

(JUMPABLE 0.9)

SHIN MEGAMI TENSEI 1

In 199X, Kichijoji, Tokyo, a young man has a strange dream where he travels through an otherworldly realm to meet a crucified man, a man haunted by demons, and a woman who pledges to be with him eternally.

After waking up, the youth discovers that a man calling himself Stephen has sent out a suspicious 'Demon Summoning Program' to any willing to use it, saying that humanity will need to use the power of demons in order to defend itself from them, as they have begun to rise from their ancient slumber. Curious, he downloads it onto his COMP before going out on an errand for his mother.

Unfortunately, things aren't going well in Tokyo - the police are barricading many streets and people have started to go missing regularly.

The reason for that being that JSDF General Gotou has started summoning demons in order to ensure his attempted coup d'état succeeds, and while he has amassed a veritable army, more and more demons are arriving into the human world who are unaffiliated to anyone.

While the coup d'état and the existence of demons are still hidden from public sight, a secret resistance has formed in response to Gotou's takeover, and the Americans have already moved troops into Japan.

Soon enough, violent conflict will become all but impossible to avoid, and unless a hero arrives Tokyo will burn.

Maybe you will be that hero.

Maybe Tokyo is an acceptable cost for what you intend for this world.

Maybe you will do what a normal person would and run away.

+1000 CP

Backgrounds:

While you alone can answer the question of what you will do, there's still what exactly you are to be decided. Your gender is the same as it was before, but you may pay 50 CP to change it, and also alter your age at a 10-year range.

Drop-In – Free

You suddenly appear in your chosen location, exactly as you left your last jump, holding anything you've bought.

Normal Person – Free

You're an average guy (or gal) living your life. Incredibly average. Your hair is brown, your face isn't pretty or handsome but it isn't ugly, you're not fat but you're not really thin either. You don't have any particular preferences when it comes to food, you can't say you like coffee over tea or the opposite, your favorite ice cream taste is vanilla and you can't say you prefer any one genre of music over another. You're basically a background character. Or you were one, anyway. While this is a life you've lived and you will contend with 20 years of memories, it's not like your personality is completely overwritten.

Law-Abiding Citizen – Free

You're a somewhat abnormal Japanese youth, gladly working as a salaryman at only 20 years old. You believe that the safety of the family is worth any freedom, and gleefully shoulder other's burdens. You are enamored more with the peace given by a nation rather than the nation itself, and do not hold any true love for your country. Your spirit is galvanized by the knowledge of what is occurring in this city, and you will not stand idly as innocent people are endangered by the madmen and monsters vying for dominance and you WILL see order restored to this world.

Rebellious Spirit – Free

You're a pretty weird Japanese youth, still fresh from high school even at the tender age of 20. The reality of this society and the soul crushing work and monotony has barely started taking its toll on you, but you're already bursting at the seams with impotent anger directed at "The System" for giving you this life. You believe that freedom is a right all humans hold, but think that those who have enough power should be allowed to be freer than others. Of course, you fashion yourself a ruler in such a world, believing that this society has crippled and shackled your true potential. Normally, that would be the end of it, but with all the demons running around you might just get the chance to get things your way.

Modern Magician – Free

You've spent time traveling around the world, spending months in small villages in the middle of ancient forests or at the foot of holy mountains. Some people think you're just having a midlife crisis. Some just see it as you doing your job as an anthropologist. You don't really care about any of that. What you did care about is that their shamans used real magic, and you would've really liked it if they shared it with you. Of course, they almost never do. Maybe that was the end of it. Maybe the little villages disappeared a few weeks after you were publicly known to be in the civilized world again. Still, it's not like living in mud huts was all you did in your quest for power. Sometimes your challenges were of a social sort, ingratiating yourself to people even older and more knowledgeable than you. Sometimes diving into a hidden tomb and facing off against an ancient magician's zombified servants was the name of the game. Your familiarity with magic will be useful very soon.

Noble Soldier – Free

You're a proud member of the JSDF. Ever since you were a child, you had a great love for your country, which did not wane as you grew up. You enlisted as soon as you could, and have been serving for 8 years. While you thought summoning demons was a bit too much, you came on board with General Gotou's plans for saving the nation of Japan after learning that God's plan involved the destruction of your nation. Although, even if you are a member of the coup d'état forces, it should still be possible to join the resistance or become a neutral party.

