality.

You Still Have To (400 CP): You are able to hold off exhaustion, physical collapse, and even death with sheer determination and willpower. This allows you to push your body further than should be possible, even involving what should be immediately fatal wounds, to continue to act. The greater your will the longer this works, but there is some eventual limit where it just doesn't matter any longer, and the lesser the effect you're pushing off the longer you can push it off. Hopefully any fatal wounds have been treated enough to survive by the point you can't push them off any longer.

Smiles (600 CP): You've got a winning one. You've got a special kind of charisma. It's the charisma that brings groups together, and gets people to like you, but it's especially the charisma that gets people to try and be better people. By treating people with kindness and goodness you naturally bring out the best and what is good and kind in them. As long as you are a good person, and treat people with that understanding, goodness, and kindness you seem to bring out the same goodness in others. Some people might be too far gone for this to work on, but as long as you try and have hope you'll find that people can surprise you.

Mind Perks

Test Taker (100 CP): Intelligence is really hard to test. Real world practical problem solving and critical thinking isn't something you can really test with a sheet of paper and some problems, but that's not to say that there's no value in the sorts of intelligence that can be tested. And you're really good at those sorts of intelligence. You read and process information quickly, can do high level math in your head (and know all the short cuts to make it quicker), and won't be eaten first at a farm like Grace Field House.

Sheep Dog (200 CP): You're an excellent liar. You don't have much of a tell, but that's amateur grade lying. You've got the stuff to lie to geniuses, being able to easily think about how to make your story believable, gauge how much truth you need to mix in, and how to tailor it to their intelligence.

And given the number of deceitful geniuses around here, it's a good thing you excel at sniffing out lies too. Someone enough smarter than you might trick or deceive you, but they'll need to be extremely careful because you seem to be able to think through deceptions in a way that makes your general intelligence, no matter how great it becomes, seem half-witted.

Fetal Memories (400 CP): You possess what could easily be called a perfect memory. While this won't be retroactive, so you won't suddenly be remembering yourself as a fetus unless you have a background in this world, you remember everything, small details remaining forever in your memories. Oh some memories may seem to fade due to irrelevance, but they'll still be there should you find yourself needing to recall them, and it's possible to close off memories or repress them. These memories will also be accurate; unlike most people you aren't reconstructing things by filling in blanks but fully remembering events.

Highest Grade (600 CP): You are smart. One might call you a genius, but even among geniuses you'd be a genius. This intelligence has nearly limitless applications – you absorb information faster, your recall is better, etc – but the critical thinking and practical problem solving skills are probably the most important here. You're able to think things through thoroughly and quickly, recognize what's relevant, consider 2nd, 3rd, or higher order effects, and generally possess the ability to quickly and effectively think things through and figure out how to apply that information and plan around it. But really you're simply extremely intelligent to the point that it alone would make you exceedingly dangerous.

Mother Perks

Housework (100 CP): Cooking, cleaning, and caretaking of a home is a whole lot of work, at least when you're doing it for an entire orphanage. Oh sure the kids might help, but a mom still has to do a lot of the work. You're absolutely wonderful at every aspect of housework, from cooking delicious meals, knowing how to get out the worst stains, or being able to sew and mend clothes and even stuffed toys. Not only are you impeccably skilled at these things, they seem to be more pleasant to do, and even simply easier and quicker for you.

Hardened Heart (200 CP): Sometimes you can't do what you'd like to do, and you have to do things you don't like; either to survive or simply because they're the lesser of two evils. You're able to harden your heart and do these things, able to silence those parts of your conscience and empathy that would stop you from doing what is necessary. More importantly you can do so without silencing the rest of your conscience and empathy, and without these hard decisions becoming a habit and a pattern of behavior. When the need to do these things stops, you can let yourself feel and act on your feelings again, and you'll find that while you'll be able to live with the fact that you were doing the best you could under the situation, your conscience will be full and intact without having normalized the behavior you had to take.

Tender Loving Care (400 CP): You are a wonderful parent, or caretaker of children. You excel at raising children, and ensuring that they have a happy, and healthy childhood which helps them to grow into happy and well-adjusted human beings. And as children need tenderness, love, and care you are able to raise them with just that, love, tenderness, and care, the sort that they can feel deep in their being with a certainty that you really do love them.

And you can do so even when you're raising them as food, or otherwise planning terrible things in their future.

