

Disgaea: Hour of Darkness
(Jumpchain-compliant CYOA)
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Version 1.0

You are greeted with nothing. A black, all-encompassing nothing. The nothingest of nothings that never not did nothing. Whatever that's supposed to mean, anyways. A second later, someone takes the bag off of your head and you're immediately somewhere else.

Namely, it's an ornate palace of some kind. It looks like it has seen better days, though, and there's a lot of ruins and rubble around you. Plus several dirty magazines that a knife-eared demon is sleeping under. Before you can move or give much thought to this, a very flamboyant man with an open jacket stands in front of you, his arms spread wide.

"Welcome, Jumper, to the Netherworld! I am Vyers, the Dark Adonis, and I will be your guide today!"

A subtitle beneath his name appears, reading 'Mid-Boss'. An enemy? Seconds before you can ask a question or immediately prepare to defend yourself, he raises his arms defensively and takes a step back. Even the most innocuous response will earn this reaction.

"W-wait, wait, calm down! I'm doing this because that person asked me to! Please, don't harm my beautiful face!"

...what on earth has your benefactor told him about you? After an awkward pause, he clears his throat and spreads his arms out again. While he's speaking, you can vaguely hear something in the back of your mind...

Namely, it's me. I'm still around, I'm just letting this doofus do the legwork this time around. I'll fill you in on interesting little facts about this world as we go, just keep your ears open.

"As I was saying, this is the Netherworld. It is a dimension full of powerful and evil demons, who commit all sorts of terrible sins! Murder, stealing, jaywalking, tax evasion, and worse!" Moments after this proclamation, he leans in and whispers to you. "Truth be told, it's not as bad as it could be. Most demons are more concerned with looking strong or what a Saturday morning cartoon would consider 'bad' instead of doing something truly unforgivable. There are exceptions, though..."

Before you can ask more, he steps away from you and motions towards a long hallway. "Come. Let's get you settled in. Not to worry, that person has assured me nobody will notice your arrival until we're finished here. They told me to remind you that you have **1000 points** to spend. Whatever that means!"

After a few minutes walking in awkward silence within what looked suspiciously like a loading screen, he directs you to a gaudy and hot pink mirror. "Let's start by getting a good look at you, Jumper! How old you are, your gender, and your **Species**...all such wonderful innate qualities."

If you point out he can literally see you right now and can probably tell these things already, he glares at you and folds his arms. "Alright, fine, it's just a framing device for you to choose these things. Happy now? Anyways, you best hurry, I'm being paid based on how long this takes."

Heh. Framing device. **By the way, you've arrived about one week before the events of Disgaea, and the events of D2 will happen a little bit after that.**

You gaze forward into the mirror and see a...

Human [Free]

Not very different from how you used to look, actually. Though your hair looks a bit more shiny and...animesque? Alternatively, you look exactly how you'd want to look as a human being who was shoved into an anime or video game like a terrible fanfiction plot.

+It's the vanilla classic form!

+The same potential as Demons and Angels, if not more!

+Demons in the Netherworld will underestimate you.

-Demons will bully you and make fun of you, Angels will treat you like a child, and other Humans are still jerks.

-It will be harder to earn respect in the Netherworld or Celestia. The former may treat you as a 'hero', and thus an enemy, if show yourself to be strong...unless you can prove you're 'evil' somehow. But not too evil.

Age: 12+1d8 – Standard protagonist age range!

Gender: Your choice! I won't judge. Much.

Demon [Free]

You look pretty demonic, actually. If demonic meant some sort of technicolor hair and pointed ears, anyways. Your eyes might also be a weird color, and you have some inhuman features – wings, up to four tentacles, things like that. Nothing too out-there, but telltale signs you're obviously a demon. Or you just look like a weirdly colorful human.

+You are a Netherworld native, and thus blend in super easily.

+Merely being a Demon means you have no shortage of employment options as a vassal...or the potential to become a Lord yourself.

+Easy access to Prinnies and other disposable minions.

-Demons respect only two things: Evil and strength, more the latter than the former. You're expected to act, at minimum, like a schoolyard bully to save face or you'll be accused of going soft.

-At the same time, committing things that are 'too evil' - destroying the entire Netherworld, committing genocide, or other wonderful things above a PG-13 rating – Demons will unite and gang up on you for going too far.

-Expect to constantly have to fight or dominate to keep your own vassals in order, especially if they'd prefer to sit around and be stupid instead of following orders or leaving you alone.

Age: 12+1d8, multiply the result by 100. Note you do not start with free levels from your age, and Demons tend to be awfully immature even considering their long lives.

Gender: Your Choice

Angel [Free]

You look pretty angelic, actually. You also have technicolor hair and eyes of your choosing, but instead of ugly or monstrous features, you have a pair of functional feather-clad wings on your back. You may also, at will, glow with a shining aura that lets all who witness you know you're a holy figure...or have a flashlight strapped to your back. It's the thought that counts, right?

+You are a native of Celestia, and thus welcome in the setting equivalent of Heaven, which is much more peaceful and orderly than the Netherworld.

+Merely being an Angel gives you access to other Angels as comrades and helpers, and some nice places to relax.

+Humans and other non-Demons will naturally trust you more on a first meeting. After all, who ever heard of a bad angel?

-You're expected to act virtuous and good wherever possible, or at least advance the 'cause' of Good.

-Even if you yourself are actually 'good', other Angels can either be incredibly naive and stupid, or even worse than Demons. You're going to be roped in with one of those camps if you're not careful.
-Celestia is amazingly boring compared to the Netherworld, and going to the Netherworld means Demons will usually hate or distrust you by default.
Age: $12+1d8$, multiply the result by 100. Note you do not start with free levels from your age, and Angels tend to be awfully immature even considering their long lives.
Gender: Your choice!

Prinny [+100]

Wait, why is the mirror suddenly taller than you are? Why can't you feel your fingers? What's going on? You look into the mirror and see a short cartoon penguin staring back at you. Aw, crap, dood. You're a Prinny, the reincarnated soul of a sinner who did anything from mass murder to committing suicide to save someone's life. It's messed up, dood.
+You're a cartoon penguin, dood.
+You can somehow handle objects and items despite lacking opposable thumbs, dood.
+This race is so common you can blend in like a chameleon, dood.
-You are effectively part of an underpaid slave race, dood.
-You're starting off really weak compared to the others, dood.
-You can't stop saying dood whenever you talk, dood.
Age: $1d8+Penguin$, dood.
Gender: Doesn't really matter, dood. Whatever floats your boat.

Vyers doesn't miss a beat once you've finished processing your new form. Oddly, he doesn't even react to you being an Angel or a Prinny if you had chosen either. "It looks good on you! Not as good as it does on me, but, you know. A five out of ten isn't bad. Now, how about where you came from? Or...will have come from. In the past. And not right n-look, I don't know how this usually works for you, but your boss does! Just pick something, please."

Suddenly the memories come flooding back...

Drop-In [Free]

The memory that you're a Jumper and that memories from this crazy place are for nerds. You're not a nerd. Or whatever you consider derogatory. You reply to Vyers with a helpless shrug.
+No stupid memories.
+Nobody knows you.
-No helpful memories.
-Nobody here cares about you.

Netherworld [100 – Free Demon]

You're from the Netherworld, whether as a native Demon or some unfortunate sap who ended up trapped within. You might be incognito or Fallen if you're an Angel, or a lost adventurer of some kind if you're a Human. Either way, you've been surrounded by evil and powerful Demons for many years, and you've learned their only real law: Might makes Right. And boy, are you mighty. And kind of evil. And mean.
+You've survived in the Netherworld and have an idea of the in-setting cosmology at large.
+You have enough experience and levels to deal with the rank-and-file mooks and weaker demons easily.
+You might be a candidate for Overlord, or a Vassal to someone similar.
-Everyone, and I mean, EVERYONE wants to pick a fight with you at some point.
-You won't get far without either a lot of power or a lot of minions.

-You're probably kind of a jerk by now, by necessity.

Celestia [100 – Free Angel]

You're from Celestia, whether as a native Angel or one of the rare exceptions to the rule. Virtuous humans or those personally favored by an Angel are sometimes allowed in, but Demons are almost never welcome except in extraordinary circumstances...like being hired muscle, for instance. It's a heavenly, flower-filled place where everyone is either incredibly orderly and polite, or insufferably obsessed with things like virtue, love, and pop culture. This can range anywhere from harmless to fanatical intensity...why are Angels supposed to be better than Demons, again? Either way, you've lived in this place for years, and are used to the peace and quiet. And my God, is it boring.

+A very nice place full of good Angels.

+Lots of flowers and delightful scenery.

+The Angels trust you enough to use their Dimensional Gate, so you can leave anytime.

-It's so boring and saccharine that you're likely a bit stir-crazy by now.

-There's a non-zero chance you're going to be sent on dangerous solo missions in the name of good. Unlike Demons, you don't have easy minion access except for Prinnies and any Angels you can convince to come along.

-'Virtue' does not mean 'good' - some angels go more than a little too far in their duties, to the point a Demon would tell them to chill the heck out. You might be among these, or a target of one.

Earth [100 – Free Human]

Planet Earth – the Human World, a race the above backgrounds may call insignificant and backwater. One they will raise their noses at and turn their backs. But not you! You are a true Earthborn human or someone who has been swayed to the cause of defending it! Sure, it's amazingly overpopulated and polluted and we've probably had a couple dozen nuclear wars before now, but this time will be different, damn it! You're either a member of the Earth Defense Force or an independent vigilante or villain who receives their gear and support from a mysterious benefactor. No, not that one, someone else.

+Highly advanced technology! Who needs magic when you have superior human engineering?!

+A place of great heroes and villains, great for anyone who'd rather not stick with a single alignment!

+Mostly-familiar geography that has only been blown up about five times!

-The EDF and the government surrounding it is hopelessly corrupt, currently planning to abandon Earth and find a new world to colonize.

-You're considered the bumpkins and total jokes of the in-setting multiverse. Good luck getting any respect, even as a great hero of your world.

-No minions available, just soldiers and any poor sap you can rally to your cause. Most humans never make it past a certain level threshold, and will be useless against stronger Demons or Angels without training (that is, level grinding). Depending on what you have or what you lack, you may end up with very few reliable allies, or entirely on your lonesome!

Once you've settled into your new memories and identity, you prepare for the inevitable location roll, only for Vyrs to clear his throat. "Honestly, no matter where you begin, all three realms of this universe have incredibly diverse and vast locations. You may start wherever you please in any of the three realms, though you will be near a Dimensional Gate you can use. Whether or not you serve a lord yourself or aspire to be one will depend on the details your memories have given you. I would also...*caution* against starting somewhere you know a powerful foe will be waiting for you. The Item World is off limits as a starting location."

You pocket your d8 after grumbling in mild disappointment at the laziness of the one who made the jump.

“Now then, let’s decide the **Perks** to your stay!” Vyers proclaims. “Let’s get some of the basics out of the way!”

I’ll take it from here. Every individual of note (that is, not some worthless NPC) has something to consider: Potential. As described below.

Level One [Free, Mandatory] – You’ve probably heard some interesting things about this world. Angels that can call down meteors that destroy entire continents, magic that can shatter planets like glass, ice cream that never melts! Some of these may be gross exaggerations, but one thing cannot be denied: This is a place of great heroes and villains, even if they’re just silly parodies more than half of the time.

That said, you can have the flashiest, galaxy-destroying lightshow on the planet and it won’t actually do squat for damage to anyone or anything unless you work for it. (You’ll probably be a hit at parties, though!) This place works on RPG logic, not ‘real’ logic. Most humans, demons, and even Angels don’t really bother improving their potential past what you’d consider common for most ‘mooks’ in stories, but the exceptions to this rule are powerful indeed, and more than likely match up to the legends you hear.

Where do you fit in? Well, that depends. Your true potential from perks and powers from this world depends on one thing: experience. Or, to be more accurate, obscene amounts of level grinding! Every perk and class in here come with a set of powers that all depend on your ‘level’, that is, the amount of skill and training you have, in addition to how many powerful foes you’ve defeated from this point on. You start at Level One – fresh but full of potential, with plenty of room for growth! While your level won’t reflect what you gained before now, things that improve training, learning, and fighting ability can speed up your growth a little for each source of ‘help’ you have, though don’t expect to blaze through levels every five seconds. Early levels involve things you’d see in most ‘low-key’ anime or video games, or what you youngsters call ‘peak human’. And from there, the sky is the limit, but you must work and train hard to hope to match things such as powerful demons or Overlord candidates...or worse, actual Overlords, who may be far beyond you if you don’t dedicate every waking minute to grinding like a madman.

Be warned. However you choose to see how power and people work in this world, it goes both ways: Any peak of power you can obtain using these perks can be obtained by others who are dedicated enough. And mark my words: while the common man, Demon, Angel, and Prinny will never come close to you if you work hard enough, you WILL run into main character material that will kick your butt into next week eventually if you get cocky.

How your abilities will manifest will depend on your **Features**, which we will get to later. For now, let’s look at the basics!

[Drop In]

What a Ripoff! [100, Free for Drop-In] – Something you’ll notice very quickly is that this world runs on archetypes. The bratty Overlord kid, the love-obsessed angel, the bombastic hero, the devious villain...and so forth. And then you have things like the tsundere, the other tsundere, a comic relief frog-look, point is, everyone on here on a surface level is some kind of character type you’d see in an anime. You can now imitate any such archetype of your choosing to convincingly make someone think you fit that character type to a tee – even if it doesn’t match your real personality or intentions at all. People will be more prone to accepting what you say at face value, but it won’t stop later suspicions or

a lack of acting ability make it eventually apparent you're hiding something. Still, with enough practice...

Hiding Your Power Level [100, Free for Drop-In] – Whether this is your first stop or not, it can be a little annoying when people immediately identify you as the scariest thing in the room...or immediately target you first. Sometimes you just want to relax and go out for a milk run. You can now hide the amount of energy, skill, or power you have that can be sensed by anyone else. This only lasts until you actually use said abilities in any form, but others will be more easily convinced you're a civilian or underdog. This includes your level and title, by the way, which will read 'Level 1: Loser', when in use.

Hidden Depths [200, Discount for Drop-In] – Contrary to what TV will tell you, people don't wear their hearts on their sleeves. There's a lot below the surface level of someone's behavior, things you'll often never learn about someone without being very close to them. You now have a 'sixth sense' for when someone's actions have an ulterior or obscure motive, and a vague idea of how much that action means to them. This doesn't give you any more clues than that, but some investigative work can reveal a lot of things you might not have ever guessed. In addition, this works for you as well – you've learned how to stop yourself from using tells, and managed to overcome the anime bad habit of making cryptic statements when you think nobody can hear. In short? You have a perfect poker face and can hide your intentions like a true con artist – doesn't do anything for physical evidence, but, you know.

Who You Gonna Call? Jumper! [200, Discount for Drop-In] – I am not sorry for that. Anyways, you have to admit, an interdimensional tourist can have a lot to offer the rest of the multiverse. And wouldn't you know it: Demons, Angels, and humans are all equal-opportunity employers here. If you want, you can offer your services in some fashion – as a vassal, a shopkeeper, a janitor, or even a Main Character. Sure enough, fate will conspire to rope you into your chosen role at the hands of a major figure in the world, maybe even the protagonists themselves. You don't have precise control over who will be the one contacting or running into you in the first place, but they'll generally be someone whose personality or goals mesh with yours. You could fish for someone you specifically know you won't get along with, of course...if only to take all their stuff or make some kind of weird buddy cop duo. Hey, I won't judge. Be warned, if you choose something like 'the hero' or 'main character', fate won't automatically give you the ability to survive such an ordeal on its own – you best not bite off more than you can chew!

