BLUE EXORCIST

by Faucheusestar

The series is set in modern times, and the story places our world alongside a parallel world: Assiah, the world of humans, is linked to Gehenna, the world of demons. In the shadows, two organizations clash:

The first is the Exorcist of the True Cross, founded by demons to protect humans and represented by Mephisto, the second most powerful demon king.

And the second, the Illuminati, led by Lucifer, the most powerful demon king, is a pro-demon faction intent on merging Assiah and Gehenna and bringing Satan back to this world.

Take **1000 Choice Points** to fund your adventures.

Starting Location

*Roll a **1d6** to determine where you start, otherwise pay 100 CP to choose your Starting Location.*

1• **True Cross Academy**
You open your eyes in the canteen, luckily for you your pocket seems to be full of meal tickets that seem to be reappearing. It looks like you were going to eat some delicious food during this jump.

2• **Kyoto**
It seems that at the top of the Kyoto Tower, in your hand, is a bag containing an infinite number of cans of 'fruit juice'.

3• **Southern Cross Boys' Monastery**
The church where Rin and Yukio grew up, and maybe you too!

4• A familiar place
You're in a place you recognize in a country that seems familiar to you and in your hand is a bag containing objects from when you were here, perhaps before you became a jumper, or from one of your jumps.

5• **Foxes' Alley**
Around you are many tourists and small food stalls however something seems fishy. Maybe the food is far too delicious, maybe you should leave or investigate.

Free Pick.
You are free to choose where you choose from the available options.

Age and Gender

Freely choose your own age or gender.

Origins

Drop-In [Free]
You are dropped into this new universe with no background, memories, or documentation… Did you take a mysterious means of transport to get here?

Exorcist [Free]
You're an exorcist, you may have started hunting demons and solving mysteries and other local urban legends a while ago. In any case, you know enough about this art not to be floundering around like someone who's just discovered it.

Illuminati [Free]
You're not affiliated with the exorcist or perhaps you're a double agent! You are a loyal member of the pro-demon faction

Race

Human [Free]
You're a human or your current species if it's not here, unlike the average boring human you can see demons a chance can't you? Hard to say but it's free!

Demon [Free]
As a demon, you belong to one of the five main demonic elements: Fire, Rot, Air, Earth and Water, or the three rarer variants Space/Time, Light and Insects. This gives you powers and a form linked to the chosen element, plus you have the same weaknesses as demons and must possess something linked to your element to live in the human world.

Nephilim [200 CP]
The advantages with far less disadvantages, you are the child of a demon and a human or perhaps from a long line of cultured people in any case you resist much better than normal demons to exorcist techniques, much better than normal humans to demon powers like demon infection linked to rot and could use the powers of your demon parent.

Race Perks :

The different perks linked to a race require that race to buy them, with the exception of Nephilim can buy perks in all three categories.

Human

Ordinary human [100 CP | Free for Human]
You're an ordinary human... But since when is that a bad thing? The supernatural never suspects humans after all, so from now on any attempt to analyze you if you wish will end with "false alarm, it's just a human, nothing strange to report"..

Learn and teach [200 CP | Discounted for Human]
Learning from your predecessors and transferring your own knowledge to the new generation has been humanity's tactic for a long time and you've mastered the art of being a pupil and a teacher, when you learn from someone you quickly understand what they're trying to pass on to you and your teacher will become better at what they do, this phenomenon also works with your pupils when you're a teacher.

Human are funny [400 CP | Discounted for Human]
Humans have never survived alone, whether it's allying themselves with wolves long ago, or countless demons like Mephisto working with exorcists today, the primal human instinct to caress cute things rather than run away from them is strong within you. Not only can you create unlikely alliances where everyone gets something out of it and grows stronger with time, but your ability to fluff things is supernaturally good.

United we stand [600 CP | Discounted for Human]
Strength in numbers, as a certain exorcist professor said, exorcists don't fight alone, and he's absolutely right: when you fight as a team, each of you sees your abilities doubled, and you're able to use some of your team-mates' greater strength and learn it much more quickly than is normally possible.

Demon

Possession [100 CP | Free for Demon]
In this world demons do not have physical bodies and must possess the matter found in the human world. Demons linked to decay possess fungi, bacteria and corpses for example. Of course you can also do this and possess people and other material things.