Demon – Free

Well then. You're not even human, you're a demon. What particular type of demon is something you'll choose later, but what you can know now is that your morality is likely skewed compared humans, and you're old enough exact numbers are pointless. On the upside, the difference in how demons perceive things means the effect on your personality is only equal to that of a full human lifetime. It should be noted that demons in this world are more often beasts or beings from mythology, rather than the denizens of hell.

This means abilities and items from this jump which refer to demons will instead apply to all inhuman supernatural beings, such as the fair folk or the four heavenly kings, once your time here is up.

The balance of the world is a fine thing, in ways more literal than you'd expect. Be you human or demon, the price of power is subtle. Be careful with your choices, lest your mere existence offend or excite forces you will likely prove incapable of contending with.

Location:

To be honest, the only place you really want to be around is Tokyo. Unless an ICBM or two are headed there. In which case literally anywhere else is the place to be around. Anyway, sending you elsewhere would just make it a chore for you to actually affect the turning points of fate. Each background has an associated location, but you may pay 50 CP to choose freely.

1. Any of the following locations, except you're surrounded by demons (Drop-In)

Don't worry. They're pretty curious about a weird human popping out of the ether, so a quick mouth will get you out of this. Even if you've got a thing against demons and decide to kill them, they're not too strong. Just try not to stick around if you're somewhere the public isn't allowed into.

2. Your House, Kichijoji (Normal Person)

You just moved here, right in time to get caught inside the barricades as people start disappearing regularly. There's nothing notable about your neighbors, other than that one of them is a doctor.

3. Underground Mall, Kichijoji (Law-Abiding Citizen)

It's just a regular mall. There's a cafe, a drugstore, a survival gear shop, a knives seller and an antiques place right next to each other here. Now that I think of it, the guy I told you about before is coming here to buy some coffee.

4. Echo Building, Kichijoji (Rebellious Spirit)

You broke into this place in a moment of devilish whimsy, being curious about the rumors of this place being haunted. You haven't found anything near the entrance, but you are hearing hushed yet fierce tones, as if a big commotion was occurring deep inside this place.

5. Hospital, Kichijoji (Modern Magician)

The Hospital Director has been conducting some morally bankrupt experiments lately. He's been using extensive surgery to recreate demonic powers in humans, while also making them his slaves. Maybe you're a business partner, or decided to remove the competition. Maybe you have actual morals and came to stop this. Either way, you're here, and while this place is crawling with his servants, he doesn't know it yet.

6. Mall, Shinjuku (Noble Soldier)

You finally have had some free time, and decided to go to a bar you know. Unfortunately, some of the American soldiers occupying the country are here. While they don't know of your affiliations, this is pretty awkward, and the fear that they'll somehow figure out who you are is killing your buzz.

7. Mysterious Laboratory, Sendagaya (Demon)

After a grueling trek through the Abyss, you've finally made it. The human world. Or some weird building in it, anyway. This place was being used in secret to develop the Terminal System project. Some time ago, a bunch of demons managed to break in and take over after killing or zombifying everyone inside. You weren't part of the vanguard, and you didn't show solidarity by being there when they sent back a messenger, but feel free to give yourself a pat on the back for actually making it.

Perks:

Entertaining as it could be, just throwing you into this mess with no help will probably get you killed, and that's no fun at all. So, as usual, here are a few choices to help you not get eaten by demons. Discounts are 50% off.

Honest Liar – 100 CP (Free to Drop-Ins):

You haven't got a way with words, sadly. You still need to come up with believable excuses the hard way, but the manner in which you carry yourself makes it difficult for others to doubt you without solid proof you're lying. You could convince a band of demons you're one of them, and just assumed a human form for the sake of convenience, by saying that and nothing more.