Fan Favorite [400, Discount for Drop-In] – ...really? Alright, fine. For starters, your hair color can now change to whatever you want at will, and nobody will ever question you on it unless you want them to. Second, you will continually find ways to attract numerous members of your desired sex without actually meaning to, often ensuring you'll end up with some size of admirers who would happily follow you to the ends of Earth. If that's not your thing, you'll instead just get a fanbase that forms and grows in size as time goes on, who will happily do favors for your praise – though while Demon fans and morally ambiguous sorts will happily beat others up for you, humans and Angels, along with people from other jumps, may not be cool with their idol telling them to do sketchy things. Third, using this in a world where the internet exists will ensure a massive amount of fanfiction and art will be made of you. Have fun.

Silent Protagonist [400, Discount for Drop-In] – A picture is worth a thousand words, right? So how about a weirdo just staring blankly at you for a few seconds? Perfect! You now have a rather unique ability – you can accurately communicate with someone just by making eye contact or pantomime, and get your point across perfectly. Alternatively, you can make someone think you're saying exactly what they want to hear, which will make even the most clever and villainous think you're either their buddy

or a convenient ally. This won't overpower common sense – an enemy is still an enemy, after all, but you'd be surprised the sort of conclusions people will jump to. That said, you can't communicate any other way at all when using this perk – including telepathy or holding up a sign.

I Will Be The Main Character! [600, Discount for Drop-In] – So you want to be the protagonist. Not just a main character, THE protagonist. To have your own game, to have your own supporting cast of characters, to finally escape development hell! Well, first, shut up Asagi. Second, you may or may not be able to supplant a protagonist with what you have now, but you certainly have the growth of one. You can now apply the principle for experience points – fighting bigger, tougher, better enemies than you – to any skill or power you currently have. In short, the more outmatched you are and the harder you get your butt kicked, the more your abilities will increase in potency and skill. If you survive, anyways. Actually defeating said enemies while the power gap is wide (and it has to be an up close and personal affair – no using a doomsday weapon in the safety of a moon base or something) will result in an even greater boost. That said, this is a high-risk, high-reward sort of ability – a low risk will give you little to nothing, while something that beats you within an inch of your life and has a real chance of ending your chain will make you rise like a phoenix. You know, if you don't die.

[Netherworld]

Maximum Bully [100, Free for Netherworld] – A demon is evil, EVIL! And while you may or may not be one yourself, the only people who get by in the Netherworld are the baddest of the bad. The maddest of the mad. The killers of kings and destroyers of worlds! Okay, not really, but still. You need to act the part. You can now pull off a perfect Saturday Morning Cartoon villain act and know how to look the part. You're also very good at making small children cry and become a master of internet trolling. You know, because that's a useful skill.

The Wickedest of Them All [100, Free for Netherworld] – Demons don't have soft spots or 'good' in them! And neither do humans or any other residents worth their salt here! And you'll prove it! You can now read as 'evil' to any alignment detectors that work on you, and mask your actions as obviously malevolent even if they're contradictory – you weren't SAVING that Angel, you were just murdering the competition so you could kill them later! You weren't FEEDING those orphans, you were torturing them with sugary candies and tooth decay! You aren't REALLY in love with that human, you're just deceiving them and taking a REALLY long time to spring the trap! In short, you can convince everyone you're a villain with minimal effort, but those close to you (as if!) will probably see through the facade.

Slave Driver [200, Discount for Netherworld] – You know what really helps a work force get the job done in a hurry, especially those lazy Prinnies? Working them to their full potential! You can now use encouragement (abusive shouting), motivation (literal whip cracking), and reward (a 1-hour break in a 23-hour work schedule) to get any source of manpower you have working at twice their efficiency. They will appreciate you (not) and your efforts, and will be more loyal (terrified) as a result. Just try not to slack off in your motivational efforts, or else they'll be back to their lazy selves in no time! (They also have a distressing tendency to revolt if you go overboard.)

Showmanship [200, Discount for Netherworld] – A cape flowing in the wind, an intimidating aura, and nailing down the evil laugh JUST right. These are the marks of a true villain! You become an absolutely hamtastic actor and spotlight stealer, chewing on the scenery like it's delicious candy. Your evil laugh is now perfect, your dialogue is always on-point, and you speak in **BIG BOLD LETTERS** at will. You get a minor intimidation boost as well as incredible acting ability, which is amplified the more loud and hammy you're being. Not very good for subtlety.

Demonic Job Security [400, Discount for Netherworld] – By nature, those who live here tend to range between lazy good-for-nothings or folks who regularly betray their bosses to get ahead. But that's just how things work here, and you can now extend this logic to any sort of job or position in a faction you have. So long as you're not at the top of the hierarchy or damage the organization beyond repair, you'll find not doing your job or even betraying said faction will be more easily forgiven. You'll still have to butter them up a bit or actually get your hands dirty when the chips are down, but what's more evil than someone who eats payroll all the time and then does nothing? If that's not enough, your new friends tend to be conveniently forgetful about the fact you set your old allies on fire on the way out, and won't suspect it if you plan to do the same to them...unless you're too obvious about it, of course.

Might Makes Right [400, Discount for Netherworld] – Demons make a big show about being evil and mean, but there's really only one thing they truly respect: Power. Others may disagree, but if you're strong enough to bring all who defy you to heel, you can say or do whatever you want as a leader or ruler. This is half of the reason the Netherworld bent the knee to King Krichevskoy while he still lived. The more raw, destructive power you have compared to the one you're speaking to, the stronger both your charisma and intimidation towards the subject will be. Whatever your desired result – for them to fear you, to love you, to be inspired by you – you will find them more receptive to that so long as you hold a clear difference in power over them. This is temporary, however – people won't betray their principles or risk their lives for you, and the heroic or strong-willed will resist you anyways. But, if you treat your subjects, minions, and allies well, this hierarchy transforms into true loyalty – those who you protected or guided will remember you fondly, and you'll find that even those who still disagree with you and your methods will develop a grudging respect.

Noble Demon [600, Discount for Netherworld] – This is the other reason King Krichevskoy is mourned and missed by his demonic vassals, even now. Good and evil are just words, as are demons and angels. True good comes from one's actions, not where they came from or what they've done. And while you have a role to fulfill, you have principles that you refuse to give up or break. You can now make an oath to yourself, that has meaning to you - 'never will I break my promise to her, never will the Netherworld suffer under my rule, never will I kill an innocent' - whatever the case, the oath must be morally binding and must actively restrain you from doing something heinous you'd consider if your options ran short.

So long as you do not break this oath, you will find your natural weaknesses – holy weapons, a type weakness, big-breasted women shouting love and encouragement to you – will be much less effective, mitigating the advantage they would hold over you. You also receive a huge boost in willpower, and mind control directed to try and make you betray your oath or principles is as effective as a wet sock against a hurricane, and everything you do to protect or enforce said oath is boosted greatly in power and execution. Finally, your charisma receives a huge boost, especially when used in tandem with Might Makes Right. You know what you are. Become a magnificent villain, Jumper.

[Celestia]

Soft Warmth [100, Free for Celestia] – There is good and love in all things, and you've learned how to properly express such to those who need it. You have an absolutely charming or adorable smile and demeanor, and will find it easy to make a good first impression on others, especially those who are down in the dumps or in need of encouragement. Alternatively, you can appear dumber and more adorable than you actually are (sort of like a braindead puppy), which is disarming in more ways than one. Works best when meeting someone for the first time or when they're not sure what to expect from you.

Love & Peace [100, Free for Celestia] – Did I mention love is in all things yet? I don't think I did, just wanted to make sure. You are now an expert in all things love-related...that is, what TV tells you about love. You can come up with passionate speeches about love and goodness in all things with a sincerity seen in only the pure-hearted or amazingly stupid. You might make a decent relationship consultant if you apply this with actual experience or knowledge, too.

Sorrowful Angel [200, Discount for Celestia] – A tender heart is not a weakness. Angels and Demons live for a very long time and see many things – and so does a Jumper. Yet even as entire millennia roll on by, you don't forget what your emotions tell you. A morning is still a brand new day, love is still as wonderful as your first, and an adventure always holds a newness to you. In short, age, cynicism nor mind control can dull or weaken your emotions in any capacity, and your common sense won't suffer for it either.

A Flower in the Desert [200, Discount for Celestia] – It's strange. Maybe it's because of your affable demeanor, or that you seem naturally weak compared to your allies or the rest of your species. Regardless, those who would otherwise be your natural enemies seem to tolerate your presence enough to let you hang around them. This doesn't mean they respect you, exactly, but this may provide the rare opening you need to befriend someone or understand an enemy's perspective...acting against them in any way will make this crumble for good, however. You wouldn't take advantage of their kindness, would you?

Morality Pet [400, Discount for Celestia] – It's not enough to just be friends or an annoying sidekick to someone, however. It's about bringing out the best in them, and to turn them over to the side of goodness! Or at least make them stop bullying you. The longer you're around someone and make an effort to reach out to them, the more you'll grow on them – your better qualities will start to rub off on them and they'll feel increasingly hesitant to disappoint or hurt you in any capacity. In short, they get a soft spot for you and start picking up some of your habits and traits. Of course, you could use this to corrupt someone into a worse villain or turn them against their friends...but, why?

Wheels Within Wheels [400, Discount for Celestia] – Sometimes, sacrifices must be made for the greater good. Honesty. Friends. Family. An entire episode of Super Love Ranger. This is a truth you've learned to accept, and for it, you've become a master of subtlety and manipulation. You can overturn an entire organization or conspiracy with the right words to the right people, or perhaps the other way around. Century-long plans unravel in your hands, and what's worse, only the most intelligent or most determined will ever find it out was you – as far as anyone else knows, you were just sitting in your garden all day.

Only the Pure of Heart [600, Discount for Celestia] – A unique property of Celestia's equipment and abilities is being especially damaging or resistant to the wicked, to the point where they can't even hold important artifacts without being burnt severely. You have internalized this and applied it to your abilities – now, any power or ability you use can damage the wicked. What constitutes as 'wicked' can vary, but so long as the target has willingly committed some sort of sin or misdeed, this will increase the damage they take from the attack. A jaywalker will feel an extra burn, while a homicidal maniac responsible for genocide will burn with the intensity of a sun. With some practice, you can adjust this power to apply also for what you would constitute as a 'sin'...whether it would be 'denying love' or 'defying me', where the same rules of weight and intensity apply. Smite the wicked.

[Earth]

JUMPER, HERO OF THE MULTIVERSE! [100, Free for Earth] – You're not just any dimension-hopping neer-do-well, no sir! You are **JUMPER, HERO OF THE MULTIVERSE!** Not only that, but when you do desire it, others will recognize you and have a passing knowledge of your reputation, pointing it and you out loudly and confirming that you are indeed **JUMPER, HERO OF THE MULTIVERSE!** As a bonus, if you so wish, it will always be in a loud and bold voice that echoes into the distance, and will always call you by your name and title, such as **JUMPER, HERO OF THE MULTIVERSE!**

Ham and Cheese [100, Free for Earth] – A hero must be many things! Loud! **Bold!** *Italics!* Gallant! You are now a master of giving heroic, hot-blooded speeches and a master of posing dramatically. You can even temporarily pause the action and chaos around you by announcing your presence or making such a speech, making everyone stop and listen. It doesn't guarantee they'll be IMPRESSED, but they're sure as hell hear you!

A Cry for Help! [200, Discount for Earth] – What is a hero without people to save?! Probably someone in a safe neighborhood, but damn it, that's not where you're needed! You can now sense when a nearby innocent is being harmed or threatened, along with a general idea of the intensity of the threat level or actual danger. All actions you take to arrive on the scene will conspire for you to arrive in the nick of time, but only if you devote all of your effort to doing so. Never fear! Jumper is here!

The Hero of Smiles! [200, Discount for Earth] – Even a bumbling, unlucky everyman forced into the shoes of a hero – or just a really dumb man with a talent for heroics – can inspire entire generations. When you do a good deed or significant act of heroism, someone will find a way to witness it, and the act will be an inspiration to those who follow a similar cause. Others will follow in your footsteps and tell your story for years to come, and you'll be an idol to youth everywhere. Of course, this can equally apply to infamy...if you're some VILLAIN. Which you aren't, right? This can be toggled if you prefer discretion. Be aware that the public's opinion of what happened, while still glowing and positive in most cases, tends to...exaggerate.

Never Give Up! [400, Discount for Earth] – A true hero never backs down, even against the hordes of powerful demons or the unsettling fact of how tiny Earth is in comparison. True power comes from a heart full of courage! Your own determination grows to the point you are utterly fearless against all but the most eldritch of foes, and all attempts to control your mind or make you feel despair will burn away like ice against a hot summer day. This perk is greatly intensified if you are screaming at the top of your lungs in some capacity. Heroic speeches optional, but preferred.

My Comrade [400, Discount for Earth] – There are times when you must put aside your differences and work together with the villains, or help them see the light and abandon their nefarious ways. When a mutual enemy appears, your enemies will be more willing to temporarily ally with you as a necessity. More than that, when you defeat a foe, you can convince them to abandon their destructive or evil ways – and so long as a willingness for redemption and a slight hint of good is within them, it is likely you will succeed. If not, your enemy will continue on, but likely become more cordial to you and treat your rivalry more like a game or a daily occurrence than an actual life-or-death struggle...so long as some good is within them and you aren't forced to put them down, of course. Absolute, irredeemable monsters need not apply.

The Unlosing Jumper [600, Discount for Earth] – The greater multiverse calls Earth insignificant, and humans a backwater species about as relevant as disco is to the present day. They scoff at the heroic spirit of humanity and heroes as a whole, who shout with hot-blooded determination against the

screaming darkness of evil. After all, such a thing is absolutely useless and laughable in the long run, right?

They're wrong. And you know it.

You've either managed to unlock a hidden power within yourself or managed to become delusional enough to bend reality a particular way. Whatever the case, your determination is no longer stupidity or stubbornness alone – it is a very real power. You can create energy born of your heroic spirit instead of mana or innate power in your body, limited only by your strength of character and your soul's might. That's not it, either. The more you fit the archetype of a hero as a Ranger, a Rider, or anyone else the innocent can look up to with hope – unsubtle, loud, hot-blooded, kind-hearted and determined – the more potent the roaring power of your passion. A losing battle becomes a climactic struggle, a declaration of protection becomes a turning point in history, and a confession of love becomes the moment a villain finally sees the light.

At a low level, this acts as a durability boost and an alternate energy source...but at high levels, and with the right amount of determination? There will be very little a true hero cannot do.

[General Perks]

Professional Peanut Gallery [Free] – At least a day before a major event happens to you, or before a new jump begins, Etna herself (or some of your companions) will give a hilariously inaccurate 'next episode' preview of what will happen. They tend to involve her taking the spotlight somehow, even if she's dead or otherwise unavailable in later jumps. You and your companions are free to act as a peanut gallery to this, but it won't have any real bearing on your adventures. Occasionally, Etna's predictions will be dead serious and completely accurate...but by then, you'll be so used to the silliness that it will be hard to believe or see coming. Can be toggled on and off.

Theme Song [Free] – What is a good character without a good theme song?! A dork, that's what. You're not a dork, are you? You now have a dedicated theme song with lyrics that perfectly describe your personality. There's a bias towards quirky, upbeat tunes in this world, but it will be whatever genre or style that you desire. Nobody except you will hear it unless you decide otherwise, and others will likewise only comment on it if you will it so (or if they notice the fourth wall with any regularity). Tends to play whenever you do something cool or take the spotlight.