Vile tempter [200 CP | Discounted for Demon]
What a sinister creature you are Jumper, you know how to wait for the moment when your innocent prey is in need and take advantage of their distress to trick them into a deal that benefits you.

A deal is a deal [400 CP | Discounted for Demon]
Don't you find it annoying that one of your unfortunate victims, I mean customer, doesn't keep his word? Deals are absolute things in many legends and making a pact with a demon shouldn't be a simple arrangement that's easy to break. Your deals, written or oral, as long as both parties agree of their own free will, are absolute and can barter even immaterial things.

Faith [600 CP | Discounted for Demon]
Demons in this world are all creatures originating from Gehena, not just traditional demons, but also kami, spirits and other folk creatures. You are no exception as certain, like deities or yokai faith/belief in you strengthens you the more famous you become and the more worshippers you have the more powerful you become. If you lose them all and become completely forgotten, you lose most of this buff but still retain some of the power you gained.

Nephilim

Dissimulate your fang and tail [100 CP | Free for Nephilim]
You have traits that demonstrate your ancestry. You can choose which ones or hide them until you are using all your powers from this lineage.

Chimera [200 CP | Discounted for Nephilim]
Perhaps you've accumulated a number of alternative shapes? With this you can merge them all together, or even the one of your choice, as many times as you like, as well as choosing the appearance it gives you. Your new forms will have all the powers formerly limited to the old ones.

It runs in the family [400 CP | Discounted for Nephilim]
It looks like you come from a family with good taste, Jumper. You can add two extra demons as parents, giving you two elements in addition to the one you originally had. In the other jumps, you can choose to take two different races instead of just one.

One face of two mirror [600 CP | Discounted for Nephilim]
Material and immaterial, human and demon you are a mix of many opposite things but that doesn't affect you negatively in any way you can take two energies, races or things that shouldn't be compatible and use them to their full potential better than that you will suffer much less from the disadvantages of each and you counter for pure blood when it suits you.

Perks

Origins get their 100cp perks for free and the rest are discounted to 50%.

Drop in

Affinity with space-time [100 CP | Free for Drop in]
Jumper, it looks like your jumps have given you the same powers as a demon related to Mephisto's element.

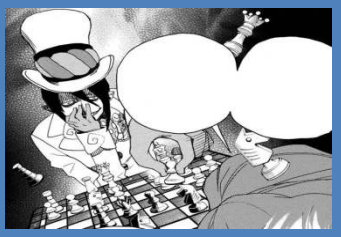
Doggo director [100 CP | Free for Drop in]
You can transform yourself into an animal, maybe a cute dog or something else

Eins, Zwei, Drei ! [200 CP | Discounted for Drop in]
Counting you can summon a variety of objects the appearance of which is based on a default theme that of Mephisto but you can replace it with your own if you like. The effects of the objects are varied examples including a prison being pocket size and not being able to be opened from the inside, or this cuckoo clock. You can also invoke items stored in your warehouse.

Medium [400 CP | Discounted for Drop in]
You can see possible futures, but futures are subject to change, so outcomes are never inevitable.

Key maker [400 CP | Discounted for Drop in]
You know how to make the keys that are emblematic of the series, unlike the ones you can buy in this jumpdoc. They can't link doors across the jumpchain, but they work the same way: if you unlock a door by opening it, you'll land on the spot where the door linked to the key opens.

Mastermind [600 CP | Discounted for Drop in]
You're incredibly good at manipulating people, always knowing the best way to get them to do what you want them to do, like a simple piece of chess for you, in short. What's more, you know how to manage organizations and win the loyalty of your henchmen - someone whose sole aim in life is to kill exactly what you are, will work for you with a smile if you're on the same side for long enough.



Samael [600 CP | Discounted for Drop in]
You control the magic of time and space as well as Mephisto, you can momentarily stop time, whether for a very short time or by exceeding your limits prevent time from following its course in a precise place for several months and you can also send people's consciousness to other dimensions such as Assiah or Gehenna.