Hollow Presence – 200 CP (Discounted to Drop-Ins):

You're not of this world. You're not of any of these worlds. This can mean a lot of things, and I can make it mean nothing at all. Right now, what it means is that you're an indistinct existence for certain magical purposes, unless you wish otherwise. You can probably puzzle out what this does by yourself, but that would be a tad unfair. Imagine a spell of teleportation that increased in cost for each person transported. If there already was a target, and you desired such, you could be teleported at no cost as an extension of the initial target. If someone cast a healing spell on you and two other people that divided the healing equally, you and your allies would be healed as if they were the only targets. Bear in mind that the spell must be able to target multiple people by default. The ancient rite of ascendance which only works on one person by design would still work on only one person.

Pillar Choir – 400 CP (Discounted to Drop-Ins):

Oh, what dulcet tones you may now produce. Your singing has been enhanced by magic, allowing you to curse (or perhaps bless?) others in a few specific manners through it. Those who hear your vocals will, if you so desire, be afflicted with the following: heart-stopping terror which causes one to panic; soul-crushing dread that robs all but the bravest from the will to move; mind-numbing calmness that forces one to sleep; or all-encompassing joy so great one is incapable of doing anything other than immediately celebrating their own existence. This power will not become any stronger with time, but your finesse may increase as you use it. Today, you can do only what I say you can. But given time, you may do such things as force a single person to stand still while all others scramble like decapitated poultry around them, or subtly intone what you speak in order to manipulate one's perception of you and your ideas. As a bonus, your "physique" is enhanced, such that you have the physical ability to sing like one who has made a career out of it. Doesn't necessarily make you any better, though.

Primordial Might – 600 CP (Discounted to Drop-Ins):

Curious. Something strange happened to you when you arrived. Getting thrown through the boundaries between worlds has caused some sort of ancient cosmic energy to suffuse your entire being. This strange power enhances your body, allowing you to move and strike with power comparable to a demon. At first, you are merely superhuman, needing continuous rifle fire to be damaged and killing men with one punch, but given a few years to acclimate to this power, you will be able to move faster than bullets and break apart ships with your bare hands. But this is only if you allow the cosmic power within to rest. By forcing this energy outside of your body, you may perform almighty attacks that ignore all abnormal defenses your targets may have, at the cost of briefly diminishing your own physical boons.

Not Feeling Too Bad – 100 CP (Free to Normal Persons):

This isn't a skill you've developed, and more something that you just do, but you can keep yourself composed no matter what happens. You can have your entire world shaken apart, see your family murdered in front of you, and have to kill your best friends in order to save humanity, and you'd be able to hold it together. While this allows you to remain functioning even if you face adversity which would make the common man break into pieces, you still have to work through what you've experienced eventually.

The Demonic Diplomat – 200 CP (Discounted to Normal Persons):

It's not clear how you learned this, considering your lifestyle, but you've become a masterful negotiator. In addition to knowing how to actually discuss things rationally with the objective of reaching beneficial outcomes for all involved parties, you can read men and demons like books, keep your cool even if whatever you're speaking with could tear your head off with a single swing, and instinctively know when something will make or break a deal. Keep in mind that even if some Pixie doesn't really need that Yen, just telling her to sod off with it might not work out great for you. Still, getting your own personal army of demons will come naturally.

The Storm's Eve – 400 CP (Discounted to Normal Persons):

You've discovered an incredible ability. Through the power of your own spirit, you may call down bolts of magical lightning from the heavens. These bolts start out incredibly weak compared to real lightning, but due to their magical nature are capable of damaging a person or demon far more than the real deal, as it will ignore physical laws in order to follow your will and continue pulsing inside one's body until all of its energy is consumed. While the bolt originates in the sky, its magic will contrive for it to strike the spot originally targeted no matter what, be it after microseconds or minutes. Additionally, this ability is one attuned to love. When used with the intent of protecting your loved one, your spiritual power will become a magnitude greater, allowing for you to reach far outside what is expected from one of your station. If you've yet to find true love, or fashion yourself a fan of Sabbaths, then I suppose that's just too bad.