Plant Development (600 CP): You may be the best tutor in the world. This isn't because you're particularly good at teaching specific skills or subjects, but because you excel at developing the intelligence in those under your tutelage. This works best when done since infancy, the brain is still developing and receiving nurture to encourage that development can improve how well it does, but you seem to know how to cultivate the maximum intelligence of those under your care and tutelage. Students under your care will become smarter, and even an average child you taught from birth would be an exceptional genius.

Demon Perks

Priestly Sacrifice (100 CP): Through entering a deep meditation you are able to place yourself into a state of suspended animation in which your cellular activity comes to a virtual halt. In this state you could survive for centuries without food or water, remaining in a state of stasis unaware and untouched by time. This state will be broken if you're injured, or fed.

Bad Blood (200 CP): You have what the demons would call Bad Blood. But that came free with Demon Physiology, and wouldn't even be meaningful if you're not a demon. So this will work somewhat differently. Your DNA and bodily make up seem to be extra stable. This means you don't have to worry about cancer, you're resistant to any attempts to forcibly destabilize your form (especially through chemical means), and you'll find that various forms procedures or experiments – such as those performed at the Lambda farm – tend to have their negative side-effects mitigated or downright negated; this might reduce positive effects too depending upon how big the negatives were but will have much less effect on the benefits than the disadvantages.

Your blood can also be used to fix other individuals' genetic disorders. This won't make them into your replicas or clones, or fix things like being a little slower/weaker than others but serious genetic disorders and genetic degradation can be halted or even reversed by your blood. This will also remove genetic disorders you may already have from you if desired.

Infernal Alertness (400 CP): Demons as a rule have better senses than humans, but some go far above and beyond others. Nous was able to feel killing intent, and after being alerted to the danger the children represented by his sister's death was almost beyond their abilities to overcome, and Archduke Leuvis was able to follow the paths of a hail of automatic gun fire from many remotely triggered machine guns, and track several enemies at once in a chaotic battle while blind from a flashbang and with attempts made to hinder his hearing. Your senses are similarly exceptional, and while you won't necessarily be able to match Leuvis's reflexes and speeds your reflexes are enhanced to help you respond to these enhanced senses; as a demon you might be able to snatch bullets from the air. And while you're not immune to sensory overload – Leuvis demonstrated that – you're not exceptionally vulnerable to it either; it'd take things that overload human senses to overload yours.

Horizontal Gene Transfer (600 CP; requires Demon Physiology): This is a bit odd. Normally demons with bad blood don't change based on what they eat; Mujika and Sonju don't grow wings or gills just by eating birds and fish. That's the cost of stability. Now, though, you seem to retain demons' ability to grow and change from their meals while never needing to fear degeneration. When you consume something your body will incorporate its qualities into you; they call this horizontal gene transfer but nurtured intelligence apparently improves the quality of the meat so this seems to be able to draw on even cultivated traits. And because you're paying for this it's guaranteed to include even supernatural and spiritual traits associated with your meal, and your adaptations and changes will naturally trend towards those that would benefit you both in general and in the moment.

This does have some caveats. One you need to eat enough of something. Eating a bat isn't going to make you sprout giant, usable wings, but if you regularly ate bats you could take on bat-like traits, and a large enough giant bat might well see you taking on those traits in a single meal. Second, these changes fade over time, so you'll need to eat something regularly to take on these traits and qualities from it. Third, it seems to only work on animals, and not vegetable matter; at least we don't see any demons growing plant-like.

Since you paid for this you can actively suppress and prevent certain food you eat from affecting you.

Items:

The first copy of each 100 CP item associated with an origin is free if you have that origin, other items (or additional copies of the 100 CP item(s)) associated with the origin are 50% if you have that origin.

You may purchase multiple copies of items. Purchases of an item after the first are discounted (50%); this does not stack with other discounts. You may import similar items into those you purchase here merging them together, or even combine similar items purchased here.

Flower Lantern (50 CP/150 CP): This is a small pot of small small plants with flowers appearing like shining jewels. There's a handle to carry this pot with and the flowers create enough light to be used as a lantern. You will even get a cover in case you want to hide the light.

For 150 CP you will get a small garden plot of these flowers in addition, as well as several packets of seeds usable to grow more. If left alone this garden plot will naturally fill with these flowers allowing you to always have a supply of these light producing flowers. These flowers will also be able to grow outside of this plot, producing seeds or being able to be planted. Though they appear to naturally grow underground. This garden is a warehouse add-on or can be inserted into the local setting at your choice.

Water Anemones (50 CP/150 CP): This is a plant that resembles an anemone in appearance. It filters and stores potable water as a sort of natural water bottle. You get 3 of these plants, which together hold enough water to drink for a day and you'll get a new set of 3 plants each day.