Exorcist

Meister [200 CP |First Free for Exorcist after one discounted for Exorcist]
You have all the knowledge of an exorcist type at school leaving level for one of the specializations: Knight (Meister who fights with melee weapons), Dragoon (Meister who fights with firearms), Tamer (Meister who fights by summoning and controlling demonic familiars), Aria (Aria specializes in the knowledge of Fatal Verses which, when recited, exorcize specific demons) and Doctor(Meister who fights using herbs and potions that are poisonous to Demons, or that can heal wounds and illnesses inflicted by Demons) .

Possession? I think not! [100 CP | Free for Exorcist]
What is possession? Can you eat it? You are totally immune to any form of possession, even Satan himself will fail every time.

Demons are my friends [200 CP | Discounted for Exorcist]
The demons of an element of your choice may like you. Maybe thanks to your personality and will usually be friendly towards you. Many may say that this makes you a poor exorcist but the reality is that you would make one of the best tamers in the world and to prove it you can summon higher level demons of that element.

Talismanic cooking [200 CP | Discounted for Exorcist]
You know how to use the supernatural properties of plants, mainly aromatic ones, and of various ingredients to create dishes that can either improve or defend those who eat them. For example, turmeric purifies rot and is also anti-bacterial, so it's very useful for hunting down demons linked to rot, while cumin amplifies fire and coriander amplifies water.

Tactician Dragoon [400 CP | Discounted for Exorcist]
As a Dragoon, your distance allows you to analyze the battlefield, to find flaws in your enemies or even advantages in the terrain, and as long as you manage to temporize and think about a plan, ideas will appear in your mind based on the knowledge you have. What's more, all those hours of gun training weren't for nothing. You mastered the double handling technique, being able to fire in two places at once with unaltered accuracy, and didn't even really need to see your target, hear it, and smell it or anything else that's enough.

Naberius [400 CP | Discounted for Exorcist]
You have mastered the ancient and forbidden method of sewing corpses together to create a powerful demon, and you have a natural affinity for rot-related demons, so you can summon many of them at once, such as severed hands, or ask them to possess your taxidermy creations in order to summon them. You are also immune to necrosis and miasma.

Galatea [400 CP | Discounted for Exorcist]
You've mastered the art of finding and making toys that can serve as suitable receptacles for demons. To you the joy of raising an army of plushy with kitchen knives or transforming a mecha figurine into a real gundam! Your creations have the power you'd expect from what they're based on, but drawing too much energy at once or having too powerful a power will take its toll on your own energy reserves.

"...and the rest is omitted"[400 CP | Discounted for Exorcist]
Like Lightning, you can say only the beginning of an aria or any chant needed to cast a spell and add 'and the rest is omitted' to activate it with the same power as if you'd recited the whole thing.

Elements enchanting aria [400 CP | Discounted for Exorcist]
You're familiar with the Aria techniques used to amplify and protect against the elements, like all the fire techniques used by the Myō Dha sect. What's more, you can fight normally while singing aria without having to stand still.

Pharmacology professor [400 CP | Discounted for Exorcist]
You're not just another exorcist doctor straight out of school. No, you're an expert competent enough to be a professor of pharmacology like Yukio. You know the plants and a treatment by heart, stabilizing a wounded exorcist at death's door is possible for you!

Armumahel [600 CP | Discounted for Exorcist]
Perhaps you are one of his descendants or had a contract with him. In any case you can use the black flames, flames that do not burn physical matter but souls ideal for fighting demons while not killing the poor unfortunate being possessed because in fact your control over that allows you to burn only what you want! More you can create holy water very high purity

Shemihaza Successor [600 CP | Discounted for Exorcist]
As a descendant of Shemihaza, you can create plants directly from the ground, like greenman, using aria (A ki himi asua ki sumia sua eza rai za uru shi da roza raroi ki a nia sua kyo fai ma suka enika). You can also erect a powerful barrier destroying people you have not marked with your blessing trying to cross, and blessing people offering them protection against demons.

Blue Flame [600 CP | Discounted for Exorcist]
You can use the same flame that gives the Blue Exorcist title to the series, it burns only what you want so no friendly fire problem with them. This flame can burn both material and immaterial

Paladin [800 CP | Discounted for Exorcist]
You are the pinnacle of exorcists who have mastered all five meister classes to their maximum

Illuminati

Elemental affinity [100 CP | Free for Illuminati]

You are one of the kin of the eight kings and as such naturally have an affinity for the corresponding element, but in your case it is more advanced than average. What's more, you can more easily absorb weaker attacks of the same element to strengthen yourself, although beware of indigestion.