Moe [Free/100] – There's no such thing as an ugly main character! Okay, well, maybe not the monster classes...but don't judge! Point is, you look some form of beautiful, sexy, handsome, or adorable. Maybe even some combination of all of the above. Those who work out can be deceptively thin and boyish or made of rippling muscle, ladies can be short, adorable and **flat** or have large...erm, tracts of land. Muscular ladies work fine, too, as do particularly androgynous boys. You know who you are. Everyone here looks like this to some extent, but for an extra 100 points, you look especially gorgeous or awesome even among the locals. Expect a fanclub.

Mana Burst [Free/300] - 'Mana' is the life energy in all things, and is where the source of most power from Angels and Demons comes from. It's most often used for the incredibly flashy abilities that people throw around like candy in battle. In short, this energy and its use is what powers most special attacks or abilities in this world. Though it's rare for Humans to be able to use it, choosing that as your Species will give you access to this all the same. You start with a fairly small pool of it, enough to create small bursts of power or strength in your attacks, and the occasional finishing move blast. It will steadily recover with rest or standard RPG item use. As you grow in experience and level, your mana pool will

grow a bit larger with you, letting you accomplish greater feats. Exactly what that manifests as is up to you, but note that mana-effects tend to be biased towards flashy, combat-y things, and doesn't really wander into the world of the conceptual or utility most of the time...with some exceptions. Raw power is where it's at, here.

That aside, if you'd rather get a head start on the competition, you can spend 300 mana to both considerably increase the growth of your pool and to double the starting amount you have. This lets you throw around flashier attacks with less experience. With enough time and training, you'll be a match for even Overlords. And with this extra boost? You'll get there faster.

Reincarnation [Free/300] – For...obvious reasons, a Jumper can't safely benefit from reincarnation in this world. The whole 'dying' part and all. However, you can instead willingly channel your energy into the power of rebirth, creating a sort of pseudo-reincarnation. Your Level and all of your abilities (except for skills) will be reduced to their lowest possible intensity, and will slowly recover over time. In exchange for this temporary power-up letdown, your growth and learning rate greatly intensifies, especially if you go right back to punching above your own weight during the reduction in power. You can also willingly use a lesser version of this perk to weaken yourself or lower your level, then scale it back up or down from full power at will, though it will lack the growth boost. For 300 points, you can use this in any jump past this one.

Item World [Free/300] – Every weapon, armor, and gear has untapped potential. A sword, a gun, a plastic spoon – anything can become an artifact of legend with the right motivation. Such as journeying into the item's own 'world', made of thousands of islands connected to each other via Dimension Gate, and beating the crap out of its imperfections. If it's something you wear or use, it's an item. If it's something you command or position like a unit, it's not an item, and thus you cannot enter its World. You and up to nine other people can enter this world, which will be entirely random and full of various monsters. The weaker the item is, the weaker the monsters will be, and vice-versa...truly powerful items of legend will create terrifying opponents indeed – Item Kings and even Item Gods, titanic foes who will slaughter an unwary party.

The further you journey into the item, the stronger it will become – and the stronger the enemies inside will be. Imperfections will disappear, and even a common household item can become worth ten times more than its weight in combat. This won't directly improve or modify complex devices or weapons with a lot of working parts, but it will increase their output or raw power when in use. Be wary – you can't bring the item whose Item World you're entering with you, so bring a backup weapon or any extra gear you need. If the item is destroyed with you and company in it, you will be killed along with it.

Thankfully, there is a chance every ten floors that you will find a town full of Innocents, a place without monsters you can rest and recover in. With the right amount of determination and sufficiency, one could journey for a long time in the Item World...but be wary of both the growing enemies and the fact time is still marching on outside of the World!

The Item World is a staple of this setting and can be entered at any time in this jump for free, but to be able to enter it post-jump, you must spend 300 points.

Main Character [500] - You're not just anyone, you're a protagonist! The star! The shining beacon of hope or despair! The one people constantly complain about on the internet and wish one of your companions took the lead instead! Well, screw them. You've even got a unique portrait to show for it. Your weight and importance to this world gives you the ability to unlock the same potential within others – in exchange for a considerable but temporary decrease in your power and energy reserves,

you may unlock the potential within others – effectively granting them the Level One perk as well as the free version of Mana Burst. They will have none of the skill or training available from beings in this world – but with a certain handsome Jumper training them hard enough, they can now reach greater heights of skill and power. It doesn't completely remove their limitations – but that particular ceiling is now much, MUCH higher. This also unlocks the true potential of the various abilities of the realms, as follows...

-I Will Be The Main Character: You already are one, silly! While you keep the old benefits of this perk, you now realize what it takes to make a true protagonist! You can now apply the experience gain and ability increase via hardship, defeat, and narrow victories to anyone you personally train. Using Level One on them is optional, but certainly helpful. Just try not to kill your students – even if you can revive them somehow, they don't get experience for dying painfully.

-Noble Demon: Your steadfast integrity is heard of far and wide, among heroes and the villainous alike. Even your worst enemies hold some modicum of respect for you and your determination, and you will be much more charismatic as a result, and it becomes easier to make friends out of former enemies. In addition, those who would naturally desire the same things as you or talented individuals in search of purpose will flock to you as followers, seeing you as a beacon of hope...or ultimate villainy.

-Only the Pure of Heart: Your ability to punish sin has extended beyond your personal abilities. You can now enchant items or equipment to have the same quality, burning the wicked who try to wield or use them, as well as being potent weapons against them. In addition, you've learned to not only burn evil, but to purify those under corruption or mind control caused by it – your attacks and equipment can now free those who have been gripped by such deception or force. With liberal and painful application of this perk, of course.

-The Unlosing Jumper: It's not just heroism and determination that makes the Unlosing Jumper, it's also merchandising! You can infuse the power of heroic spirit into items or technology, letting them power up when the user gets particularly fired up. You can make things like the Ranger Belt or other superheroic items that run off of hot-blooded spirit, able to store it and use it in a more controlled fashion as well! In addition, the more people that willingly and honestly cheer you on for your victory, every soul crying out for you to be the hero you want to be will increase your power even more. Unlosing Jumper, don't lose!

Alright, time for **Features!** Features are basically areas where your gained experience in this world and beyond will manifest as. While most of these can be accessed and learned regardless of your choice, what you choose here is what you will have starting experience and skill in, and will grow within a bit faster as you gain levels. You will start with two for free, and any beyond that must be bought with 200 points each.

Brawler – They have many names. Monks. Martial Artists. Street Fighters. Delinquents. They are masters of beating the crap out of things bigger than them just using their bare hands. And legs. Or tentacles. Point is, you know kung fu. Your experience will teach you new martial arts styles and make learning others faster, as well as letting you specialize into using mana as a sort of 'ki' to enhance your brawling attacks. Using this will make you stronger, faster, even punchier. With enough effort and training, you do things such as punching someone into orbit, use mana to lift things WAY above your weight and move faster than the untrained, underleveled eye can follow.

Weapon Master – Want to get up close and personal, and show off that shiny sword of yours, Jumper? Or axe? Or spear? Or kitchen table leg? Rest assured, I have you covered. Pick a single type of melee weapon. You now have years of practice with that weapon. Not only that, but while you don't have the training in other weapon types, you're really quick at learning how to wield whatever you pick up as a deadly weapon, so long as it's for using it in melee? Guns? Bows? Not so much, unless you're hitting someone with them. Axes? Spears? Giant mallets? Someone's own skull? THERE we go. You can focus your mana into making the weapon stronger and more damaging for a few swings, smash extra hard, or create flying 'cuts' of mana to launch at an enemy. Your physical abilities are likewise boosted so long as you're wielding said weapon, scaling similarly to Brawler.

Magic – See, if you're some kind of NERD, you can actually refine mana into something besides generic energy blasts or cutscene attacks. Namely, you can form classic RPG elements – fire, water, and so on – using a smaller amount of mana than you would throwing it around like an idiot. It even has use outside of combat, too. The only downside is that it needs a lot more concentration, setup, and study as opposed to just tossing raw power around. With enough time and experience, you can bathe cities in fire, flood them, or even ruin the day of the local weather reporter. You might be a tiny bit more fragile than the average fighter, though, if you don't keep up your stamina or physical training – wizards never seem to jog very much. Comes with a free Skull Mask or Witch Hat.

Boring Magic – Okay, maybe you're not really into the whole 'slinging around fire and lightning like a madman' kind of magic. Maybe you prefer a more passive, supportive approach. Either that or you're a companion who got shafted back into the healing role. It's okay, I understand. This is one of the odd exceptions I mentioned earlier, where instead of blowing the crap out of stuff, you actually heal and restore others. Close up wounds, purge diseases from the body, things like that. With some extra practice, you can form powerful barriers or defensive buff spells, along with being able to restore lost limbs, organs, and even broken hearts! Nah, I'm just kidding about that last one. One thing, though – reviving the dead is actually incredibly rare here, outside of reincarnation or the services of the various Netherworld hospitals. You won't be able to learn that sort of thing without some kind of help, even if you grind your butt off. That sort of thing usually results in sacrificing your life for others, and I'm pretty sure that's something you might want to avoid.

Onmyo Disciple – Another one of those exceptions to the rule. The Onmyo are something of an odd duck, but are extremely necessary for the dedicated Item World explorer. Instead of combat ability or direct support, they are able to navigate and alter Geo-Panels using their magic, changing the environment or battlefield to suit their needs. Geo-Panels can make or break a battlefield, providing passive 'buffs' or 'debuffs' to the ones standing on them, from gradually injuring them to increasing the damage they inflict. They become an increasingly frequent occurrence deeper into the Item World, as well. Past this world, an Onmyo disciple can create Geo-Panels entirely on their own, perhaps even find other ways to alter the environment...

Thief – And here's another one. A thief is...well, really good at stealing things. Picking pockets, sneaking around, using small and quick weapons, that sort of thing. But you can become really, REALLY good at it. Like, stealing someone's weapons mid-swing, taking their wallet while they're distracted by the plot, or removing someone's pants without them noticing. Fun things like that. You become better at stealing and sneaking as you gain experience, to the point you could take things like 'memories' or 'strength' and WOAHH CALM DOWN! DOWN, JUMPER, DOWN! These aren't as exciting as they sound. It mostly means stealing a fraction of the 'stats' of an enemy to boost yourself or inflicting 'status effects'. You can't really put to use the things you steal in other ways, much less steal abilities. They don't actually last very long or anything quite as exciting as permanently stealing

things like those, but they're definitely useful in battle. Still, never underestimate the ability to take a chunk out of someone's physical strength, okay?

Beast Soul – Werewolf. Beastmaster. Catgirl. These are but many manifestations of one with the soul of a Beast. Whether from demonic heritage, a freak lab accident, or really dedicated cosplay – you have the features and some of the physical abilities of a single Earthborn mammal. The agility and claws of a cat, the senses and teeth of a dog, and so forth. And of course, you have the fluffy tail to show for it. The real meat of this form doesn't come from the physical boosts and appeal, however. First, you can enter a frenzied state of animalistic rage for an increase in physical strength, speed, and durability, those it will be difficult to control yourself while in this state. Second, you can impose your will onto non-sapient animals not being directly controlled by a stronger will, potentially taming them and bringing them to your side as minions or turncoats. Things with human-level intelligence or above don't count, but it can make for an excellent intimidation boost as a consolation. Howl with the soul of the wild, Jumper.

Ninja – Nin, nin, nin! Masters of the shadows, connoisseur of assassination, looks really good in black. You become very fast and good at dodging as you grow with experience, and likewise very good at sneaking and wielding weapons like knives, kunai, and shuriken. You become especially deadly at sneak attacks, and can become good enough at dodging to avoid bullets by making a shimmy and a shake. You're fast, you're sneaky, you're hard to hit. Consider the ninja lifestyle.

Gunner – This town ain't big enough for the two of us, pardner. You are really good at using guns, being a quick and careful sharpshooter. Not only does your aim become increasingly precise (and improbable) as you grow in power, you can augment guns you wield with mana, making them much more powerful in your hands. A standard pistol can become a magical bullet of pain and doom in your hands, and from there, the sky's the limit. It's high noon.

Archer – The other side of the equation is...well. It's Gunner with bows. That's it. That's literally it. Just read the above and pretend it's a ranger instead of a cowboy.

Armor Knight – Okay, so throwing around damage and running around is all well and good, but what about SURVIVING it? You naturally become more durable as you gain experience, but what if you want to go the extra mile? This Feature gives your general 'HP' a considerable growth boost, as well as letting you move about in heavy, durable armor with as much trouble as you would walking around in a normal t-shirt and pants. That is, not much. This doesn't increase your combat ability, but it does increase how much damage you can tank, until you're shrugging off or just being tickled by the attacks of others. It won't make you totally invincible – you'll still take scratch damage – nor will it give you healing ability. Still, you will eventually be at the point you can walk through mundane gunfire with only really tiny bruises instead of real wounds, and be able to survive the crazier stuff in this world. Take your best shot.

Monstrous – Mothman. Dragon. Succubus. Demons, some Angels, and a few unfortunate humans don't gain power from mana, but instead from the natural abilities that come with their biology. In short, this is the monster class option. You may choose a single monster class from Disgaea 1 or D2, with the associated abilities that come with them – Succubi are beautiful and have a considerable talent for magic (in addition to, well, succubus things), a Mothman is a giant moth that weakens enemies that are close to it, and so on. If you're an Angel or a Human, you're free to make up whatever appropriate backstory that resulted in your feature's circumstance. Or just blame me. That usually does it. One thing – you may not choose Majin or Prinnies among the classes. That comes later.

Prinny [Restricted and must be chosen first for Prinny] – Where did you go wrong?! You're a tiny cartoon penguin. You have an uncontrollable verbal tic and you can't really use mana in as flashy a fashion as others. On the plus side, you have a natural aptitude for penguin-sized swords and can wield them with the same amount of skill and flexibility as a Weapon Master. You also explode if somebody throws you...though unlike a 'normal' Prinny, you won't die from someone doing so. It'll still hurt a little, though, so try not to make it a habit. Post-jump, the downsides to this form disappear. You can keep the 'exploding if somebody tosses you' ability and give it a toggle option, if you like.

Transforming Hero! - This takes one of two forms. You're either someone who can change into some colored spandex who gains a boost to all physical power in exchange for what may be mild embarrassment and an urge to pose at random, or you instead get a frilly dress outfit that gives you a tremendous boost to magical power. You may switch these around, but you only get one outfit and one boost, so choose carefully. A transformation sequence and loudly declaring your intent to fight for (in)justice is absolutely mandatory. Like all features, these will grow in power along with your experience.

Majin Soul [400] – What, you want to go right for the cheat option? Seriously?! I even went through the trouble of detailing all of the above! Ugh. Fine. Non-Prinnies can forsake the ability to take Features and just take this one, though it can't be taken for free and costs 400 instead of 200. You have the soul of a mighty Majin, giving you an across-the-board growth rate and potential increase in all stats and mana use, though you won't gain any of the special abilities of the other features and will have to learn them at the same, boring pace as you would normally. But you will master the use of weapons quickly, and have an increased mana pool to throw around power with. It will be a literal grind, but you will become a master of battle and a terror on the field with enough experience, dishing out raw power like candy. If you're a Demon, you will be an actual Majin, if you so wish.

Alright, time for some **Items**! What? You blew most of your budget already? Pfft. Sucks for you!

...okay, fine, here's **400 more points for Items only**.

[General Items]

Hero's Scarf [Free] – It's a flowing red scarf that will manage to look good on you regardless of your outfit. Never gets caught in anything, either. Perfect for the aspiring or veteran hero! Or protagonist. Whatever works for you.