For 150 CP you will get a small garden plot of these plants in addition, as well as several packets of seeds usable to grow more. If left alone this garden plot will naturally fill with these plants allowing you to always have a supply of these water containing plants. These plants will also be able to grow outside of this plot, producing seeds or being able to be planted. These plants will also always fill with clean, potable water, even when they really shouldn't be getting enough to do so, though outside of this garden they don't seem to grow too well in arid conditions. This garden is a warehouse add-on or can be inserted into the local setting at your choice.

High Grade Meat (100 CP): This is a dead child between 9 and 12 years of age. They were a very smart and intelligent child, certainly at least a genius, and in perfect health before being stabbed with an exsanguinating flower and drained of their blood, and put into a jar of preservatives. You'll get another one every 2 weeks.

Owl Drones (100 CP): This is a set of 5 aerial drones built to resemble owls. They look just like owls, and even can behave roughly like owls (though they don't hunt and may follow people too much). They can be controlled via radio, given a location to observe, or be locked onto an observed individual and set to follow them. These owls possess audio and video recording devices, which both store recordings and can be set to send the data back to either a predesignated site or whatever computer is being used to control the owl. This comes with the software necessary to use a computer to control the owls. Since you're paying CP for this, the owls will recharge over time when shut down, and lost or destroyed owls will be replaced at a rate of 1 per day.

Dragon's Eye (400 CP): This is a structure of megaliths arranged in dolmen and menhir to create the shape of a giant eye when viewed from above. Yours will be complete and not having lost the inner stones to make up the design within the center of the dragon's eye. From this site you are able to glimpse into other times and places, viewing scenes and events from the past. It will take you time and practice to learn to control what you view, but visions do seem somewhat related to your thoughts, though there may be other factors.

In addition, you will find any forms of clairvoyance, scrying, etc you possess is significantly easier and more effective when used from within this eye.

Survivor Items

Flashbomb (100 CP): This grenade like device instead of exploding with shrapnel, explodes with a powerful flash of light. While it can be avoided by not looking at it when it explodes, you wouldn't want to be looking at it, and at close enough range it could permanently blind someone. You'll get a new one within an hour or so of using it.

Dogs (200 CP): This is a trio of dogs. They're very well trained and obedient to you and are good hunters and trackers. They're actually pretty remarkable dogs. They might not be as strong or as fast as a wild demon, but they could survive facing a regenerating monster that is faster and stronger than a real world apex predator, though they're best for distracting them so that you can take them out. If one, or all three die, you'll get a replacement (or replacements) already fully trained though that will take a bit of time.

Armory (400 CP): This is a room full of guns. You won't find anything as special as Emma's 4 barreled pistol, but you'll find pistols, shotguns, sniper rifles, assault rifles, and a full supply of military grade weapons and ammunition. Nothing primarily anti-materiel, this is stuff for taking on demons not tanks, but it's a whole room full of guns and enough weapons to arm over a hundred individuals. This can be a warehouse attachment, or inserted into a setting as a very well hidden secret room attached to a property you possess.

It comes with ammunition, and any lost gun will be replaced quickly, and ammunition will resupply as used. It also automatically maintains and repairs guns stored here, even if not part of the original armory.

Bunker Hideout (600 CP): This is a hidden bunker complex. It's built large enough for more than 50 people to live in it, and probably closer to at least 100. This includes an underground well, geothermal energy source, and garden large enough to provide for these individuals, as well as rooms and facilities to house them. 50 or 60 people and it'll be roomy and spacious, with plenty of rec rooms and activity spaces. Get over 100 and things might get a little cramped. There is an observation room with access to the security cameras throughout the bunker – for coordinating against intruders or whatever else you intend with them – as well as those by the entrance/exits. There's also a communication room to send and receive transmissions.

This bunker is also magnificently hidden. Not only is its entrance concealed, it can't even be detected from outside. The only way someone will find this bunker is by observing someone coming in and out, or being told about it, because nothing else will detect it or what's inside of it unless you intentionally send a signal out. That includes supernatural

means. In addition to the main entrance/exit, there are three others connected by long, maze-like tunnels. Not as convenient for coming and going but good for escaping or avoiding detection. And of course no point in all this anti-detection if you send out a call and they trace its source. That's why the comm room connects to several dummy bunkers to relay its messages. The messages between the main bunker and the dummy bunkers can't be intercepted or jammed, and anyone trying to find the bunker by tracing a call back to its source will only find the dummy bunker. These dummy bunkers are much smaller and lack the water and power supplies, and anti-detection properties of the main bunker.