Demon Summoner – 600 CP (Discounted to Normal Persons):

You're a world-class tactician, and can create highly elaborate and complex battle plans that are both robust enough to never need reevaluation beyond the discovery of information you simply did not have before and simple enough that contact with the enemy does not inevitably cause them to become nothing more than wishful thinking. Additionally, your ability at reading the intent and thoughts of others through their body language and other tells is enhanced, to the point that you are capable of doing so in battle and effectively divine any notable weaknesses or strengths your foes may have. You're all but fated to become one of the most powerful demon summoners of this age. But, there's something else I need to talk about. There is a pretty obvious issue with this whole demon summoning business, at least for you. Demons are intelligent thinking people. This means that you would have to make them companions in order to let them travel with you. So, I have designed a replacement for this element. In this jump, the COMP and DSP will work as usual. After your stay here, your COMP will gain access to a demonic compendium where copies of the demons you've turned into your minions are stored. If you acquire multiple minions of the same race, only the strongest specimen will be saved. While you can store a limitless amount of demons, you may only summon up to five of them at any time. The copies are as strong and smart as the originals, but lack any real personality or independence, and can not be considered real people. If you succeed in turning demons from other universes into your minions, they will also be added to your compendium.

Exemplar – 100 CP (Free to Law-Abiding Citizens):

You are a shining paragon of righteousness. Or look the part of one, anyway. Not only are you incredibly beautiful, but when others gaze upon you they will somehow know that your beauty, wisdom, and power are a product of whatever belief or ideology you espouse. Unless you are a hobo, this will do wonders for turning people towards your side. This ability will automatically deactivate if you are trying to hide your identity, and if you are trying to fake believing in one thing it will change what it causes others to think of you as appropriate.

Guarded By Angels – 200 CP (Discounted to Law-Abiding Citizens):

You are incredibly lucky. At least, that's what other people think. While you won't be cleaning out casinos in a single night, things just go better for you when it really matters. Doors will randomly happen to be open when you're running through a military base, demons will lose sight of you due to something stupid like dust or a light bulb blowing out behind you, and recoil just seems to get your bullets going towards your enemies. This won't be winning fights for you by itself, but anything in a battle that's out of anyone's control will swing your way.

The Winds of Salvation – 400 CP (Discounted to Law-Abiding Citizens):

You were minding your own business, living as normal people are wont to do, when you came across a demon torturing a group of people in the middle of the day. They were completely defenseless against such a beast, and you knew you wouldn't do much better. And yet, you rushed forward, trying to stop it from hurting them. You don't know how, but somehow you were powerful enough to defeat it. You scarcely remember what you actually did when you fought it down with your bare hands, but what you do know is that as the people you saved lay dying, you commanded the wind to move over them. Each gust of air glowed with a mysterious holy power and mended their wounds, and soon they were as if they had never been attacked. While you've yet to experiment and realize this for yourself, this healing wind is in fact the result of combining two abilities you've acquired. The first is that you may command the wind through magical power, initially only pushing men to the ground with wide sweeps and perhaps creating spears of compressed air capable of harming demons, but with time you may yet demolish entire buildings. The second is that you may expel holy light through your hands which heals those it touches, nursing even those at the brink of death back to health. Both come from the same source, and when used at the same time naturally merge, meaning that while you'll be able to perform such acts as healing entire battlefields this comes at the cost of being unable to heal while commanding the wind to attack without aiding your foes.

Chosen of Raphael – 600 CP (Discounted to Law-Abiding Citizens):

You died. No two ways about it. Maybe you died in an accident, even with the awesome powers you may have had, maybe you just tried to fight something out of your league. No matter the circumstances, you died. Yet, here you are. One of the Heralds saw the radiance and purity of your soul and decided to offer you a second chance at life, as the promised leader of the Messian Order. Your survival of the end of the world has been arranged, at the cost of you being expected to willingly aid in the killing of most of humanity in order to set the stage for God's descent into this Earth, many years from now. Of course, that's not the only benefit of being the Messiah. You've gained a new body that is at the top of human function, and you have been taught how to rule by angels while your new form was prepared. You can discern how to best improve and maintain society as a whole, but also how to balance individual needs with the necessities of the many, and are learned of diplomacy and military tactics. But that's not all. Your spirit has been reborn as that of the Divine in human form, allowing you to freely choose a single example of that Demon Race to take the abilities of. Your raw power will be equal to that of a Virtue, so your choice is the answer to the question of authority and specialization, rather than that of pure spiritual strength and physical might.