Trademark Outfit [Free/100] – You receive a stylish outfit like the locals here do, which is just your size and looks really good on you. The outfit is tailored to your tastes and won't impede your movement at all, though it won't have any magical or other special qualities to it. You can also 'wear' this outfit over any equipment and armor, making it look like you're still wearing a fancy dress instead of trying to shove a fancy dress over a heavy suit of armor. Doesn't change the weight or how much you can actually fit on yourself, though, and is purely aesthetic. Can have a minor color or aesthetic change to reflect alternate equipment or forms you're using. For 100 points, you can apply this 'layer' quality over any outfit you own.

Starting Weapon [Free/100] – You receive an amazingly basic weapon for any of your chosen Features. If you've chosen no Features that involve a particular weapon, choose a single mundane melee or ranged weapon of your choice. Magic-users may receive staves, as well. For an extra 100, you instead receive a slightly better starting weapon, but the primary benefit to it is that you can give it any sort of neat-looking aesthetic of your choosing so long as its function doesn't change, or give it any special properties.

Dimensional Gate [Free/300] – Not too far away from wherever you begin, whether as a public commodity or your own private property, you own a working Dimensional Gate. When operated, it can open a portal leading to anywhere in the Netherworld, Earth, or Celestia. The portal remains open until the one operating the device on the gate's side closes it, and up to ten people can travel through it at once. Transportation is instant, but the portal is easily detected by those on the receiving side, often resulting in ~~random encounters~~ monster attacks or suspicious locals. Be ready for trouble, wherever you end up, especially if you openly go to somewhere dangerous.

You can keep it after this jump, but it will not function until you enter another Disgaea jump or a jump in the same multiverse. Generally, any place made by NIS that had a Disgaea character cameo into it, the gate will be functional. You also can't leave the local universe you're in (in this case – the three realms described and seen in 1 and D2), except under the conditions noted in the Anon drawback. For 300 points, the Gate remains functional on a contextual scale – a setting that is mostly on a single planet can take you anywhere on said planet, whereas a sci-fi adventure in a vast galaxy is your oyster to explore. You'll still need someone to stay behind and maintain the gate, though...not to mention learn how to punch in coordinates for each new world. In case it isn't obvious, this gate cannot take you to alternate timelines or different eras.

[Drop-In]

Useless Time-Wasting RPGs [100, Free for Drop-In] – Perfect for ruining your plans that day as you keep. On. Level grinding. I'm just kidding, though. Just don't mention that to the locals, okay? You receive a copy of every Disgaea game in existence, along with working game consoles to play them on.

Sweet Jacket [100, Free for Drop-In] – It's a really nifty jacket that looks good on you. Comes in white, black, and blue. Keeps you cozy even in extreme temperatures, though it won't stop you from freezing in the arctic or burning when you're on fire.

A Pair of Pistols [200, Discount for Drop-In] – Exactly what it says it is. These are a pair of pistols that can punch holes in a low-level demon and even some lightly armored vehicles. Never seem to need reloading, though trying to figure out how or how to reproduce the effect just gives you a dismantled gun and a confusing plothe.

Suspiciously Functional Television [200, Discount for Drop-In] – It's a small television that lacks a cable or any visible means to get a reception, yet it will access any sort of available TV channels available in the entire world you're in, with crystal-clear reception to boot. It has a weird tendency to display news broadcasts or commercials relevant to your current goals or happenings in the plot, and might occasionally provide a hint about what to do next. Or really enthusiastic infomercials.

Mana Bazooka [400, Discount for Drop-In] – Want something dead? Really dead? Or just out of the way of that nice view you had? Take a look at this puppy. Large and needing to be shoulder-mounted to be used properly, this fires a blast of pure destructive mana at a target. Can blow up a tank as

easily as ripping paper. Has about 10 shots before needing an hour to recharge. Good crutch weapon for early levels.

100-Ton Boxers [400, Discount for Drop-In] – I...wait, what's this doing here?

"Ah, you've found moi training boxers!" Vyers breaks his long silence, temporarily reminding you that you're making your normal selection with company. "Wear these, and you will find your physical endurance and strength will increase one-hundred fold! All for only 400 points, with discounts if-"

Nooooonononono, we are not doing that that is not true shut up. Ahem. Yes, these boxers will help you train. They'll even act as physical exercise for training if you're otherwise too strong to really lift weights anymore. You'd have to be just to wear these comfortably, anyways. Don't ask me how they're that heavy but still flexible enough to be worn as clothes.

...yes, they can come in the form of panties for ladies. Or if you're...especially curious.

"No shame in that!"

Pringer X [600, Discount for Drop-In] – The mighty and incredibly tough robot Prinny is now yours, mecha-sized and with a piloting seat that only responds to you. This building-sized robot has all you need for random, unnecessary destruction: laser beam eyes, flexible fins capable of lifting houses off of their foundations, a soda dispenser for the piloting seat! Comes with a watch that lets you summon this at will, along with a hangar that lets it fit in your Warehouse without taking up extra space. It does literally nothing else, though, so don't get any smart ideas. You can certainly modify the mech with some trial-and-error, however. Can be shrunk down to a Prinny-sized form and will be given a basic combat AI if you need an extra fighter, though it's fairly stupid and its power is downsized along with it. It also just keeps repeating 'dood' over and over while following your orders. It still packs a mean punch, though.

[Netherworld]

Comfy Coffin [100, Free for Netherworld] – It's a large coffin, just your size that's actually very comfortable to sleep in. It even has soft cushions inside. Looks very imposing from the outside, too. It...can fit more than one person, if you really wanted.

"Ah, to be young again..." Vyers sighs nostalgically.

Infernal Throne [100, Free for Netherworld] – A suitably villainous throne that is both comfortable to sit on and gives a minor boost in your intimidation ability when you're sitting on it. Can be of any design or aesthetic you desire, though it will only change in appearance, and not function.

Dark Assembly Ticket [200, Discount for Netherworld] – Oh, this is a little bit early. It wasn't supposed to be in this section...wait, no, this isn't what I ordered at all! Sent it back, damn it!

"The Dark Assembly is a fickle beast...and often involves a lot of pointless politics and troublesome bureaucracy." Vyers says, folding his arms and nodding.

Well, might as well get some use out of this. So I'll give you this ticket if you pay for it. What it does is...well, it changes the gender of the person you use it on. They'll be fully aware of the change, too. Good for pranks or confusion, I guess. Can be used once a day.

Horse Wiener [200, Discount for Netherworld] - ...

Vyers is staring at you uncomfortably. Somehow, you know your benefactor is doing the same thing. The silence is so heavy you can't hear anything except the distant 'dood' of the Prinnies.

It's...it's exactly what it says. You can use it as a weapon. Or...or whatever you'd find it useful for. It can intimidate demons. I don't...just. Let's. Move on. Please.

Rosen Queen Shop [400, Discount for Netherworld] - You know what blows? Having to constantly wander around in search of supplies or some place that can buy all of your stuff. Well, not anymore. A bunch of demons in incredibly suspect clothing have setup shop near where you're living, and will sell a bunch of common supplies – food, water, and some basic weapons that are common in the world. Occasionally, they'll sell something a bit more uncommon or rare for a higher price, but they'll never get their hands on any unique, one-of-a-kind, or plot-important items of any kind. Strict 'No MacGuffin' policy, you know.

They'll take any currency you can offer at the same rate it has in its home world. Though they're willing to haggle, attempting to cheat, kill, steal from, companion, seduce, or bamboozle the merchants will result in them vanishing for the remainder of the jump, along with whatever gear you were hoping to get from them.

Post-jump, they'll setup shop in a Warehouse attachment, though they'll be storing their merchandise out of your reach until you pay up. Note their merchandise always 'resets' to match the jump you're currently in.

An Idol's Stage [400, Discount for Netherworld] – It's a stage set for a hell of a show! It's a stadium-sized stage full of lights, camera, action! It has several loudspeakers, seats for an audience, and a big screen in the back that's focused on the stage. When you take the microphone and perform on this stage, you'll find your singing, charisma, appearance, and mind control perks all receive a considerable boost!

"Wait, what was that last one?" Vyers asks suspiciously.

In this jump and beyond, you can deploy this stage wherever you like, and carry it as a small, slightly-heavy briefcase when you're not using it. Always has electricity to power itself, but nothing more than that.

Netherworld Hospital Brigade [600, Discount for Netherworld] – It's no secret that Demons get in a lot of fights, and thus get injured and killed a lot. What are a bunch of medical specialists supposed to do in such a land of conflict? Make a monopoly and charge ridiculous prices for their services, of course! I've setup a contract with some lovely demon nurses who will operate near wherever you currently live or reside, and will fix any injury free of charge. Lost limbs? Sew it back on. Surgery? Chainsaw. Hurt feelings? Rip your heart out and put a band-aid on it before putting it back. These incredibly painful and macabre treatments will actually work without killing you, but it will hurt. A lot.

"W-wait, that doesn't sound like it's worth 600 points at all!"

Well, no, this is pretty standard. You can find them anywhere in the Netherworld. The benefits to these nurses is that they can heal any physical injury, and even revive the recently dead. Once per jump,

should you fall in battle, these nurses will rush to your side and quickly take you away from the danger, then bring you back to life in an excruciatingly painful manner. That will be it, though, so try not to die again for that jump. Post-jump, their 'back alley hospital' becomes a Warehouse attachment. They won't be companions or do anything except what is advertised here, though.

[Celestia]

Yuie Flowers [100, Free for Celestia] – A type of flower native to Celestia. You receive several bags of seeds to plant some, and if you so wish, they may grow anywhere in your Warehouse or Warehouse attachments at will. Same goes for any properties that you own, where they may bloom anywhere you wish. They are, for all intents and purposes, ordinary flowers – though their native habitat being Celestia, those who walk in an area covered by them will feel as though they have entered somewhere holy and sacred, and has a mild calming effect on ordinary people. Demons tend to get annoyed at them.

A Crapton of Anime [100, Free for Celestia] – Oh, boy. You receive an entire library of DVDs for various anime in this world, most of which take the already parody-like nature of the world and dial it up to 11. It tends to be over-the-top at best and animated soap operas at worst, but it could be fun for a boring night, right? Comes with a working DVD player and TV to watch them on.

Pendant Keepsake [200, Discount for Celestia] – It's a simple pendant given to some trainee Angels when they're sent out on missions. It doesn't do much by itself, but it will glow a slight red when someone genuinely evil is nearby. It also burns those the wicked who attempt to hold it. Regardless of your own alignment, it will never burn you.

Rosen Queen Clothier [200, Discount for Celestia] – You see-

"Wait, I thought we did that one already?" Vyers inquires.

They're equal-opportunity shopkeepers. Anyways, like the Netherworld option, this is a branch of shopkeepers. Unlike the last one, these are Angels who don't sell simple items or weapons. Instead, they make clothes custom-tailored for you and anyone you like. They even do it for free. Basically, you can have them design Trademark Outfits for whoever you want, and while they won't have special properties, they can look very stylish. Or like a rummage sale reject, whatever works for you. If you spent the extra 100 on Trademark Outfit, they can make clothes with the same 'layer' properties – no more having to show off that tacky-but-useful armor, you can just look your best all the time! Post-Jump, they setup shop in the Warehouse as a separate attachment.

Proper Penguins [400, Discount for Celestia] – Prinnies in Celestia exist to atone for their sins, but the ones who reside here generally died as good people, or for sins that didn't warrant being sent to the Netherworld. Sometimes, it's for personal atonement. You receive 10 Prinnies who don't count as companions, nor do they have any perks or combat ability. Instead, they will clean and maintain anything in your Warehouse, knowing the bare minimum of how to handle or fix-up whatever is contained within, so long as you know these things yourself. They have no combat capabilities, but will fix and clean just about any property or attachments you own without complaint. Their contract with you lasts until your chain ends, so don't worry about the Red Moon.

Viewing Pool [400, Discount for Celestia] – From in their heaven, the Angels of Celestia watch the rest of the universe. This is a pool of water contained in a stone fountain that's surprisingly easy to move around. If you view it and say the name of a companion or any location you've visited at least once,

you can see it with crystal clarity into the pool. You can also view anyone you know the full name of and have seen their face at least once. This viewing pool can be blocked by magical defenses or a particularly chaotic environment, but still. You'll use this to keep the ones you care about safe, right?

"Or violate someone's privacy! My, my~..." Vyers says.

Stop making this difficult.

The Holy Gate [600, Discount for Celestia] – The Angels of Celestia are more distant and orderly than the Demons of the Netherworld, holding a strict hierarchy and only intervening when absolutely necessary. Should that day come and you find yourself staring down an unstoppable evil, that is when you may summon the Holy Gate. It will not open except in a moment of great danger, **or** when the world you are in is in danger of being utterly destroyed, with many innocents along with it.

When you call upon the Gate, a gigantic set of doors appear and burst open, and out will come ten Angels who, together, are about equal to your own might (in terms of your Disgaea levels). Their blades will be drawn and ready for combat. They won't take orders from you, instead taking leadership from one of their own, but they will work to slay the source of the evil or destruction tirelessly. They will disappear, along with the Gate, once their target is dead or exactly one day after the Gate was opened.

This is not a power to be used lightly. The Gate will only work once per jump. The Angels cannot slay the immortal or the unkillable, and lack any ability to counteract specific defenses that would make the enemy otherwise invincible. Still, it couldn't hurt to call an angelic cavalry in a moment of need, right?

[Earth]

Box of Spandex [100, Free for Earth] – It's an entire box of spandex outfits that will adjust to the size of whoever or whatever is wearing it. A lot of them have distinct colors, as if trying to designate some sort of team. They don't come with any real powers, though...

Space Suit [100, Free for Earth] – Earth has already taken to the stars once, and it will do so again! Sure, most planets don't actually have...anything worthwhile on them, but damn it, space is awesome! This gives you a functional space suit with a self-sustaining oxygen tank. It even lets you make the bowl-helmet invisible for maximum style points!

EDF Letter of Recommendation [200, Discount for Earth] – Well, well! It seems someone put in a good word for you, young hero. Or you forged it. Dropping this letter at the local Earth Defense Force recruitment office will immediately let you join, bypassing things like 'background checks' or 'qualifications'. They won't let you in if you're actually a wanted criminal or public enemy number one, but otherwise, the sky is the limit. Post-jump, this has the same effect and rules on any law enforcement or superhero organization, and the letter changes to match. You can only use it once per jump. Also, whether it's the EDF or others, expect to be watched favorably for promotion opportunities by the higher-ups.

Merchandising! [200, Discount for Earth] – Action figures of you and your companions! DVD box releases of an HD remake of your first adventure! And more! This is a bunch of merchandise based off of you, your gear, companions, and so forth. May not be terribly accurate – you might not remember any instance you had both a robot arm and a maid outfit on. If you wish, you may make this available for purchase in the jump, where a shady but reliable company will sell them and give you a cut of the

profits. How much profit you generate depends on your fame levels in the world you're currently in, but you won't be going hungry anytime soon.

Personal Spaceship [400, Discount for Earth] – Back to the whole 'taking to the stars' thing. This saucer can fit about nine people in it and can circumnavigate the globe in about an hour. Outside of the atmosphere, it can go from the Earth to the Moon in about the same time. Has fully self-sustained life support, but don't forget to bring your own supplies! Doesn't come with any weaponry, sadly, and isn't built for combat. Maybe some work will fix that?

Jumper HQ [400, Discount for Earth] – You can't just live in a fluffy cloud heaven or some run-down castle like a vagrant, Jumper!