Heart Items

Amulet (100 CP): This is an amulet made to be worn around your neck. When you look at it, it seems to always be able to remind you of your loved ones and what it is you're fighting for. It might not seem like much, but it will help strengthen your resolve, at least when it is in alignment with your friends and most treasured memories, and will remind you of who you are and strive to be. If you lost your memories it might not be enough to make you remember them, but you'd get a good hint of the emotions and your general ideals.

Adventures of Ugo (200 CP): This is a survival guide disguised as an adventure novel. It provides instructions for how to survive in the wild of the demon world. It warns about dangerous animals and various hazards you might encounter in the wild, and instructs how to find food and shelter. Just reading this book tends to internalize these warnings and dangers, allowing the reader to recognize them despite being hidden somewhat by the change into an adventure story set in a fantasy world. It's not as thorough as extensive wilderness survival experience, but it's very good for just reading a book.

In future jumps it will update to tell the reader about the new setting. It tends towards dangerous areas that remain within the standard laws of physics for the setting.

Four Barrel Pistol (400 CP): This is a hand gun which oddly has four barrels each of which can be fired individually. This gun doesn't fire normal projectiles however. Instead it is able to fire four special projectiles. These are flash bombs, tear gas, nets, and something sonic.

The nets are sturdy nets, though a demon would probably burst them fairly easily. Still the net is pretty large for something that comes in a bullet sized capsule. The flash bomb is weaker than that available earlier, but it comes in a much smaller container being the size of a bullet. The tear gas we never see, but presumably it's a potent tear gas releasing far more than you'd expect in a bullet sized capsule. The sonic one we never get detail on, but presumably it's a sonic equivalent of the flash bomb, exploding to release a deafening noise in flight. All of these open in mid flight at a range approximately where you intended.

This gun will never jam, and will repair and maintain itself when not in use. It holds a lot more ammunition than it should, and reloads itself over time.

Day and Night (600 CP): This is your very own pocket dimension. It's only a few miles across, but it's a dimension all your own with what passes as a sun in the sky. You don't get a whole 7 walls between it and normal reality, but it can be accessed from anywhere by putting a flower of a specific type – chosen at the start of each jump – in a bowl of water under the light of the moon. You can choose whether to let the door appear to others when they do so, at least while you're here. There's a door to lead out from this reality as well, unlike the entrance this can be used at any time but will default to returning someone to where they came from.

Mind Items

Assault Rifle (100 CP): This is a military level assault rifle. It's fairly heavy, but it's powerful enough to reliably take chunks out of demons to force them to regenerate or to destroy their core if your aim is good. It comes with a few spare mags, and will not jam. It will repair, maintain, and replenish its ammunition while not being used.

Pen (200 CP): This is a pen like those given by William Minerva and his network of supporters. It has the full information of the pens given to the children in the farms to help guide them to Goldypond, though you'll need to find the proper books to access it. It also comes with an alternate cap that is ready to be programmed. This works like a computer, except that it is accessed by extending the top of the pen and projecting a holographic display which can be manipulated as a touch screen. It can open multiple windows, or screens, at the same time.

Reference Library (400 CP): This is a large library full of books with a large variety of information. Name a topic and the library probably has a book on it, though some may be old. In future jumps this library can be a warehouse add-on, be inserted as its own small building, or attached to another property you possess. These books will update with each setting, a few particularly useful books from previous jumps will remain, but it will largely update into an extensive library on the new setting.

Demon Bane (600 CP): This is a vat of poison. It's about as much as Norman had for his attack on the demon capital. This is a poison which causes demons to immediately undergo degeneration. It's possible for them to resist this, especially if they have Bad Blood, but even then it interferes with their ability to regenerate and any ability to alter their body, and this becomes more apparent the more they regenerate.

While this won't cause degeneration into feral beasts non-demons, you will find that, because you paid CP for this, that it is effective against shapeshifters and regenerators. It interferes with attempts to control or change the shape of the body, causing changes to degrade and become erratic or sloppy, and it causes regeneration to not only slow substantially – even nearly stop – but to incorrectly reshape regenerated portions. The faster the regeneration the more damaging to the ability to regenerate that this becomes; both in how much it is slowed and how twisted the final result is.

Of course this is a poison and dosage matters, a larger dose may be required for a larger or more resistant entity, but don't think sheer regenerative capability will factor into resistance. Also as you paid CP for this, the vat of poison will refill over time, taking 1 year to fully refill from empty.