Nop [200 CP | Discounted for Illuminati]
You should obey your king but you're a Jumper so when any power based on authority, mind control and the like touches you you can refuse the order!

Poison tongue [200 CP | Discounted for Illuminati]
Your words are like poison, spreading doubt in your victims, making them restless and preventing them from succeeding in tasks that are usually so simple for them to perform with a clear mind.

Spy master [400 CP | Discounted for Illuminati]
You're a master spy, able to infiltrate any position to achieve your objective easily, you could be anyone from a simple pupil to the guardian of a very dangerous treasure and no one would suspect you - in fact you could easily make the traitor look like someone else - luckily you're not a double agent... You're not, are you?

Demon Eater [400 CP | Discounted for Illuminati]

As a demon eater, you can eat a demon to gain all its powers, but you can only gain the powers of one demon at a time and one more with each jump.

Technology expert [600 CP | Discounted for Illuminati]
Perhaps you work for the Illuminati? In any case, you've mastered all the techniques and science for which the Illuminati are renowned. You know how to create bodies strong enough to serve as receptacles for any demon king and how to manufacture powerful magitech weapons.

The Ninth Demon Kings [800 CP | Discounted for Illuminati and Drop in]
You are the king of the demons of an element that is by default yours. Not only will these demons always be on your side, even if they have to choose between you and Satan. But you are the pinnacle of this element, your power over it is immeasurable compared to the other average demons and comparable to that of your brother Mephisto.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.
Items may or may not be copied, the choice is yours

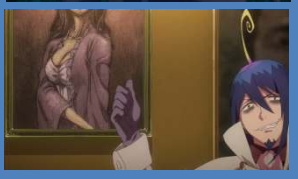
Drop in

Lot of goodies [100 CP | Free for Drop in]
Like good old Mephisto, do you like collecting goodies? Then here are all the blue exorcist products that have ever existed and after this jump Jumper blue exorcist the anime and manga

Mephisto cosplay [100 CP | Free for Drop in]
The same outfit as Mephisto, the one that doesn't get damaged or dirty, plus you can make snacks appear from your pocket and it improves temporal and spatial magic a little, as well as all the perks linked to Mephisto in this jump.

VIP sofa [200 CP | Discounted for Drop in]
A flying sofa ideal for contemplating the battlefield with a mysterious air, delivered with a tea and dessert service that never runs out.

Collection [200 CP | Discounted for Drop in]
Collection of Jokes and hoaxes... I mean rare works of art, supernatural or not, like the family portrait plunging people into a vision showing them their worst nightmare and many more...



Mepphyland [400 CP | Discounted for Drop in]
An amusement park filled with Mephisto statues, it includes a roller coaster, a haunted house, a ball pool, a mirror hall and a merry-go-round, all themed around Mephistos. You can also get a free Jumperland park based on your theme.

Ghost train [400 CP | Discounted for Drop in]
This train likes you a lot, probably because as a jumper, your affinity for space and time reminds it of the members of its own species. It can travel across dimensions in a row, for example, in this world it can travel from Assiah to Gehenna and vice versa.

True Cross Academy [600 CP | Discounted for Drop in]
This student town is the best school in Japan in addition to its education on all the banal subjects existing in the current jump and the previous ones, it hides in fact an academy of exorcist, has many barriers, a forest, a cafeteria managed by great chefs and many hidden facility you get all the staff or equivalent who are of course loyal to you, moreover anyone studying here learns any subject faster what requires a few months can be learned in a few weeks.

A banal key? [800 CP | Discounted for Drop in]
No, it's not just any key, if you turn it in a lock from now on any door you unlock momentarily leads to the first one the key is linked to. You get a new blank key every 10 years, but only one at each jump... Yes, linking it to a door in another jump allows you to travel through it!

Exorcist

Paladin perk counts as every meister class for discounts

Exorcist kit [100 CP | Free for Exorcist]
A kit that will be very useful it contains a set of basic equipment for an exorcist depending on your choice on the perk Meister, a dragoon gets a firearm of your choice, a knights a melee weapon, Tamer an infinity of summon paper in your pocket ect ... with you also have your exorcist outfit that in addition to not get damaged has been strengthened to protect you in part of the attack of demons.