"I take offense to that, mon ami!" Vyers complains.

You need a place to rest. To recover. To get your act together. To hide when the going gets tough. That's where you use this. This is a hidden, underground base setup somewhere near where you primarily operate, and can be where you stash your Dimensional Gate if you so wish. It will evade both supernatural and technological detection, and you know where to find it at the beginning of the jump. It won't stop some detective work eventually finding it, but that's only if you're careless or obvious. Has basic utilities available, along with a living room, kitchen, uncomfortable sleeping bag, and a garage. Post-jump, you can set this down in a similar fashion at the start of a new jump, or make it a Warehouse attachment.

Prototype Ranger Belt [600, Discount for Earth] – Has a value of 2,940 yen, tax included. Upon wearing this belt and saying your own, self-tailored transformation phrase (default: "It's morphin' time!") you will transform into an Unlosing Ranger! Not THE Unlosing Ranger – you can't really benefit from that due to the rules of the chain, anyways.

"Why a knockoff? Why not the real deal?" Vyers asked, curiously.

Because reasons*, now shut up. In this form, you're a lot stronger, faster, and more durable. Enough so that you could fight an armored tank on foot and come out on top. That's not the selling point, though. The real selling point is that this Ranger Belt can channel and use heroic spirit and determination like energy, just like Unlosing Jumper. Instead of being an explodey burst of uncontrolled, hot-blooded power, though – it can store it for later use. This lets you use any 'Heroic Spirit' you have stored in short bursts as opposed to using the finishing move at the start of the episode. With enough energy, that physical boost will get stronger and stronger until you're punching out gigantic villainous mecha, flying around the Earth at high speeds, and more. You can also breathe in space and gain vacuum immunity when in the Ranger form. Ain't that neat? If you actually have The Unlosing Jumper...well. If you've got the willpower to back it up, you'll quickly be among the greatest superheroes of all time in this world.

Alright, you done? Let's get to the next part. **Companions.** While this world is full of powerful individuals, victory tends to go for the ones who didn't overlevel a single character the entire game. You know who you are. It's hard to succeed without friends or allies of some kind around here, so let's go along your options.

Loyal Battle Monkeys [Free/200] – You may receive or import up to 8 companions for free. They get a free species, background, and all freebies associated with them, though they only get a single

Feature. For 200 points, you may give them all 400 points to spend on perks and items, and an additional Feature. They don't get the item surplus of points I gave you – that's Jumper-only.

Send In The Goons! [300/600] – Have more than eight companions already? Want to fill the gap? Okay, how about LITERALLY EVERYONE? This is import-only, but you may import your entire companion roster for this jump for 300 points, giving them the freebies detailed above for Loyal Battle Monkeys. You can spend 600 instead of 300 to give them all 400 points to spend on perks and items, and an additional Feature. They don't get the item surplus of points I gave you, as before. Note you can't 're-import' anyone you already did so with Loyal Battle Monkeys. Have fun filling out those builds.

Pleinair [300] “...”

“Erm...who is this girl? And why did she just appear from nowhere?!” Vyers jumps at the sudden appearance of the girl's phantom.

She's not actually here right now, Vyers. These are just demonstrations for the Jumper, here. Anyways, this is Pleinair. She's a demon of unknown origins who seems to hold a lot of odd jobs. She comes with the Gunner Feature, along with the benefits of 'Silent Protagonist' and the upgraded version of 'Moe'. In addition, she seems to easily infiltrate places by virtue of being strangely endearing to everyone she meets and having an unreasonably huge fanbase, giving her the social benefits of 'Fan Favorite' and 'A Flower in the Desert'. Earning her loyalty doesn't seem hard...maybe she's just bored?

“...”

You will have such FASCINATING conversations, I promise.

Laharl [300] - “AHAHAHAHAHAHA! So, you're the Jumper I've heard about, huh? Don't think I'll go easy on you just because you're some world-hopping loser who takes orders from this weirdo! Because from now on, you're my Vassal! You better do as I say, or else-” Ahem, yes, that's enough of that. Laharl is the only son of the now-deceased King Krichevskoy-”

Vyers coughs audibly in the background.

“...and is currently sleeping off some poison in a coffin at the Overlord's Castle. He'll be waking up about a week after we're done here, and begin to reconquer the Netherworld as his birthright. He's something of a brat who tries too hard to look the part of an evil Demon, though deep down, he's really more of a spoiled kid with severe abandonment issues. He has the benefits of 'Showmanship', 'Maximum Bully', and 'The Wickedest of Them All'. He starts with the Feature of Weapon Master, as well.

He's difficult to get along with, but there's some goodness and real Overlord potential in him...somewhere. Should you help him along his journey to maturation or just let events unfold as they would, he will gain 'Noble Demon', but never admit it. He might also insist he's the new Jumper and you're just HIS companion, and you're only getting all the points because he's too lazy to do things by himself.

Etna [300] – “Oh hey, you're the Jumper, right? Nice to meet you! Now, lemme tell you how this is going to work. I'm going to help you reach the end of that 'chain' of yours. We can do that the hard way, or the easy way. The easy way is that you just do what I say from now on and we'll do fine~.” Yet

another assertive jerk, but I suppose that's typical of Demons. This is Etna, previously one of King Krichevskoy's vassals. She's the ideal demon – wily, snarky, treacherous, the whole package.

Like Laharl, there's more going on beneath the surface. She deeply admired the King when he was alive for the kindness he showed her in life, though she'll never admit it if questioned on it. She also has a soft spot for her friends and those close to her, even if she tends to bicker and scream at them a lot. You won't be much different, should you manage to win her trust, so be ready for that. She is remarkably good at motivating and subduing others via threats of violence, giving her 'Might Makes Right' and 'Slave Driver'. She's also VERY good at backstabbing others and infiltrating groups, giving her a darker variant of 'Demonic Job Security'. She starts with the Weapon Master feature, with a knack for spears.

Be warned, her memories are currently being held by a demon who is blackmailing her. She'll be even less trustworthy and reliable until this is resolved. Of course, giving back her memories may be an excellent way to win her trust...

Flonne [300] - "Greetings, Mr. Jumper! No, wait...is it Mrs. Jumper? Oh no! I messed up already! Can I start over, please? Pretty please? I promise I'll-" This is going to be a trend, isn't it? Anyways, this is Angel Trainee, Flonne. She will be better known as the 'Love Freak' in a few weeks. She's absolutely obsessed with the concept of love in all its forms, showing wide-eyed idealism that would make most Demons roll their eyes in annoyance or disgust. Or even some Humans, really.

Despite this, she has a remarkably gifted ability to bring out the best in others, and while she's not really that bright, she's good at looking endearing to others. She also invests way too much of her free time in anime and various TV shows. She has the benefits of 'Morality Pet', 'Soft Warmth' and 'Love & Peace', and starts with the Boring Magic Feature – though you'll quickly discover she has a talent for the non-Boring Magic Feature, as well. If given time to grow in power and as a person, she will eventually gain 'Only the Pure of Heart', and might even pick up the Transforming Hero Feature...

She will be sent on a mission to assassinate Laharl a little while after he wakes up, and fail miserably at it if things proceed as normal. Her proximity to Laharl and unwittingly working with him is the linchpin of a plan to turn the brat into a suitable Overlord, so don't break that particular chain of events if you want that to still happen. Winning her loyalty can be boiled down to 'don't be genuinely evil', 'don't be a jerk', and 'be ready to listen to a lot of speeches about love'.

The Dark Adonis [300] "It is I!" Vyers strikes a pose where he stands, looking absolutely full of himself. "A wise choice for a reasonable price, Jumper! I, the Dark Adonis, am an aspiring Demon of great wealth and taste! Take me along, and you will have a loyal, devious companion who never fails! And if anyone says otherwise, it is simply a fabulous tactical retreat!"

...right. Anyways, you can opt to take Vyers here as a companion. He has the benefits of 'Showmanship', 'Ham & Cheese', and is something of a generic all-rounder in combat, so he doesn't have any real Features, relying on Mana Burst in combat. He has a lot of experience, though, so he'll be a quick learner in whatever role you want him to have.

Between you and me? He's a LOT stronger and smarter than he looks, and odds are, you already know who he really is. If you earn his trust by helping him along with his plans here or showing genuinely noble or even heroic qualities in yourself, he'll stop holding back and gain the benefits of 'Noble Demon', as well as giving you a powerful ally. It'll take the entire ten years for him to be back to

his full strength, though. Don't expect him to follow orders until then, either. After all, he WAS an Overlord.

"H-hey! Don't say it outright!"

Also, call him Mid-Boss at your own peril. Or do. It's funny to watch him react to it.

Some Other Loser [300] – Have a canon companion you want to take with you that I didn't describe here? Perhaps someone like **CAPTAIN GORDON, DEFENDER OF EARTH**? His sidekick Jennifer? How about Laharl's long-lost sister Sicily, who will arrive in the Netherworld some time after Laharl's first adventure? Etna's brooding brother Xenolith? Certainly. There are a few you can't take, however: Baal, Priere, any cameo characters from future or past games or different universes are all invalid. Those will come later.

"...wait, what?" At least one of those names caught Vyers' attention.

The Dood Squad [200 – Discount for Netherworld] - "Hey, dood, what's up?" As if from nowhere, about ten Prinnies have appeared. "You're our new boss, right? Wow...you sure are somethin', dood!"

This is The Dood Squad, a group of Prinnies I've personally made a contract for with you. They take up a single companion slot and have the benefits of the Prinny Feature and some swords for them to wield, but nothing else. They're not very smart or reliable, but they're cheap labor and work as a team, so they're good fodder. Their contract to you will expire...sometime after the heat death of the entire multiverse.

"W-wait, what?! That wasn't part of the deal, dood!"

I am altering the deal. Pray I do not alter it further. Future imports you give these penguins will only work at full potency when they're together as a group, and I wouldn't recommend giving them anything sensitive or important. They still explode when thrown, then respawn as companions normally do.

Hmm? Strapped for points? Spent too much on the Item World or a few things you want to keep? That's okay, I've got just the thing for you. **Drawbacks!** You can gain up to 1000 points from here, with...one particular exception not counting towards the cap. You'll know it when you see it.

Anon the Jumper DLC [+0] – Many games made by 'Nippon Ichi' all but happen in the same multiverse, and while you can't quite enter any worlds you haven't jumped yet, any you have been to can that fulfill this criteria can be accessed via the Dimensional Gate. What's more, this accounts for all of your actions in those jumps, and everyone from those worlds will recognize you accordingly. Time is a little convoluted in this multiverse, so you can take this even if you've done other Disgaea jumps out of order – though trying to meet yourself or do something that would cause a paradox will always fail miserably. This includes trying to steal from yourself like a demented grandfather magpie. **You will never meet yourself or past versions of your companions, no matter how hard you try.**

Flat [+100] – Erm...you seem to have a physical condition you're not used to, now. You're shorter, you have an embarrassing hair color, you're much less voluptuous...something like that. It can't be changed even via shapeshifting, and it will greatly annoy you whenever someone brings it up. Often to the point of violence.

Hey, You! [+100] – Why is it so hard to get respect around here? It doesn't matter how strong you are, everyone treats you like a chump and making up annoying nicknames for you. Your new allies don't give you any slack, either.

Bully the Jumper [+100] – It doesn't matter where you go, you always seem to walk right into a group of angry Demons, Humans, or even Angels. They won't necessarily be stronger than you, but they'll definitely pick fights with you and otherwise impede your current goals entirely out of spite. Even if they're weaker than you. You remember that enemies weaker than you don't really give much experience in RPGs, right? Yes? Well, that just makes them even more annoying.

Yuie Flower Allergy [+100] – The flowers of Celestia have weird properties when they're introduced to foreign areas, and you have the misfortune of being allergic to them. In addition to making you sneeze and giving you temporary flu episodes, they also unpredictably affect your out-of-jump abilities. They might turn your energy blasts bright pink, might make mind controlled victims speak entirely in Spanish, and other fun nonsense. It generally won't impede you beyond inconvenience, but it will get annoying fast. And the damn flowers keep showing up in places you're going to...

Love Freak/Stupid Evil [+200] – Oh, brother. You seem to have inhaled a tiny bit of stupid on your way in here. That is, you're either absolutely obsessed with love in all its forms and will never stop talking about it, or you're a saturday morning cartoon villain who took lessons from James Bond villains while majoring in Curses, Foiled Again. The result you end up with is the one that would fit your core personality and beliefs -the least-. You're a tiny bit dumber and more predictable as a result, but it doesn't deter your fighting ability – just your dignity and your short-term competence. Severely so.

Unleash the Carnage [+200] – You know when I said most NPCs would leave you alone or be akin to mooks? That isn't true anymore. Not only is everyone more eager to pick a fight with you, but they're going to be strong. Pretty strong. Not 'blow up the planet' strong but 'oh god this actually hurts' strong. And they just get worse the longer you stay in this jump. You either need to beat them all and gain experience however you can, or risk being eventually squashed by enemies far superior to you. God help you if you piss off a main character.

Love & Justice~! [+200] – Which thing do you hate hearing people talk about more, love or evil? Whichever you pick, you now suffer from people talking about it like it's your personal Kryptonite. The more people talk about it near you, the more pain you'll be in and the weaker all of your abilities will be, reducing them to as far as half their full potency. It won't kill you, but anyone who finds out about this weakness will definitely take advantage of it and do the deed themselves. Hope you didn't underlevel your companions.

Sorrowful Jumper [+200] – At some point, you lost something. Maybe it was earlier in the chain. Maybe it's in your background. Maybe it's a tiny regret you simply paid no mind to until now. Regardless, that loss still aches in your heart, and constantly haunts your mind. It doesn't help that you keep running into things that remind you of it, distracting you and making the ache worse. At some point, you will have to confront that loss, and risk it happening all over again in some fashion. If you do not, you will be an emotional wreck for the remainder of the jump, barely capable of fighting off enemies who will take advantage of your ruined state. Do not let it happen again.

Pale Dream [+300] – Someone has stolen something from you. Your memories of home, how to use all of your abilities, and the rest of your chain. You only have a vague idea of them now, but you feel an urge and a desire to get them back as soon as possible. Unfortunately, a powerful demon is holding onto your memories, and trying to challenge them in the state you start at is suicide. They will

blackmail you and force you to do their dirty work, constantly holding your memories as leverage. You can re-learn how to use your abilities, but it will take time and require serious trial and error...it doesn't help your Warehouse can't be accessed until you get them back. Your companions start separated from you and are unaware of your current state. Should you fail to regain them before ten years are up, you will lose the chain and remain here as you are forever.

Friends Are For Losers! [+300] – You have no companions for this jump. Anyone who joins you as an ally in this world will be hilariously unreliable to the point of being a nuisance, or will constantly sass you and ignore orders at the worst possible times. In a world where demonic armies or squads often clash for dominance...good luck.

Reincarnated [+300] [Cannot be taken if this is your first jump.] - You know all those drawbacks that mess up your out-of-jump powers? Well, you don't have to worry about those anymore, because now you don't have any. You have none of your out-of-jump perks or items, and your Warehouse for that matter. Try not to die before you get to a reasonable level.

Wrath of the Realm [+300] [Can be taken more than once] – Pick any of the three Realms of this world: The Netherworld, Celestia, or Earth. Well, the majority of the population in the one you pick has decided they absolutely HATE you. And that everything wrong with their lives will somehow be fixed if they're the ones to personally kill you. If you fight back hard enough, you'll even attract alternate Overlords wanting a piece of the pie. Have fun.