Mother Items

Homemade Toys (100 CP): These are toys, enough to fill a room, that seem to have been made by you by hand. Any toys gifted from this collection will be replaced over time, and if you want a toy for a specific individual it will appear either as the next replacement or when one would be made for you to give it out. Replacements/new toys take at least a day to be ‘made’ and will take as long as it’d take you to make the toy working on it 2 hours a day if that would be longer than a day. The toys made for specific gifts even seem to have the love and care you would have put in if you were working on it by hand.

And in case you have no skill in the creation of toys, these toys will always be made with a minimum level of skill such that you’d expect a pre-industrial parent to have.

Medicines (200 CP): This is a small case of medicines. It seems to have a wide variety of the sorts of medicine which a human child might need, though it’s focused on those needed for recovery from injuries, surgery, or disease as opposed to psychiatric drugs. This case will resupply over time.

Testing Room (400 CP): This is a class room as one might see in a small school. It has a few dozen school desks and a larger desk for the teacher. However each of these school tests has a pair of headphones, and a sophisticated computer system. This system doesn’t access much, only serving to present timed tests. Of course what’s really special are these tests. They seem to automatically calibrate themselves for the student, creating more and more challenging tests as the student progresses, and slowly forcing them to work on their mental acuity and skills. These tests won’t be able to scale to match a student who is more skilled in the subject than you or significantly more intelligent than you, but maybe that just means you need to take some tests yourself to grow your mind and skills.

Farm (600 CP): This is a copy of Grace Field, or is another, similar, premium farm. What that means is that it has the space and equipment to give a few hundred children a place to live and grow, complete with ‘moms’ and ‘sisters’ to help care for them and a ‘grandmother’ to oversee it all, and defense measures similar to Grace Field’s. It doesn’t have to be identical – such as the division into 5 orphanages – but it will be supplied similarly to Grace Field and the staff will be extremely competent at raising children. They are especially skilled at raising them to be geniuses. Don’t expect the staff to match Isabella in their skill here, but they’ll match the rest of the staff. It doesn’t come with demons, only the human staff, though these mothers and sisters know how to fight if it’s necessary and a scary amount of how to break a human body cleanly and without lasting harm.

The staff counts as followers and children being raised here can come along with it until the age of 12. It comes with an initial batch of children, but unlike the staff they won't be automatically replaced. You'll have to source them yourself.

Demon Items

Gupna (100 CP): Also called a vampire flower. When stabbed into a living creature this flower will begin to drain the blood from it. It can do this quickly to a dying, or unresisting creature, or if stabbed properly into the heart. It's good for bleeding animals being slaughtered, and preparing them for preservation. It's also used for consecrating the meal in demon religion. You get one of these flowers, but it will be replaced momentarily when used.

Demon Horse (200 CP): This is a demon that has, presumably through eating them, taken on a shape analogous to that of a (large) horse. It actually seems to have something akin to bad blood because it won't degenerate from this form into the more monstrous shape that many wild demons take, but will always default to a strange, demonic horse form. This 'horse' is still able to change with food, but changes that take it substantially away from the equine will be slow, and reduced requiring particularly large amounts of food and reversing themselves sooner, and it cannot increase its intelligence through meals. Still it's a horse with the explosive superhuman (or superequine in this case) power of a demon, and their regenerative capabilities.

If you manage to get it killed it will be replaced within a week.

Mask (400 CP): This is a mask similar to those that the great nobility of demon kind wear. A demon's mask is reinforced armor, intended to protect their core, and yours is no different, exposing only your eyes and possibly mouth. These masks are also hard and sturdy, capable of blocking weaker firearms, requiring high powered rifles or specialized anti-armor guns to shatter, and even then typically blocking the bullet. Yours, however, is a touch better. After all you're liable to be bullet proof eventually if not yet, so this mask will always be greatly more resilient than your flesh, with blocking most bullets as the sheer minimum. And don't worry if you change forms or light yourself on fire, this mask is yours and it will always change to match your form, won't interfere with your powers, and one of the aspects of your resilience it copies is any immunity to your own powers that you have so if they don't hurt you they won't hurt it (and if they do they'll still hurt it less).

Secret Hunting Grounds (600 CP): This is a place similar to Goldypond. It may not be an exact copy, or even be a village at all, but it is an area several miles in diameter which is stocked with dangerous game for you to hunt. It will even provide them with common weapons meant to make them a more fun challenge. These will be weapons which would be commonly available on worlds you have visited, though you can choose to set

additional limits such as keeping certain kinds out, or having only those weapons that are not powerful enough to seriously threaten you appear.