Wasn't So Tough After All – 100 CP (Free to Rebellious Spirits):

You've got a sense for how powerful someone is. At a glance, you can tell whether someone (or something) is weak, average or notably strong. Sadly, you judge someone's power based on the average of wherever they spend most of their time, rather than objectively or relative to you. If you just run off and try to rely only on this, you might end up becoming the lap dog of someone you despise because he came up as strong due to living among vermin, or get yourself cut down by a "weakling" because you accidentally jumped from the proverbial small pond into the ocean.

The Demonic Samurai – 200 CP (Discounted to Rebellious Spirits):

Wow, I'm not even sure how this is possible. Your skill with bladed weaponry such as knives or long swords is so great, you can actually fight demons. Not just weaklings like Gaki and Brownies, superhuman as they might be. I'm talking about the demons which laugh gunfire off and would throw a man in the same manner you would throw a baseball. Still pretty weak in the grand order of things, but at least you can defend yourself, and normal humans can't do much to you.

Burning Spirit – 400 CP (Discounted to Rebellious Spirits):

For the first time in your life, you faced true danger. With demons infesting this land, you very recently were forced to finally see what your beliefs truly are like. When you were on the floor, about to be gutted like an animal, something inside you awoke. A feeling that can't be described. While humans lack the ability to utilize magic naturally, they can still do so, and the desperation of what was happening caused a mysterious power within you to awaken. Calling it forth, you burned the demon threatening you to a crisp in a single terrible flash. While you can still summon small flames the size of a campfire at will, your power grows stronger as the stakes climb ever higher. Were you to face that same demon again, you would not be able to summon that pyre, simply because you could defeat him with your sparks alone. If you were legitimately threatened once more, you would gain the power to create flames grand enough to melt steel and set a house ablaze. While this is not the methodical and educated sorcery proper magicians and certain demons utilize, training still would allow you to increase your flame's potency.

Demonic Fusion – 600 CP (Discounted to Rebellious Spirits):

Power. Power is the only constant in this world. With enough power, you can make sure others don't harm innocents no matter how much they wish to. With enough power, you can kill as many as you'd like with no repercussions. As a human, there were certain limits you simply couldn't break. This is why you've abandoned your pitiful and weak origins. After finding a particularly gullible demon, and somehow convincing them you were a mighty and powerful devil who considered them the only ones worth being fused with, you've transcended both of your limitations. As a true human-demon hybrid, your abilities are far beyond both. It'll take decades before you reach the point where you could fight a legion of demons, but you can take on at least a platoon of your new race. While you look completely human, things such as the shape your hair naturally takes when grown wild or your resting face will change to resemble your demonic half. While you may choose the Demon Race you've fused with for free, their cost must be lower than or equal to 600 CP.

Polymath – 100 CP (Free to Modern Magicians):

You can't exactly go to magic college in order to learn this stuff. You've had to make connections, and study more ordinary material, in order to weasel your way into the circles that know the truth of this world. As a result, you have knowledge of every field that could be found in a university, with a particular (if incidental) focus on computer science, medicine and anthropology.

Terminal Networker – 200 CP (Discounted to Modern Magicians):

Seems you got a pretty interesting job some time ago. You've aided Stephen in the creation of his teleportation system, and have acquired great knowledge of it, enough that you could replicate it yourself. First, you can create a Terminal, which... doesn't do much by itself. However, by connecting multiple Terminals together through the Internet or any similar network, it is possible for users to transport themselves from one to another instantly. Additionally, it's possible to open direct portals to unconnected places or other dimensions, though this is not a properly supported feature. Do try not to open the gates of hell.

Ninth Circle Sorcery – 400 CP (Discounted to Modern Magicians):

You're the real deal now, Jumper. Through extensive study, you've learned actual magic. Keep in mind that while you're not a newbie, you've still got a long way to go towards being an all-powerful wizard. While you can easily dispatch many demons now, there are ordinary beings still far above you. For now, your greatest achievement is the creation of a spell that "generates" cold. Don't think too hard about what that means. Summoning icy spikes under your opponent's feet, freezing them where they stand, and hurting them simply due to how frigid you've made the environment is all possible to you now, and these powers will only increase as you master the mystic arts.