"It doesn't matter. It was fun." [+1000] [Doesn't count towards cap.] - ...um. You sure about that? Reaaaally sure? You are? Okay. Well. As your time in the jump progresses, you will steadily witness signs of an ill omen. Not the funny kind either, I mean 'a growing sense of dread'. On the final day of your jump, it will not end. Instead, in one of the three Realms, a great evil will manifest.

This is not a creature of this world. It is a bloodthirsty, sadistic, sociopathic force that destroyed two worlds in the past, breaking them apart and slaying their gods after swallowing Death whole. They devour souls and people whole, absorbing their powers into themselves, and wields death itself as a weapon – those slain by it do not recover, and neither will you should you fall against it. This is a monster that dwarfs even the strongest of Demons, and even singular Overlords. Once it appears, it will begin to destroy the three realms and kill everyone inside, devouring the strongest and your companions whenever it gets the chance, and gaining all of their strength as it does.

You may not leave until you have slain this abomination, and trying to gain or steal its properties will simply result in it consuming you – it's well-versed in the art of stealing power and lives by now. Should all realms be destroyed – it will take its sadistic time initially, but will unleash its full power upon meeting formidable resistance – you will fail. Same if you are slain yourself.

Should you fail, the consequences will be dire indeed. This monster, this Devourlord, will travel backwards along your chain and destroy all worlds you have been to before, using your powers to do so, until it reaches your home and utterly annihilates it, taking itself with along with your chain. What this accomplishes beyond simple sadism simply doesn't matter. It is simply fun.

Disgaea: Hour of Darkness
Jumpchain DLC:
"I Want To Become The Overlord!"
By HeavensAnon and eagerDigger

Note: This can happen at any time during the Disgaea 1/D2 jump, though the fluff text assumes and recommends you're at least a year into the jump.

You finally get a moment's rest. Whether it's in the safety of your Warehouse, some property you own, or a spot to contemplate what to do next...you've finally found a time to rest easy in this crazy land. A chance to relax, or at least pause, and take a deep breath.

"Ahem."

The moment you do, someone has appeared as if from nowhere. A floating girl with two large shackles on her arms with short, broken chains dangling from them. The whites of her eyes are pitch black and her irises are crimson, and you can see what looks vaguely like black cat ears on top of her head. The rest of her is an obnoxiously pale white – dress, hair, the works.

By now, you've seen plenty of colorful characters, so this isn't a huge surprise. If you've done your homework, you even recognize who this is. If not, she's all too happy to introduce herself.

"Hey, are you listening? You should be paying attention when an Overlord is talking to you, you know."

This is Pram the Oracle, a powerful Overlord who is (was?) respected amongst the others due to both her incredible mana power and ability to see into the future. She's also notorious for being...well, troublesome. More than that, if you've done your homework, you know she's from an extremely distant Netherworld that isn't even involved with Laharl's.

Not waiting or responding to any questions, she takes something out of her pocket and holds it up in front of you. It's a Dark Assembly ticket, almost identical to the one your benefactor offered you back in the Item section.

...'Item section'. You've been in this world too long if you're thinking this close to the fourth wall.

"So, I hear you're supposed to be this dimension-traveling big shot, buuut...I don't really care about that. I've got better things to do than to be this far out in the boonies, except apparently, the local Dark Assembly needed an Overlord to supervise this. And...I drew the freaking short straw."

You imagine that has more to do with your benefactor's actions than a random draw. Something about this feels 'planned', somehow.

"You should be happy, having such a powerful Demon overseeing you! It's a thing that only happens...*never*." That earns a cringe. You can almost taste the resentment and spite in her voice, like someone who has been forced on garbage duty.

When you finally get around to asking what she's supposed to supervise, she wordlessly hands over your ticket. And it reads...

Jumper Wishes To Become The Overlord Of A New Netherworld

Y/N?

There is an almost unanimous number of ‘yays’ on that ticket. How odd.

“So, yeah, that’s a thing. I’m gonna leave all the exposition to your boss, so just hold up that ticket in the air whenever you’re ready.”

There is more to this multiverse than just the three realms of this jump. There are many worlds scattered across the cosmos and various planets among them. Many of them are separated by dimensional barriers that would take a proper Gate to traverse, isolating them to just themselves. But in each of those worlds is a separate Netherworld containing the Demons of that world, and even a separate Celestia containing its Angels. This is by no means a universal rule, but it’s common enough that Overlords tend to have each other on speed dial.

There is one thing that every Netherworld has in common, aside from usually being amazingly unpleasant places for a normal human to live. They are usually ruled by a singular despot, an Overlord, who often acquires their position by virtue of being the most powerful or the most charismatic thing in that entire Netherworld. That, or they bumble and trip their way into it. Either way, they’re the ones who have the final say in what happens in said Netherworld. This is usually, but not always, a Demon who was born within it.

You are now being given an opportunity to claim your own Netherworld.

Some time ago, Tyrant Overlord Baal conquered several alternate Netherworlds and brought them into his domain, destroying everything in his path and generally being a mute jerk about it the entire way. Before he could add Laharl’s Netherworld to his domain, he mysteriously disappeared. Not long afterwards, all the Netherworlds Baal had conquered fell into chaos as the surviving Demons scrambled to fill the throne. And wouldn’t you know it, one in particular is ripe for the taking. All you need to do is take the Overlord’s Castle, subjugate or eliminate your opposition, then declare yourself Overlord.

Easy, right?

...right?

Phase 1: Storming The Castle!

Whenever you decide to go, the Dimensional Gate or your means of transportation becomes ineffective the moment you and your allies have finished the trip through. The device fizzles, magic makes a comical flatulence noise, the Gate slams shut. It seems this was a one-way trip. **You cannot leave this new Netherworld until the events of the DLC have concluded.**

What you're greeted with isn't exactly inspiring, either. The smog-filled sky above resembles broken glass, and the land below is a blasted ruin even by Netherworld standards. The land has well and truly been sundered and torn apart, as though it were pulled by the roots. Places where Demons would normally roam or setup civilization are nothing but craters leading into an empty void. After that, you'll notice flying or jumping is much easier in this world...because past the 'holes' in the sky and the world around you, you can see the black vastness of outer space.

The only thing that looks even vaguely stable or in one piece is a gigantic castle standing in the center of it all, and even that doesn't look very reliable, particularly as a side tower of it immediately collapses not long after you lay eyes on it. You can probably spot a 'FOR LEASE' sign buried in the ruins somewhere.

Somehow, it feels like you got the short end of the stick on this deal. Well, your benefactor obviously has something in mind for you besides real estate fraud, so what better way to start your path to conquest than taking the castle?

The way to the castle is, naturally, guarded by lots of Demons. Most of them are disorganized gangs of ruffians, and an experienced party can dispatch of them with very little energy or trouble. The only real difficulty you'll suffer from is that the lot of them will use guerilla-esque tactics against a strong party – fighting with unfair tactical advantages, using poison and status effects liberally, and more. Still, they're not much trouble.

If you interrogate an opponent or charm your way into avoiding violence (remember: Demons like cartoonishly evil and strong individuals. This is easiest if you're a Demon yourself.), they will reiterate what you've been told: the Overlord was slain by Baal's passing, and it all but totally obliterated the Netherworld itself. There's several demons in the castle all fighting for the right to be Overlord, and rumors that the victor will gain a way to repair the damage somehow. Naturally, they'd prefer to struggle for dominance instead of actually working together to avoid being annihilated.

Looks like you're going to have to fix that.

The Castle looms in front of you...if you have some way to sense energy or 'power levels', you can feel weight and pressure from the near-ruined structure. There are definitely at least **three** tough Rivals in there, maybe more. And you're bound to run into at least **two** Setbacks in this castle, as well...maybe even more than that.

[All the following options will give you Overlord Points. You start with 0.]

Setbacks:

Dimensional Flux [+100-+300] – Whatever Baal did to this Netherworld, it seems to have kicked physics and dimensional space in the pants, too. Those lines you saw in the sky? That wasn't metaphorical – the sky is LITERALLY broken. To make things worse, the Flux will affect you as well...for +100, people and things will randomly change places without warning, often changing the flow of a battle or acting as a horrifying inconvenience. For +200, this Flux reaches the items you came in here with – you may have a weapon suddenly replaced with tuna fish from down the hall, or have your multitool replaced with a dragon's underwear. For +300, this Flux has tainted even your Warehouse – your gear and possessions will randomly appear and disappear in this place, and it won't be possible to stop until you find a way to fix the problem. And that won't be until after you've taken the castle.

Difficult Demons [+100-+300] – So the Demons in front of the Castle were apparently the odd ducks out. Because while the ones in the Castle were supposed to be 'above average' opponents (sometimes called 'super mooks'), now they're an absolute nightmare. For +100, they're harder to reason with and hit even harder. For +200, they somehow have their hands on gear not of this world, being powerful weapons that seem to hurt YOU in particular, which will dissolve should you try to claim them. For +300, this place is an absolute hell. You must have grinded or possessed a fantastic amount of power to stand victorious here, and even then, it will be difficult. To think, if the minions are this strong, surely the Overlords-to-be are even stronger now...

This also stacks with Unleash the Carnage. Have fun with that.

Designed by G.G. [+200] – The castle is a complete and utter deathtrap. The Geo-Panels seemed rigged to weaken and debuff you and your companions at every opportunity, while the castle demons seem to conveniently avoid all of these. That and there's more conventional traps everywhere – circular saws in the walls, keys that open empty (and trapped) chests, demonic statues that transform into real demons without warning – it's a mess. Attempting to bypass parts of this castle using your powers will somehow lead you to even worse traps, forcing you to either tank the damage or inconvenience, or dodge them the old-fashioned way. This will be exhausting.

Will Work For Healing [+100] – Great. You know how you'd get a chance to find items to restock and heal in this castle as you went along? Well, now there isn't – there's no loot to be found during your climb to the top of the castle, much less healing potions or conveniently-placed safe zones. I hope you stocked up on supplies before coming here.

Mana Drain [+100] – You know that explosive power you got as a freebie in this world? Well, while you're in this Castle, your abilities involving it cost four times as much and recovers four times as slowly without the help of items. This gets worse the longer you're here, too. I hope you didn't jump here first.

Like A Rogue, Right? [+100] – That dimensional space warping doesn't seem content to leave you alone. Every time you enter a new floor in the castle, it will magically change to have a different structure and layout than it had before. The only certainty is that there will be an entrance and an exit – and you'll have to start over if you leave and come back to that particular floor. It also makes scouting the architecture of the castle impossible. Seriously, who enjoys things like this?

Choo, Choo! [+200] – So maybe you can fly at this point, or just scale the castle wall from outside to bypass a few of the floors to go straight for your Rivals. Except now you can't. You can only progress

through the castle by moving from floor-to-floor using the staircases inside. The castle becomes indestructible to your attempts to smash, blast, or even phase through said floors, and the windows all take you back to the first floor. Hope you like railroading!

Worst Fan Club Ever [+200] – It turns out some demons in this world were big fans of yours, and somehow have knowledge of your past jumps and your adventures there. Except SOMETHING you did early in your time in this world (or just storming this castle) made them lose faith in you, and spilled all your secrets and list of abilities to the Rivals and other Demons in this castle. Everyone here now has insight into your tactics, inventory, and abilities – this will go a long way when you fight them, too. Your ‘Ex-Fan Club’ is still among the demon mooks, too – and if you took ‘Fan Favorite’, there’s even more. Fans are dumb.

Boss Rush! [+200]: Good news and bad news, Jumper. The good news is that all of your Rivals are in one place, meaning you only have to get past the gauntlet of various mooks and traps for one go. The bad news is that this means you have to fight them all simultaneously, and they’ve teamed up for the express purpose of beating you up - so they can get back to beating each other up, obviously. You have to fight all Rivals in the same room that you can’t leave until you’re the last one standing, operating on Boss Logic. Hope you didn’t pick anyone too tough. You can assume the traps and enemies leading up to that room hype up the encounter as much as possible, and just getting to them will be a chore...and if you took ‘Choo, Choo’, you’re taking the long path. Have fun.

Rivals:

Sardia the Demonslayer (Maybe) [+100] – This young lady waits for you in a large room that is nothing more than an open space, almost as if it were some sort of placeholder. She points her sword at you and challenges you, claiming to have slain over 2,000 Demons before meeting you. Contrary to her claim, she’s not very tough – she’s just an ordinary human with the Weapon Master feature. Once it’s obvious she’s outmatched, she’ll call in some mook Demons to act as cannon fodder, but is otherwise easily dealt with.

Sardia the Demonslayer (DEFINITELY!) [+200 – Cannot be taken with Maybe] – Okay, scratch what I said earlier. Sardia lives up to her claims. Though she doesn’t call in mooks now, she is ridiculously fast and skilled with a sword, moving faster than the underleveled eye can see. She lacks any special powers or utility, but her weapon skill and raw power will be an issue if she catches you off guard. The good news is that her overspecialization makes her an easy target for magic and other unconventional skills.

Comrade Dood [+200] – It seems before your arrival, the Prinnies gathered under the leadership of one charismatic red penguin and demanded they be freed of ‘the tyranny of the Heavens’ and their endless centuries of hard labor for their sins. That, and, you know, the world being destroyed. Comrade Dood, as he calls himself, seeks to become the first true Prinny Overlord, and will do anything to get his way. The Prinnies aren’t terribly tough in a straight fight, but that’s not where they give you trouble – they will make your ascent to the castle floors as painful and convoluted as possible. They will set traps, re-arrange signs, make misleading hints, and even throwing themselves and each other at you to cover you in explosions. And there are a LOT of them.

The actual floor Dood is on clearly wasn’t prepared for you to reach them, because it consists of what may as well be a pillow fort of fish and empty crates. They will continue to throw bombs and each other at you until it’s down to the red boss penguin. Comrade Dood is a surprisingly fierce and clever foe, wielding two swords with obvious mastery and using what he learned of your abilities from your

ascent (or your angry Fan Club) to his advantage. Unfortunately, a Prinny is just a Prinny, and being clever will only get him so far – he will be defeated with enough persistence or raw power. Once he is defeated, the Prinnies will submit and stop plaguing you as you clear the castle.

Heroes of Justice! [+200] – They are THE PRISM RANGERS! Color-coordinated, spandex-wearing heroes of justice who are here to claim the evil Netherworld for themselves! Because...reasons! Justice! Unfortunately, these goofy good-for-nothings have picked up a few tricks and have coordinated themselves into a proper crime-fighting team. All of them are Transforming Heroes, but each one has a unique specialty – weapons, magic, boring magic, the works. They treat you like the final boss and use teamwork to synergize their skills. What's more, they have a heavily-telegraphed finishing move to use right after they finish their heroic speeches. That said, old habits die hard – sucker punches, fighting unfairly, and not tripping over every 'don't' in the Overlord's List will let you overcome them with ease, especially if you go after their support characters first.

Deathbringer the Ultimate Overlord [+200] – It starts off slow. Strange, ominous, eldritch signs of danger. The floor leading up to this room feels heavier, as though a great evil were resting inside. You will fight powerful demons that only get stronger the closer you get to it, enough so that you'll likely be battered and tired the closer you get. Then, when you enter the room itself, you will see a thing with many eyes and many inappropriate tentacles strike out at you, each with enough power behind it to smash the castle apart from the inside. Time and space warp into an incoherent mess, and you must either use your own spatial manipulation or raw power to push on through.

And after that gauntlet, you finally see it. It...it's too horrible, too awful, too powerful to imagine. It's...it's!