This hunting ground will be populated by dangerous beasts and creatures from worlds you have visited in your chain. This only includes relatively common creatures. Specific individuals won't appear – so even if you went to Godzilla you won't be running into Godzilla at random here – nor will creatures that were extinct or lived only on worlds you never visited, but this can include sapient beings, and can even include non-living creatures such as robots if they were commonly occurring enough in a setting; you might even find shinobi if you visited Naruto or mutants if you visited the Marvel universe.

Beings and objects in this hunting ground that were not brought into it from the outside world, but which appeared within it due to its special properties cannot be brought out from it. If you attempt to bring them out of it they will disappear back to the world they came from. Prey will be unable to escape normally though the longer they stay within it the higher a chance they have of finding a way around this protection; should they do so they will disappear back to the world they came from. It also does not retain changes over time, instead changing to match a habitable environment (or environments) for the currently stocked prey, meaning it cannot carry objects between jumps.

It will restock with prey monthly. Its current stock will be removed at this time by default. If you are particularly eager to hunt certain creatures they will be more likely to be stocked, and if there is existing prey you would like to keep to hunt it will be kept, but as noted prior they do have an increasing chance of finding a way to 'escape' and disappearing from these hunting grounds. If you'd like to keep a creature for reasons other than to hunt it, it will not be retained.



This hunting ground can exist as a warehouse add-on, or you can choose to insert it into a jump at an appropriate location though this will always be either somewhere isolated or somewhere firmly surrounded by your other properties. Beings native to the local world who wander in will not be trapped within it, but will be able to escape normally. You may choose to have these hunting grounds be an underground cave with an artificial 'sun' providing light for plants to grow and a false day-night cycle.

While the structures and plant-life of the hunting ground can be destroyed. Stocked prey will be unable to destroy the hunting ground as a whole; in case you get prey from a setting with common world busters.

Companions:

Companion Import (50+ CP): For 50 CP you can import or create 1 companion with 600 CP; they gain an origin as normal. For 100 CP you can import or create 3 companions with 600 CP. For 200 CP you can import or create up to 8 companions with 600 CP. If you want more than 8 companions you can pay an additional 50 CP per companion to give them 600 CP (and ability to get an origin). You may pay 150 CP to import 4 companions if needed.

If you desire to give a companion more CP you may transfer CP to a companion at a 1 to 1 ratio. Each companion is given CP this way separately.

Canon Companion (50+ CP): For every 50 CP you pay you may recruit 1 canon character other than Emma, Norman, Ray, Isabella, Legravalima, Leuvis,  or 's dragon. This will allow you to take them even if they do not survive.

Main Trio (100 CP/200 CP/300 CP): You may recruit Emma, Norman, or Ray for 100 CP. For 200 CP you may recruit all three. For 300 CP you may recruit all three sharing a single companion slot.

Isabella (100 CP): Isabella, given her intelligence and child raising skills, is 100 CP instead. This will allow you to take her even if she does not survive.

Grace Field Survivors (400 CP): You may recruit all survivors from Grace Field Plant 3 as a single group companion for 400 CP. You may split off individuals should you choose to. This includes all of the individuals from Plant 3, including Isabella and Sister Krone, but only those who survive until the end of your jump.

Legravalima (100 CP): If you want Queen Legravalima to come with you it'll cost you 100 CP. This will allow you to take her even if she does not survive.

Leuvis (100 CP/Free with Secret Hunting Grounds): Archduke Leuvis will join you. Due to his love of hunting, this is free if you purchased the Secret Hunting Grounds. This will allow you to take him even if he does not survive.

5 Regents (200 CP; Discounted with Secret Hunting Grounds): This is a group of 5 demon nobles. They might not be the current heads of the 5 regent families or next in line for them, but each comes from a different one of the 5 families. They share a single companion slot, and if they do not consume bad blood before the end of the jump, they will have the option to do so at the end of the jump.

Drawbacks:

Need more than 1000 CP, you may take drawbacks for additional CP. All drawbacks fade at the end of the jump.

Anime (Toggle): You can arrive in the anime continuity instead of the manga. They adapted about 150 chapters into 11 episodes during season 2 so things changed.

Average Scores (+100 CP): You are not a genius. Sure maybe you're more than a thousand years old and have spent that time playing politics and carefully maintaining your rule, but your intelligence and mind are limited to the levels of a human. That is a non-genius human. You can still be somewhat smarter than average but you'll not be too far above average. This will also affect your skills in intellectual or cerebral fields, you can still be good, but you'll be no better than a long term professional of maybe a touch above average capabilities and not some exceptional prodigy or a master of centuries of experience. And this is for real world standards, so expect any of the Grace Field kids to make you feel stupid.