Supply crate [100 CP | Free for Exorcist]
Each week, you'll receive a crate that can contain silver ammunition, holy water, holy oil (a very useful substance for improving your fire-based exorcist techniques, like a good old flamethrower, for example) and a whole host of objects and plants that could be useful in your demon hunt... The contents of the crate, however, are chosen at random.

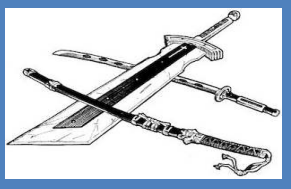
Morinath Contract [200 CP | Discounted for Exorcist]
A magical contract: if the person signing the contract defies the terms of the contract, the demon will hunt them down and kill them. You get a new one every time you use it

Naiad Bullet [200 CP | Discounted for Exorcist Free for Dragoon Meister]
A weekly supply of bullets blessed by the power of the Naiads or another water demon, the bullets are three times more powerful in the rain. These bullets are effective at hurting fire-based demons and can be used to summon Naiads for techniques such as a water prison. You can choose another demon to replace the Naiad, the bullets have a similar effect but with a different element.

Greenman‘s present [200 CP | Discounted for Exorcist Free for Doctor Meister]
This pocket, which is twice larger on the inside than on the outside, has been blessed by powerful Greenmans. Not only will the plants it contains never wither, but any plant kept inside will continue to function as if it were still alive, a branch will continue to produce leaves and fruit. What's more, by reciting a tune embroidered on the pouch, you can generate any plant three times a day.

Dictaphone [200 CP | Discounted for Exorcist Free for Aria Meister]
This blessed Dictaphone is capable of recording an Aria and reciting it at the same power level as the original, you can change the Aria recorded every 24 hours and the Dictaphone can hold 3 different Arias at a time.

Maken[200 CP | Discounted for Exorcist Free for knight Meister]
Maken are weapons endowed with the power of a demon, giving them special abilities. Kurikara, Caliburn (a power linked to light) and Shura Kirigakure's weapon Kiba are just two examples, and you can either create one new or obtain a copy of an existing one.



Giant Compass [200 CP | Discounted for Exorcist Free for Tamer Meister]
Do you like geometry and drawing pretty summoning circles? Then this compass is the ideal weapon for you. It can also be used as a sword, and has its own blood reserve that recharges every day. What's more, creatures summoned with this compass will require much less energy.

Camouflage Poncho [400 CP | Discounted for Exorcist]
These ponchos make the user invisible to normal sight, but have certain restrictions. The user can still be heard and felt, which means that he or she must remain silent and avoid impact to avoid detection.

Ouija Globe [400 CP | Discounted for Exorcist]
This object is used to track a person previously marked by one of your familiars. It will fly in the direction of the target, allowing you to follow them on the ground or at a different altitude. Twice a week you can communicate with the spirits to get answers.

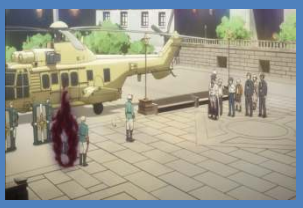
Grimoire [600 CP | Discounted for Exorcist]
This thick book contains all the demon contracts in existence, as well as information about their fatal verses, advice from exorcists who have faced them, however if you try to summon with care not all demons will be happy to be summoned without at least a good offering or for a reason that pleases them.

Amahara [800 CP | Discounted for Exorcist]
Known by many names, from Eden to Avalon, this mysterious place is filled with every plant in existence, tropical plants growing alongside snowy mountain plants, thanks to the large tree growing in the middle, which turns out to be Shemihaza, all the plants grow incredibly well and ignore the need for any conditions to grow. What's more, time passes strangely in this place, a week here being roughly equivalent to ten minutes in the outside world.

Illuminati

A lot of money [100 CP | Free for Illuminati]
As a member of illuminati you receive a very good salary every month, in fact the organization is so rich that it wouldn't even realize it was paying you if you betrayed it.

Need Back-up [100 CP | Free for Illuminati]
Once a week, this walkie-talkie lets you summon a small group of eight Illuminati base soldiers delivered by helicopter, each with an exorcist class of your choice. They will fight alongside you, but will disappear once the conflict/combat is over.