A corgi wearing a paper mask, operating a machine that controls the whole 'boss monster'. Before you get a chance to relax, this puppy launches itself at your party like a tiny missile, basically re-enacting the Killer Rabbit scene from Monty Python. Any astute animal lover can tell the dog is actually playing and doesn't seem aware of the lethal harm its inflicting. You can defeat this tiny, fuzzy missile through brute force, or just by playing with it and petting it. Watch your neck, though.

Liza the Underpaid [+200] – Not long after overcoming your first obstacle, you will be alerted to the sound of an axe dragging along the floor. This short demon girl in a blue and white dress, with long golden hair in a scruffy mess, grins widely as she catches sight of you. She will say something along the lines of "Found you~!" or "Let's play together, Jumper-san!" At which point she moves with rather ludicrous speed and attempts to sever your head from your torso.

This axe-wielding psychopath, both incredibly strong and fast, hunts you throughout the castle, particularly if you stand idle for too long. Her brute force is somehow strong enough to overcome both physical armor and magic defenses – any immunities you have to her wrath are merely resistances, and what was resistance is about as good as wet paper. You will have to be speedy enough to either keep up with her, or good enough at predicting her movements to dodge. Regardless, she seems to keep getting back up even if you deal a fatal blow to her, as though some sort of author were trying to shoehorn in a horror movie character to a randomly-generate dungeon, all while calling 'Jumper-san!' or other cutesy nicknames in her childish voice.

Finally, you confront her in her room in the castle. Whereupon regardless of where and how you saw her last, she's slumped over a table and holding a mug of fresh coffee, which she promptly chugs down within seconds. Liza, in a voice sounding MUCH older than her appearance indicated, goes on

an incredibly long rant about how the castle 'went to absolute shit' and the only job she could hold down is acting like a stereotypical anime girl psychopath after the old Overlord died.

You have two options. You may either engage Liza in a final showdown, whereupon she will NOT come back to life, or offer a huge amount of gold or HL to her to work for you instead. You will still need to defeat her in a duel (Demons only respect strength, after all), but the fight will be easier if it's not to the death – she's no less persistent, after all.

Skullfist [+200] - The presence of Skullfist is made apparent by the fact entire rows of Skeletons and Zombies are doing a song and dance number whenever you encounter them, and this somehow makes them both more nimble and difficult to land physical attacks on. Almost as if they got some kind of evasion buff from it. Finally, you'll come across the skeletal overlord of dance himself, Skullfist, his boss room being a shifting dance floor of Geo-Panels that randomly change without warning. All of which make the afro-clad skeleton stronger while making you weaker. The only way to overcome this Rival is to either master the dance yourself and memorize the shifting patterns of the dance floor along with your movements, or just be too strong or fast for it to really matter. You wouldn't pick the boring option, would you? Skullfist is a fairly goofy if dangerous combatant, and should your dance skills impress, he's liable to give up and join you on the spot. Just mind his obsession with 80's lingo.

Magical Girl Muffin [+200] - "Halt, evildoer!" You're suddenly intercepted during your climb by yet another cutesy-looking girl. Though in her case she's less cute and more...well, it's kind of like a speedbump with a surprise crash at the end. "I'm here to defeat all of the Demons! All of them. And you're obviously one yourself, so this means I need to defeat you!" She says this even if you're obviously an Angel, Human, or *something* else. She challenges you to a duel right there, and it becomes apparent right away she's a Mage. A very explodey mage who likes to spam Area of Effect spells in closed spaces, even at risk to herself. Infuriatingly, the collateral damage affects everyone except her. While she's predictably squishy in close quarters, just getting close to her is a miracle without some kind of magical resistance or extreme durability in your possession. Explosion after explosion, interrogating her will reveal she actually had no idea how she got here - she was in her home world fighting evil by daylight when she ended up in the Netherworld. Her sense of direction is so terrible that she crossed continuity, because Muffin is the protagonist of a very different world and show somewhere in the Eternities. In hopes of getting home, she's likely to join you, assuming you didn't get sick of her trigger-happy spell slinging and slew her outright. You jerk.

Asagi [+500] – A long time ago, in a year far far away, there was a promise of a game called Makai Wars, with this spunky girl as its protagonist. Unfortunately, the game was canceled and now she wanders across the multiverse of NIS, seeking a main character to steal the protagonist spot from. Perhaps her wish will come true someday, but for now, SOMEBODY dropped her a tip that killing you will send her along the chain as the Jumper in your place. So this jacket-clad lady out for your blood.

She will initially harass you as you climb the floors of the Castle. She starts off as a mildly talented Gunner of no real note, but each time she is defeated or pushed back, she comes back a little bit stronger. As a small mercy, she won't interrupt duels with other Rivals, but she won't be too far behind if a battle took too much of your time. Regardless of what order you defeat the other Rivals, it is best to face her last...for while she won't be scaling with you anymore, she may not need to – Asagi was once apprentice to Overlord Zetta, who dwarfs the power of ordinary Overlords on his own, and has been an optional boss more than a few times.

Anyone with any kind of passing JRPG knowledge will likely understand why that's a bad thing. In summation, you're going to have a bad time.

She will duel you on the top of the highest tower in the castle. Not only will she make efforts to hit you in your weakpoints and take advantage of any drawbacks you have active, but her spaceship will be in low orbit over the castle and constantly provide firing support. While she won't destroy the entire castle and actively avoid doing so, even the 'toned down' lasers from it are enough to instantly vaporize anything that can't survive orbital bombardment, and you will have to either avoid it or destroy her ship yourself quickly. What's more, Asagi is an incredibly stubborn foe, and nothing short of knocking her out, killing her, or breaking her limbs will end the fight. Good luck.

Phase 2: Well, Now What?

[You gain 100 Overlord points for every Rival slain. You also gain 500 for free, in addition to whatever you gained from drawbacks and Rival purchases.]

Whether through diplomacy, trickery, or force of arms, you have finally seized the Overlord's castle. Your Rivals, if you spared them, acknowledge your authority and bow to you as you walk towards the throne. If you slew them, their bloodied corpses are on display as an offering of loyalty from the demons who have acknowledged your strength. If you merely banished most of your Rivals from the castle, then there is no grisly display or loyal retinue – merely an empty chamber with a few bored onlookers, and whoever happened to tag along with you to this point.

Regardless, you sit upon the throne. Whether in silence or with a dramatic speech, you have crowned yourself Overlord, and nobody else is brave enough to challenge your rule. This lasts for all of five seconds before your seat flips a switch of some kind and sends you rolling down a secret passage. After your face collides with a smooth stone floor, you lift your head up to see where you've landed...

What you see probably explains why the Netherworld is in such tatters. A huge device with a glowing energy core in its center rests in this hidden chamber in the castle. A single old Prinny greets you, the new Overlord, and helpfully begins to exposit what this place is.

As it turns out, the previous Overlord was 'something of a huge nerd', as he puts it. He developed an entire device made to control and expand the Netherworld, using bits and pieces of other realms to form his own 'super realm'. Unfortunately, this meant the device is intrinsically linked to the entire dimension, and removing or destroying it would cause the total annihilation of the Netherworld. The reason it was falling apart was because the device was damaged during Baal's conquest, and everyone was scrambling to either fix it or steal its secrets. Had you not broken the stalemate, it's unlikely any of the Rivals would have found it in time.

The Old Prinny informs you that while you can't restore the destroyed Netherworld, you may be able to 'prime' the device for your own purposes, and repair it to prevent the destruction of what little is left. **Before you re-activate it, you must decide what modifications you will make to it and the world at large. Conveniently, all of these cost some of your hard-earned Overlord Points. For some reason. Choice points aren't valid for DLC purchases here, nor can you convert Overlord Points to Choice Points or vice-versa.**

Well, time to buy stuff.

[Castle Upgrades]

Your Castle, when repaired, has enough commodities to house about 100 individuals, assuming none of them have unusual needs for space and food. It's a little plain with most of the furniture and interesting rooms trashed, though. Why not spruce up the place?

Clean That Mess Up! [100] - Alright, you likely just finished trashing this castle and its entire gauntlet of deathtraps and demons alike. That means it's up to you to clean up the mess, by hand or with whatever tools you have. Or whenever the Prinnies do it for you. Screw that. For a measly 100 points, you can fix it up right away. Dead Demons and Rivals stay dead, but all the traps and such reset, and are setup in a way that they only activate for intruders. Convenient!

A Certain Charm [100] - Okay, so the whole 'Gothic Castle' look has popular appeal among Demons. It's big, it's ominous, and it just screams 'Final Boss'. But it's just not *you*, you know? With a purchase here, you can give your Castle any sort of style or appearance you want...big Japanese palace? Sure. Weird invisible castle where everyone's sort of floating in the air? A little weird, but okay. The world's most dangerous bed and breakfast? Go nuts. This only changes the appearance, though, not the structure or its features. I don't care if you want your castle to be on top of a sun, it's not going to be anything but a model.

Loot! Loot! Loot! [100+] - A giant treasure vault to store your shinies in! Er, if you think one is already assumed to exist...well, this one is more or less the Scrooge McDuck coin vault. Gotta get the most bang for your buck, right? Comes with about 100,000 HL and gold if you spent another 100 for each 'shot' after the initial Vault.

Ten Hut! [100-200] - Because sometimes you need to let this land see your justice! Or lack of it. These are the barracks and armory to house and arm your very own Demon army/companions. Faceless helmets provided and for nameless demons, very much recommended. By paying 100 more points on top of that, of course, you can an armory stocked with weapons with minor Item World upgrades, something with a bit more character!

Twisty Passages, All Alike [100] - Because who wouldn't need some confusing hallways and dead ends? This is a basement maze that likes to twist itself up and become difficult to traverse on people not carrying the key, often curving in on itself as hard as it can to try and make itself impossible...though it won't ever reach that point. If you'd like, it might work as an impromptu dungeon, for those wanting to keep the hope of escape alive in their despairing prisoners. You can also install a number of trapdoors in the castle to end up here to make it extra useful.

It's A Secret To Everybody! [100] - Want some place private, Jumper? Maybe a place for some romancing? Some peace and quiet? A good place to store and write in your diary? You may designate a small room or an existing room as 'secret', which can only be accessed via a secret passageway of your choosing. Tends to be overlooked and ignored, as if some sort of strange fiat would make people respect your privacy here...this can be bought multiple times to gain more individual secret rooms.

Jumper! We need to Cook! [200] - Ah, don't mind the smoke...It's just fumes, really. This is a kooky-looking lab where all manner of concoctions can be cooked up, from potions to poisons to pot-

potions, yes potions. Don't worry why I said potions twice. In any case, you have a basic supply of metals and powdered chemicals with which to begin your experimentations. Hopefully the legal kind.

Who Let the Wargs Out? [200] - You're not going to go and start turning the whole place into a barn now, are you..? Ah, hell, I might as well let you. The Castle gains a new addition, a stables and animal pen where you can keep all manner of hungry beast captive...at your own risk, of course. It has plenty of basic grasses and meat slosh to feed whatever you can comfortably fit in here, which is more or less anything about the size of a horse...maybe an elephant if you don't mind it being cozy.

Get the Glory in the Arena! [100-200] - Any demon with two hands stands a fighting chance! A rather sizable colosseum has been installed into the castle, with cages to keep big things with teeth for combat as well as a series of stands with which to witness the battling sure to be taking place there. There's even a seat of honor for you to give leniency or death from if you're in the mood. For an extra 100, you can count on food and drink vendors to somehow appear out of thin air hawking hotcakes and fizzy drinks. Odd.

Parlor Tricks [100] - All work and no play makes jumper a dull overlord. If you're in the mood to entertain yourself or some visitors, why not bring them here? This parlor's wide and cozy, with a number of tables for various games such as billiards and poker, with the required bits and bobs for various 'universal' games like chess, chinese checkers, backgammon, etc. You can even put in a request for anything more specific with a little order form on a box in the back, if you can name the game.

The Play's the Thing! [100] - At the Opera tonight! This is the archetypical big wide theater, suitable for plays or operas with a wonderful acoustics, as well as being well-angled as to give a better view of whatever you've got going onstage.

Imposing Statues [100] - Because sometimes you just want to remind everyone who's the boss! With this purchase, you can opt to have a number of portraits and statues of you or former travels up on display...They'll be highly detailed and well made, if you want to see yourself on every wall.

Inexplicably Ominous Table Complete With Dark Lighting [100] - The perfect place to have a meeting! This room has a large round table with the perfect lighting with which to scheme and converse with your vassals. It tends to lend weight to whatever you're saying and has awesome acoustics. If you're really mean or want to stay to tradition, trapdoors underneath any chairs but your designated one can be rigged up to take those who backsass somewhere nasty.

Murder Holes [100] - There's other traps and defenses put here, but the phrase "murder holes" is too nice not to use. The outside of the castle as well as various passages in it are now shifted to allow you to harass people beating down your doors, mostly with various boiling liquids but if you got an anvil lying around...nobody's stopping you. Other defenses put in are things like turret slits in the wall to fire out of and various rude and unpleasant spikes to activate on the exterior walls.

Pull The Lever! [100] - ...The OTHER lever. Why do we even have that lever? A system of levers, pulleys and switches in the castle allows you to get around quickly and easily in complete secret,

rollercoaster or waterpark attraction-like mechanism optional but fun as all hell. You can also have it trapped that pulling the wrong lever sends you somewhere unpleasant...maybe one of the other dungeon-like areas listed above?

[Netherworld Upgrades]

Daylight Robbery [100] - But when you do it, it's called "taxes" and these burly individuals are "collectors." You have established a number of rather hefty folk to go around and take money from suspicious and/or weak looking Demons in your lands, and now you can rely on a trickle of funds every so often as they patrol and gather your taxes. I'll even make sure that any of the ones smart enough to try and skim off the top are turned away, yeah?

First National Bank of Jumper [200 - Requires Daylight Robbery] - It's not enough to get money money money, you have to get other people to willingly lend you their money! Thus, you now have a bank recognized as legitimate throughout the netherworld. Among the benefits afforded by people storing their cash with you and allowing you to do sweet financial shenanigans, you can also now print your own kind of currency that is considered legal tender...only for the purposes of transaction in the netherworld. It's monopoly money for any other purpose.

An Echoing Bazaar [100] - This weirdly moody and emo market appears to have all kinds of curious things on display. Mostly, it has adventuring supplies, but you may also find all manner of strange and wonderful things...though the shopkeepers seem to disfavor the light of day for whatever reason.

The Stalk Market [200 - Requires An Echoing Bazaar] - If you really want to make some money, these curious individuals who live only in the dark trade stalks of a strange plant around, apparently they grow in value arbitrarily (Something about the light of the moon or the stars). However, they're now willing to sell and buy these nightstalks to and from you, meaning if you're smart and can guess when they'll be least or most valuable from which sellers you can make a profit in whatever currency you have going.

A Steaming Pile [100] - Thankfully not steaming. The pile part's all too accurate, though. All the detritus and garbage you'd imagine a place like the Netherworld produces gathers here, as well as whatever gets cleaned up from your Castle...It's pretty good for keeping things clean, though, and if you can stand the stench you might just find another man's treasure here. Neat, huh?

Give a Hoot! [200 - Requires A Steaming Pile] - Wow. You're making these poor jerks recycle? You really are a mad tyrant! Still, some nasally challenged demons spend their days sorting out and finding the good bits from the mounds of trash that end up here, and they got the hardware to process stuff so that it's a lot more usable than if you were just using soap and water.

Bad Side of Town [100] - Not that there's really a good side, but this side in particular has got rough customers. They respond well to bribery though and you'll be able to find people versed in shady action, black market deals and general skullduggery if you go looking. If you're desperate, you can even hire some thugs for quick and disposable muscle. Just watch your wallet!