Eager Sacrifice (+100 CP): You seem not to value yourself properly. You are prone to volunteering for dangerous assignments, putting yourself at risk for others, taking on the emotional weight of everything to save others from having to bear it or taking all the sins onto yourself, and just in general sacrificing yourself for others.

Heretic (+100 CP): The Queen and Peter Ratri have been made aware of you, and are absolutely certain that should you survive the decade their reign will fail. They've also got an idea of what your powers and abilities are, as well as how you behave; they might not have every precise detail but they have a good deal of information on you. And they want you dead.

Thrill of the Hunt (+100 CP): Whether you're a demon or not, you seem to desire to feel the thrill of hunting your own food. Beyond merely being unhappy when eating farm grown (or fiat supplied) food, you want to feel the sensation of hunting dangerous prey and game. It doesn't have to be specifically for food – though it does seem to taste much worse if you didn't hunt it yourself – as you may find this showing up in other conflicts where you might intentionally teach, guide, or arm your enemies so that they're a more interesting fight; you won't intentionally make it where they're likely to win due to this, or intentionally create an equal fight, but you do seem to want your enemies to have at least a feasible means of winning even if it's far less than 1%.

Weak Body (+100 CP): Your body is frail and weak. Or well... You're physically limited to the level of an average human. You might even be a bit above average, but your physical capabilities are capped at this level. If you took Demon Physiology your cap is extended to an average demon, though you won't be at the level of a noble so you'll still be below the level of that perk. This won't stop you from having super powers like laser vision, but focuses on normal physical traits such as strength, endurance, agility, reflexes, senses, immune system, etc.

Wild Hunt (+100 CP): Something about you seems to attract wild demons. These demons eagerly desire to devour you, regardless of what you are, and will attempt to eat you. Somehow they will find you even if you're in the Human World, the Day and Night, your Warehouse, or somewhere that would normally be inaccessible and undetectable to wild demons, though finding you in such a place will at least take time.

Degeneration (+200 CP): You are at risk of degenerating like most demons are. You must regularly consume the flesh of sapient beings or you will find your mind and body turning into an animalistic form, becoming nothing more than a feral beast. The intelligence of your meal also matters, eating the flesh of humans raised like cattle will leave you dimwitted and with a more bestial seeming appearance. To fully maintain your normal levels of intelligence and appearance you'll need to eat individuals of exceptional intelligence. While you don't have to maintain your full normal state if you end the jump having degenerated to an animalistic state you will fail the jump. Bad blood won't help and before you think that you can get around this by eating limbs from demons that can regenerate you'll find yourself having to eat where the intelligence was seated. Beings directly created by you, as well food provided from Items (such as High Grade Meat) cannot prevent Degeneration, and followers or companions who are eaten will not respawn the jump.

Survivors Guilt (+200 CP): You will find that your companions, followers, pets, AI, and other such things from other jumps will not be joining you here. In fact they're all dead, and due to events you feel guilt and responsibility over. You can still remember it. And sometimes they seem to talk to you. They'll be back at the end of the jump, not that you'll remember that. If you don't have companions, followers, or people you care about that follow you along your chain, this will instead give you memories of your friends in this world, or maybe a previous one, dying, horribly due in some way to you.


Seizures (+200 CP): Like one of the experiments from Lambda you suffer from terrible headaches and seizures. These are far from constant, but are debilitating when they happen. The more you exert yourself or use powers beyond the human norm the more

quickly and frequently these seizures will come. There's medicine which can help, but thankfully these seizures won't be directly fatal to you like they would eventually be to the Lambda escapees.

Unspoilt Meat (+200 CP; incompatible with Drop-In): Regardless of your chosen origin, or the Demon Physiology perk, you are a human child, living in a premium farm. It's a good, happy life with love and care even if you're an orphan. Unfortunately you've lost all of your meta-knowledge about the setting, and know only what a normal child raised in one of these farms would know about the world you have just entered. Making things worse, while you can grow up at the natural rate, but you can't artificially age yourself, or change into a non-human alt-form.

A Small Price (+300 CP): You have lost all of your memories. You have no recollection of your past, or your friends. You still know how to talk and walk and basic human activities, but you have no memories of who you were, how you got where you are, or anything about your past. Taken with Survivor's Guilt you'll have only broken half-memories of getting everyone (you can remember at all) who should have mattered to you killed.