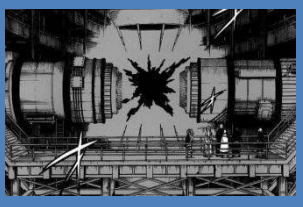


Impure king [200 CP | Discounted for Illuminati]
This flask contains the Eye of the Impure King and can be resurrected once per jump, giving you access to a fortress that releases miasma capable of ravaging surrounding towns. You can use the flask as the equivalent of a flamethrower to send out waves of powerful miasma. The flask comes with an outfit that protects you from the miasma.

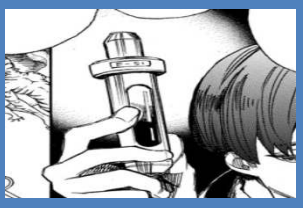
Dimensional Shift Flamethrower [200 CP | Discounted for Illuminati]
This flamethrower developed by the Illuminati is capable of producing black flames (burning immaterial things like souls) and red flames (burning material things). Mix the two and you get blue flames burning both.

Armumahel Pistols [400 CP | Discounted for Illuminati]
These two pistols use the gems produced by Armumahel, making them incredibly powerful exorcism weapons that fire energy bullets composed of black flame - the flames of the Gehenna burning the immaterial. Normally it consumes the memory of its user, but if it was you he was using, there's no risk of that.

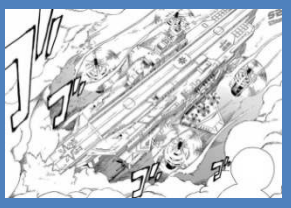
Artificial Gehenna Gate [400 CP | Discounted for Illuminati]
This machine is capable of forcibly merging two dimensions, like Assiah and Gehenna for example, and it also produces minions linked to the dimension you are merging.



Elixir [600 CP | Discounted for Illuminati]
The fruit of the research into the elixir of immortality, you only get one drop every year, but one drop is more than enough to improve a homunculus body to the point where Satan can possess it without damaging it and who knows what else you can achieve with it. What's more, the same body is offered to you, so you can use it for yourself if you're a demon king and need a suitable receptacle.



Dominus Liminis [600 CP | Discounted for Illuminati]
This is a very large airship, built by the Illuminati and used as their mobile headquarters. It contains numerous rooms such as research laboratories, gardens and kitchens, etc. enough to make the ship completely autonomous. Of course, it comes with a full crew, which can be the original or a copy.



Companions

Companions can purchase more companions.

Companion Import [50-200]
Do you want to bring your friends to this adventure? Or can create new friends, this is for you. you can also import objects as demons!

50 CP/companion, 200 CP/8 companions, each gets 600 CP.

Canon Companion [free]
You want one of the canon characters as a companion then this option and for you if you manage to convince the latter he will be able to follow you on your adventures and obtain 300 CP as a gift

A familiar [100 CP| Free for tamer]
You can have your own familiar, which can be an adorable Cat Sídhe like Kuro or a green man. Feel free to choose your favorite supernatural creature, the world of Blue Exorcist is a blend of many cultures, so it will be appropriate to have a familiar of your own.

Naberius servant [100 CP| Free for Naberius perk]
This demon is your loyal servant, perhaps you built his corpse? In any case, he's perfectly optimized to work for you, whether in combat or to help you with your daily chores. He can have any body part you like, so don't hesitate to combine humans and animals or increase the number of limbs, even make him a Wolpertinger! he also obtains 600 CP

Your organization [800 CP| Discounted for The Ninth Demon Kings Perks]
You're not just anyone Jumper, you're the head of an organization comparable to the Illuminati, with just as many resources and qualified personnel. It's up to you to decide their objective, but there's no doubt that they are all fanatically loyal to you. Don't hesitate to come up with inventions comparable to those of the Illuminati and obtain them free of charge, but in keeping with your group's theme.

Scenarios

You can do both scenarios at the same time if you wish

Scenario One [the third brother]

You are the brother of Rin and Yukio, you can choose to be like Rin to possess the power of blue flames or like Yukio to be a genius. Either way, you'll resist the blue flames completely and get the Nephilim race for free.

You can choose to start as soon as you are born or at any time up to the beginning of the storyline.