Sin City [200 - Requires Bad Side of Town] - Oh crap, the fuzz is here! Hide the stuff! Oh, hey boss! This is the next level in seediness, as the scumbags and rude boys all band together to get the money by any means possible. Luckily, organized crime is a hell of a lot easier for you to abuse than disorganized crime, and you can get these fine upstanding ladies n' gentlemen to carry out greater

heists or capers in your name. Plus, since the constables technically are in your pocket now they'll be ingratiated to keeping you happy.

Healers Anonymous [100] - A notoriously salty place, this is where those in charge of keeping their fool party members alive gather to complain (extremely pointedly) at how nobody will listen to them, as well as the difficulties inherent in trying to reign in 4 people, 2 of whom only know how to talk with the rude end of an axe. At least if you're in need of anyone to stitch you up, you can find them...though I'd be pretty gentle about it. Those staffs do little damage but they STING.

Hospitallers Salsa [200 - Requires Healers Anonymous] - Oh hell, they unionized. I guess that's good for you, though I pity the poor bastards on the wrong end of their displeasure. In any case, the Hospitallers are a group of advanced healers with specialties in preventing grievous bodily harm via various invigorating spells in addition to healing said horrible awful wounds.

The Stars Are Right [100] - Weirdly enough, the Netherworld's general luckiness, beauty and happiness are increased due to pretty arrangements of light in the sky. Er. Hopefully those are actual stars. May come with the occasional demon having a gibbering seizure, but they seem to snap out of it quickly enough.

Ia! Ia! [200 - Requires the Stars are Right] - Weirdly enough, some geeky demons started building an observatory to check out those pretty lights. Not only does it seem like the positive effects of the stars are increased, but they can start doing fortune-telling using the lights. Good news: the seizures aren't happening anymore! Bad news: The observatory is smelling like sushi and a few of the demons are walking funny. Nobody's sure why.

PUNCH CLUB! [100] - First rule of punch club is: If you're going to bring snacks, bring enough for everyone. Second rule of punch club is: Don't talk about punch club! Someone broke more than one rule, and now the Punch Club is open to all. What is the punch club, you might ask? It's a club where people punch each other, duh. Now, the average demon you can find here is a hell of a lot stronger and better at throwing their weight around, and if you want you can benefit from some hand to hand training too. Might buff a tiny bit?

School of the Pretty Competent of the West! [200, Requires Punch Club]: HYAH! HOAAH! DRAGON RISING TORNADO! Yes, you do have to shout the name! The Punch Club has evolved, training and honing their forms to become the School of the Pretty Competent of the West! Here, demons interested in making their skill ultimate can put themselves to the test, and see where their motivation is. They can begin to hone their fighting spirit as pure energy, so it will be no surprise that they'll become involved in any troubles that come your way.

Dank and Dork Dungeon [100] - Also known as an overly-large basement, this is where demons who tend towards the intellectual and arcane arts gather and gibble in the dark like nerds. They do know their stuff, but they tend to tiff over tiny tangents and will often get into shouting matches if their favorite magic-user is slandered or just because they think it's funny to make people yell. Still, they can sling a spell or seven if so inclined!

Tower of Ivory [200 - Requires Dank and Dork Dungeon] - They've managed to create a real echo chamber. Still, these demons get some shit done it seems as they have managed to gather together the resources and knowledge it takes to get down to some real business.

Panic at the Disco [100] - Ah, the most happening place in town...but also where the sounds of the music blend in with the sirens of the ambulances. You see, while this bar and dancing hall are pretty groovy, it's also where there's an awful lot of barfights that take place with basically anything on hand. If you need to some people capable of busting heads with all manner of gear, you can find them here as well as enjoy the sights and sounds of bad karaoke and demons busting moves.

Knights of Boogie [200 - Requires Panic at the Disco]: The bar and disco has lead to the creation of a coalition of barfighters, brawlers and bouncers, brought together for one purpose: To keep the light of funk alive. They can be a little silly, but they're competent warriors with a bar stool or a blade alike, and can keep up the rhythm with trained armies if need be.

Mausoleum of the Danged [200] - Where stiffs get soft. Not like that. If you got any bodies lying around you can resurrect them as undead guys, though they're pretty freakin' paper-thin in durability unless they were some kind of badass creature in life. Hard to call a skeleton dragon or something similar weak, you know?

Gold In Them Hills! [200] - The crazy old demons were right! There ARE gold in them hills! And diamonds and rubies and other kinds of glittering things! The Netherworld's lands are now rich with mineral wealth ripe for the taking, once you get these lazy layabouts to start going out and collecting of course.

Amber Waves [200] - The land is rich in soil...Ah, that's the nicest way to put "The best thing about your Netherworld is the dirt", but it's true. Still, it means delicious grains, fruits, veggies and even the kinds of supernatural plants that are great for potions and alchemical projects are abundant here, ready to be harvested if you can get the worker types to start gathering for your next feast.

Brick and Mortar [200] - Buildings don't grow on trees. Some of them ARE trees! The trees and rocks around your lands are sturdy and easy to make into whatever horrid doomfortress of death you're willing to cludge together, making excellent building materials.

The Strip [200] - Let's put on the ritz! There's more to life than wealth, right? There's also blowing it all on cheap thrills and music! The strip is a collection of theaters, clubs, and casinos where you can burn all your cash on the night of your life, and more important where others can do the same if you have a little slice of the gambling pie...

Egotistic Celebration of Our Great Overlord [100-200] - A giant honkin statue of yourself! Who couldn't love such a thing? It's pretty flattering in both how it's posed and crafted, so don't worry about it looking foolish. Plus it cleans itself. For an extra 100 points, it can include statues of your companions (current or past) as well. You know, if you're a plebian.

Jailhouse Rock [200] - It's a rock, that you can keep people who frustrate or annoy you in. What's not to like? It's pretty hard to break out of, being made of solid stone and being real good at keeping the inmates coolheaded. It's also a lot bigger on the inside, for if you got a lot of dissidents to put away!

You Call This A Town?! [100-300] - Alright, so everything you've bought so far mostly applied to the would-be castle town you're setting up right now. But you probably want to start with something bigger,

right? For a few points a pop, you can gain additional settlements to start with in your Netherworld, likewise bolstering the demonic population. For 100 points, this new settlement is either a farm or a kinda crappy slum. For 200 points, it's a standard JRPG town with whatever basic commodities available, sometimes without extortion! For 300 points, it's a whole new city, about the size of your castle capital. This can be bought multiple times.

Phase 3: Of Course There's A Boss At The End!

Finally, with your choices made, you hit the big red 'on' button on the device. It rumbles in place for a moment before a beam of light shoots upwards and into the sky, the cracks in the Netherworld starting to heal and the damage steadily beginning to vanish from the land. The ruins are replaced with what modifications you've made, and now this Netherworld looks vaguely serviceable. Assuming you didn't spend all points on something frivolous, anyways.

Not very long after, the earth shakes beneath you, and the Old Prinny falls on his back with a scared 'Dood?!'.

If you have some way of sensing mana or any amount of power, you can tell something incredibly dangerous awoke in response to the machine reactivating. Quickly heading outside, you can see beams of light raining down from the sky, sundering the newborn earth and structures below. Son of a--YOU JUST FINISHED GETTING THOSE! Why are they exploding?!

At the centerpoint of the carnage is a black-winged demoness, similar in appearance to a Succubus, slowly descends in front of you. An aura of red surrounds her, and you can tell even without super-senses that they are definitely Final Boss material. There's no doubt in your mind this is an Overlord, and a seasoned one, at that.

The young woman's eyes open, her auburn hair floating lazily in response to the sheer amount of mana carried within her form. That might not be apparent as the vast tracts of land...erm, that she destroyed just now.

"So...you're the Overlord of this Netherworld, aren't you?"

Even if you try to pretend you aren't, a nearby underling will happily declare you as such. After all, thou must proceed to the end of this to claim your spoils.

"Good. Because if I want to get stronger...I have to defeat you."

You are now in a showdown with Overlord Priere. While your Rivals were fairly difficult and gimmicky, Priere is a straight-up Overlord who achieved the title after personally defeating every single Demon of note in her world's Netherworld. Remember all that talk about how Overlords are absurdly powerful, able to smash planets like glass and use other over-the-top attacks that people on the Internet argue over? That's her.

If you can't hope to defeat her in a straight fight, your best bet is to utilize your surviving Rivals and new demonic underlings to steadily whittle down her reserves - she has no real way to recover spent

mana in the middle of a battle, and has arrived only by herself. Any Rivals you spared will turn the same gimmicks and abilities they used against you against Priere instead, unified by either loyalty to your cause or a desire to not be exploded. Winning by attrition is valid, but remember that she goes through scores of demons like a weed whacker, and that was before she became a Demon. She favors hand-to-hand combat over blasts, though she's not afraid to throw those around as a demonstration of power. If you choose to battle her this way, you can eventually tire her out into an opponent you can actually fight. Demons shouldn't be playing fair in this world to begin with. After all, you're a proper Overlord, right?!

Either way, you're in for a difficult battle, and Priere is both tenacious and determined. The resulting clash will likely shake the foundations of the Netherworld, almost as badly as Baal did if not more.

When the battle ends, whether from a protracted struggle or a clash of titans, the Netherworld is in bad shape. Priere collapses from exhaustion on one knee, visibly surprised you managed to actually defeat her.

"I lost...? Am I still not strong enough...?" Her hand balls into a fist and slams down onto the ground. Her eyes are hidden from your view, but it seems that this duel meant more to her than just beating up a newly-crowned Overlord.

If you've done your homework on other Overlords, you've probably heard more than a few stories about Overlord Priere. How she was a Maiden of Light who was crowned an Overlord by virtue of being the strongest being in her Netherworld, how she lost both her lover and her sister by the hand of fate, and how she was consumed by a desire for power once she had lost everything. Or maybe that's not how it went at all. Maybe she managed to save the both of them, only to be separated by her new duties as an Overlord, seeking to become stronger to prevent similar tragedies happening wherever she went.

Whatever her reasons or how true either of the stories are, what you do here is up to you. If you spare Overlord Priere and convince her you can help her gain power or find peace of mind, you may take her as a Companion. Unfortunately, until you can actually jump the world of La Pucelle, there is little you can do to actually fix her predicament. She functions as a Succubus(Monstrous) with the Brawler feature, and has all the power you'd expect from an Overlord.

Should you strike her down instead, your reputation quickly soars among other Demons. In both future Disgaea jumps and in worlds with Demons, you are hailed with respect and fear in equal parts by such beings, though it may be a more modest change in reputation for beings that still surpass you.

Once that is resolved, it's time for you to fix the Netherworld!...AGAIN. You head back to the machine, and it looks like it's taken a little too much damage. That battle just now probably didn't help very much. Attempting to fiddle with the device, it only electrocutes you for a moment before it breaks down and explodes. So much for that. Looking outside, it looks like the damage was repaired to all of the

things you purchased (thankfully)...and some of your otherworldly nature apparently rubbed off on the machine before it exploded, because you can see some familiar sights off in the distance...

The End: Your Shiny New Hellscape

Your Netherworld is now accessible via Dimensional Gate or your Warehouse. It originally consists of nothing but your castle, castle town, and whatever extra settlements or upgrades you gave to it. However, as your chain continues, small 'islands' of land representing worlds you've been to form an orbit around the Netherworld. They will be full of wild fauna and the world's equivalent (or close enough) of Demons living within them. To formally make them your vassals, you have to take the time to personally conquer or ally with each one, otherwise they just sit in the islands not doing much. Anything that would 'corrupt' or compromise your Netherworld as a consequence remains contained to that particular island, thankfully. As your chain goes on, your Netherworld will grow vast, perhaps even moreso than it was before Baal had destroyed it. Also, assume that named or 'canon' characters are excluded from these demonic masses. If you prefer, you may instead substitute these themed-islands for more Disgaea-style territory instead, following the same rules but sticking to what you would expect from canon.

All Demons within the Netherworld count as followers, and respawn the following month if slain. The vast majority of the Disgaea Demons here, aside from Rivals or companions, are generally mooks and best deployed in groups. They can eventually get stronger, but you probably shouldn't invest too much in that - don't want anyone challenging you for the throne at a bad time, after all. You have a population that starts in the hundreds, and will grow over time. Keep in mind a lot of them aren't anything impressive without your help, and they don't benefit from imports.

Any surviving Rivals may become companions at your leisure, or remain static followers. They will manage the Netherworld while you go off on adventures, though if you want to actually expand your territory or add more Demons to the fold, it's a task best reserved for yourself or a companion. Inactive companions may opt to spend time in the Netherworld in your absence, or handle all of that nonsense for you. Just try not to put too many conflicting desires in one place - Demons are an unruly enough bunch without a bunch of your allies bickering with each other.

Finally, you formally gain the title of 'Overlord', and can be recognized as such in any world with nobility - even if no one really understands the context behind it and it doesn't yield much benefit outside of your territory.

The DLC has ended and you may resume your jump proper!

Hey, you made it! At least, I think you did? Well, let's get the formalities out of the way, shall we?

Screw This and Screw You! - Rude. Fine, you get to go home, and take all your stuff with you. Thanks for playing. I guess.

Need A Nap – Staying? I guess there's a lot to find in this world and enjoy, if you like this sort of thing. Alright, suit yourself. The Dimensional Gate now functions without restrictions, letting you access the rest of the Nippon Ichi multiverse as you please, but no further – no going home or back to previous worlds. Live a long and happy life, Jumper.

The Option Literally Everyone Picks – Come on, you know it. Next jump!

Changelog:

1.0: Added the 'I Want To Be The Overlord!' DLC Scenario.

0.3: Corrected a single typo that was bothering me, added a note regarding the Hyperdimension Neptunia jump and the Anon The Jumper DLC +0 drawback.

0.2: Added notes, made age for Demons and Angels a bit more in line with canon.

0.1: Made the jump

Notes:

Question: Where do things like pocket dimensions, timestop, and Flonnezilla fit? Are they things that would be covered under the basic Mana Burst/Level One perks, or one of the class features? Same with Darkness/Holy powers.

Answer: Mana Burst and Level One. As said before, how much you want to interpret as the special attacks as 100% literal or just some cinematic to show off the character is up to what works for your chain.

The Features are based off of classes, and things you can learn with practice. Mana Burst covers most abilities that perks don't, but assume any of the higher-end stuff is biased towards combat use and tends to be in short bursts, and can be done after enough leveling/practice.

Any attempts to making logical sense of this will fail miserably and believe me, I've tried. This is all I'm willing to say on the subject.

>tl;dr Fanwank it.

Monstrous functions as an alt-form and the properties they come with are usually associated with the new form. Mixing and matching their properties will require something like That One Perk.

The outfit you get from Transforming Hero acts the same as an upgraded Trademark Outfit, can be a 'skin' to cover what you're currently wearing, and has its properties associated with that, but isn't an altform per se.

In case it's unclear, the capstone drawback brings Devourlord Revya from Soul Nomad, at the absolute peak of their power, to the world of Disgaea.

It's not certain how many years happen between Disgaea 1 and Disgaea 2, but you can safely assume the events won't unfold during your time in this jump. That will have to be a later jump. You can assume the events of Disgaea 1 and D2 will happen during your stay, though.

Strangely, the 'mini-Return' function for Anon The Jumper DLC works just fine with Hyperdimension Neptunia. Time will only move in Gameindustri while you are present, however. The rule of the drawback stands, however – you can only visit other Nippon Ichi worlds you have already jumped, and can't change or interfere with events that already unfolded with you present. God help you if you bring unfinished business with you to this world.

Drawbacks chosen in the jump carry over, if possible, into the Netherworld DLC. You have been warned.