Explosive Restraint (+300 CP): Moms and Sisters at Grace Field House have their chest cut open and a bomb surgically implanted in their heart. And while you might not be a mom something similar has been done to you. An explosive is planted inside of you and if it goes off you will fail the jump. It will go off if you try to disable it, if you try to remove it, or even if you leave a certain region. Worse, there's also a computer which can send a signal to detonate it which is outside of your reach – without setting off the bomb – and a group of demons, who control the computer, know it and are using it to control you. If your origin is Heart, Mind, or Mom, you'll be stuck in one of the premium farms and the farm's management will have the controls to blow you up. If your origin is Survivor (or Drop-In), you'll be stuck in Goldypond and it's the Bayon Family who holds your leash. If you're a Demon (including a non-drop-in with Demon Physiology), you're in the imperial capital and the queen's forces control your fate. It's possible you might kill them, or even lock up the computer for a while, but destroying the computer or completely wiping the program to set off the explosives will set them off, and even if you deal with your controllers you won't be leaving the area.

Promise and Reward (+300 CP): You've made a promise with  in exchange for 300 Choice Points. And as he does, he has demanded a reward in exchange. Whatever it is you most desire out of your time in this jump you will fail to obtain, and this may even force you to perform acts or duties you will hate. This reward won't be something that

will make you fail the jump (this drawback will not directly lead you to death, degeneration, or opposing your handlers with Explosive Restraint), but it's going to be something you will regret and make this jump go very strongly in a way you do not want and will not like. And no lying. He'll know what to demand better than you do.

Outro:

Your time here has come to an end. Whether through failure, or success, it's time to leave this world behind, and to make the final choice of a jump.

Go Home: The only option if you failed your chain. Return home, time resuming on your home dimension and every one you visited on your chain. You get to keep what you had gained on the chain at least.

Stay Here: You've grown to like it here. You're definitely not leaving. End your chain, time resuming on your home dimension and every one you visited on your chain. You will remain in this reality, no longer a jumper, but you will keep what you gained from your chain.

Continue: You can't just throw away the gift of a chain. You'll leave this world behind, passing further than even the nexus of all-realities might allow you, continuing on to another world and another jump. Proceed to your next jump.

Notes:

Jump by Fafnir's Foe

The Mom background can give CP because seriously the background memories are terrible to have and it's scarring. If you're a male mom... well come up with how it happened, or maybe you're just someone working for the Ratri clan.

Irregular vs Demon Physiology: Strictly speaking Demon Physiology is better. While you're not at the level of Leuvis or Legraivalima, you're roughly comparable in strength, and speed, but you've got an advantage in reach and size, and while it's not harder to hurt you it's harder to hurt you in a way that matters given your immense regeneration. And you're able to increase your power temporarily by eating. The advantage of Irregular is that it's not an alt-form and will work to boost your strength in every form.

For Bad Blood and what counts as a disorder, think things like hemophilia or Down's syndrome. It might even fix something as relatively minor as color blindness, but it's not going to fix things which are just vaguely 'below average'.

On Bad Blood in general a bit more. The change preventing ability of ingested bad blood seems to be imperfect. Sonju didn't change by eating things because he had eaten it, and Mujika was noted to not be able to change by eating things and could even cure/reverse the effects of Norman's poison, however Queen Legraivalima had eaten bad blood and did finally have her form degenerate. This required losing one of her cores, pushing her body past its limits, and gorging on too much food at once for the best of times when the food was largely poisoned. So it's possible for the canon bad blood to be overcome, but you won't have to worry about degenerating or mutating from what you eat, and it'd take something like a specially designed poison meant to act on regeneration to mess you up in that way and that has more to do with a specially designed poison meant to act on regeneration than you being unstable.

Wilderness Survival vs Adventures of Ugo: Wilderness survival is probably better for this jump. It provides you mostly the same skills that Adventures of Ugo will, but Adventures of Ugo will directly update in future settings and you can give to someone else.

Day and Night has a lot of changes from the canon one – no dimensional maze, no requirement for golden water, etc – this was to make it on one hand more usable, and on the other to make it so that it's not as powerful.

It's probably unwise to take Unspoilt Meat with Explosive Restraint.

It's probably unwise to take Promise and Reward at all. It's probably the drawback least likely to actually cause you to fail the jump, but it will make you regret taking it.

I thought about a perk for overcoming destiny – the last chapter (excluding the epilogue flashback to Ray's early life) is 'Beyond Destiny' after all – but they don't actually manage to undo the price, just welcome the amnesiac back into their family.

Changelog:

Version 1.0.0: Released.

Version 1.0.1: Added High Grade Meat item, fixed some easy loopholes in Degeneration in part because negating a 200 CP drawback with a 100 CP item from the same jump was too easy.