Reward

Rin, yukio and all the friends you made here can follow you for free and have 1000 CP more they only take one place

Scenario Two [Surviving the blue night]

This is a gauntlet but you can't take all drawbacks but only adapted one example: Lockdown, Partial Lockdown, Lonely, cannot authorized to take for evident reason

You open your eyes all around you people burst into flames then attack everything around them before becoming incendiary bombs of blue flame. You must survive until dawn in this chaos, in the midst of the possessed and the large number of demons who have joined the party.

Reward

You survived?! Many talented exorcists died today but not you, as a reward you get a discount on all perks and items from the exorcist origin (if you already have this one you obtain 600 extra CP for this origin instead).

In addition, you'll get the Vatican's secret registers containing knowledge of the experiments carried out here and secret techniques.

You can also get regular 1000 CP and continue in the same time line but this time as a normal jumpchain.

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]
Do you want to go somewhere else? Maybe there is a games, anime, or mangas version you would rather go to.

Extended Stay [+100 CP]
For each purchase of this your time here is extended 10 years but limited up to five times after that it no longer gives you CP

Naughty kitten [+200 CP]
One of your companions/followers, if you don't have a matching one, you can create one for free, is particularly horny and calls you very often on the phone. You should stop everything you're doing to go and see her.

Bariyon [+200 CP]
These annoying stones with eyes and mouths seem to be able to change their weight and are determined to annoy you. They'll land on you when you're sleeping or block doors, but they won't kill you or try to hurt you, but they seem to have learned from humans how to troll.

What the hell is this? [+200 CP]
This, my friend Jumper, is your new friend. This Lovecraftian-looking demon likes you a lot, follows you everywhere, watches you when you go to the toilet and you always wake up with him on top of you watching you sleep. But otherwise he's really nice... You can keep him with you after this jump if you explain it to him he'll be more reasonable but for this jump you'll have to deal with it!

They're so cute! [+200 CP]
If you say Jumper, if you say... In any case you have an irresistible urge to fluff and cuddle all demons. Sometimes you'd be right because some of them are really cute but anyway... Jumper leaves that Naberius, that ghoul and that poor zombie doggo alone!

in advance at the party[+200 CP]
The Artificial Gehenna Gate seems to have been triggered much earlier and the fusion of Assiah and gehenna began on the first day. The demons are starting to be seen by people and are increasing in number

Issues, a lot of issues for you[+400 CP]
You seem to have an inner demon, or perhaps it's the fact of being a child soldier? But you have peaks of violence, and share many mental illnesses with poor Yukio... You can heal but it will be very difficult, after this jump you return to your usual mental state without any after-effects.

Academic dumb[+400 CP]
You're a bit slow Jumper. I wouldn't say you're dumb as a rock but don't expect any great academic skill this time, unless the subject is your focus you'll have to make do with illustrated children's books.

Lonely [+400 CP]
Jumper you have to stop sleeping in the classroom. What did you miss in not going alone and teamwork is important? you cannot import a companion or followers, you are all alone apart from the friends you find in this world which will be a little more difficult to do or this jumpdoc whose price of familiar or character creation is doubled

Fear [+400 CP]
Jumper, you're afraid of demons, and that's going to make your life a lot harder, because... they're everywhere... and you've got an adorable Coal Tar behind you.

Partial Lockdown [+400 CP]
You have no warehouse and the only items you own are the ones you're carrying. What's more, your powers are adapted to the level of power in this world

Mephisto vision [+400 CP]:
You are in the apocalyptic world that Mephisto has seen, demons are common and everyone can see them. Most of the planet has been covered in strange structures, countries are falling one by one, and humanity is in chaos and crime. You start the day when everyone started to see the demons.

Lockdown [+600 CP]
You have no **Out Of Context** items, powers, or warehouse.

Target [+600 CP]
You're a danger Jumper! What do you mean the order of the true cross is full of demons and nephilim in high places... Yes, well you are the son of Satan! What do you mean, they are too and maybe you're not. You see Jumper is trying to deceive us with his infamous logic, so the verdict is final: execution! You're being hunted down by the Order, who will try to kill you by any means necessary, as you'd expect from an organization founded by demons. They'll be using some particularly sinister tactics, and your only option is to flee for the duration of this jump or destroy the organization completely.

Decisions

You have three choices …

Go to next Jump
Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay
Stay and enjoy your current life.

Go back
Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.