Demonic Infusion – 600 CP (Discounted to Modern Magicians):

Still... it's not enough. All that study, a lifetime's worth of work, and you're still only capable of dealing with the runts. The trash. But demons, they have all that power, and no need or desire to develop it. That angers you. After capturing a demon close to your equal, you began studying it, and have discovered the intricacies of demonic physiology. Combined with your knowledge of biology, you've devised a way of turning humans into part-demon aberrations through extensive reconstructive surgery. While general enhancements are easy, you still need intimate knowledge of a particular race in order to recreate specific traits. Additionally, a well preserved sample of their body must be used in order to kick-start the mystical side of your subject's abilities. As a small bonus, you had a happy little accident during one of your earlier tests, and have discovered how to cleanly and easily remove this pesky little thing called "free will" in your subjects. I'm sure that will be useful. But enough of that. There's still the reason why you did all of this. If you are willing to take the last step and abandon your humanity, you may choose a single Demon Race costing 200 CP or less to have become a hybrid of, gaining some of their abilities even while looking human, with a second transformation that is truly monstrous and can wield "your" heritage's demonic might to the fullest.

Honorable Treachery – 100 CP (Free to Noble Soldiers):

So, your boss is not the best man for the job. Normally, you could just deal with it. But there are demons everywhere and the Americans are really unhappy about this. "Invade the country and start killing people" unhappy. Your nation and your people are at risk. You're going to have to abandon your pride as a soldier. You know how to socialize with and manipulate those in stations similar to yours in order to make them see their superiors as someone undeserving of their position, and can move them to the point where they're willing to take violent action in order to assume control. Additionally, you know how to get into the heads of people who trust you as an inferior in order to know how to make any action or move seem like something which will aid them. I'm sure you'll do a better job once you're in control.

Heir of Shinjuku – 200 CP (Discounted to Noble Soldiers):

You lost. Your forces are scattered, your leader is dead, and everything is burning. You could just lie down and give up, or you could pick up the pieces and get to work. You have a miraculous talent for making the best of a bad situation and starting over after failing. Your leadership and cunning is such that if the country you serve was burned to ash, you'd be able to gather the survivors, scavenge the necessary supplies, and build a new nation where your word is law that not only equals the original but surpasses it.

The Strongest Magic – 400 CP (Discounted to Noble Soldiers):

You've learned a somewhat notorious set of spells. Four to enhance the attack, defense, agility and magic of your allies, and four to enfeeble the same attributes belonging to your foes. The first four increases the relevant traits by one fourth, and may be layered upon itself four times, to total the doubling of said aspect. The second debilitates the relevant attribute by an eighth, and likewise may only be layered four times, halving the relevant element in total.

The Eight-Forked Drunkard's Shadow – 600 CP (Discounted to Noble Soldiers):

You were sent on an expedition to the Abyss. Nothing of note really happened, honestly. But... you came back different. You're still as human as you ever were, but your shadows are deeper than before. At will, you may loosen your grip on it, causing your shadow to become an odd black liquid where eight spirits live in. These spirits normally cannot interact with the world. By yourself, you can take control of your shadow and mold it into objects such as spikes, walls or tentacles in order to attack enemies with strength and speed surpassing most demons. More importantly, these spirits have some innate mystical ability that you can draw on. Their first ability is that they can each take control of a person's mind. While there's no real limit to how long you can control a person's actions, willpower, mystical potency and outside interference all can break your hold, and a spirit's strength wanes the longer it is separated from your shadow. The second is that they each can completely immobilize a person. This ability is almost impossible to escape from without help, but is even more tiring for the spirits, to the point you'd have to keep someone inside your shadow to paralyze them for more than a minute. The third and last ability is that of healing. By expending energy, the spirits can heal a person. Healing a small cut is nothing, but making a man who will die in seconds totally okay would require that it consume itself fully. All of these abilities function by having your shadow touch the target in order to let a spirit jump into them. Spent spirits naturally reform in your shadows after a few minutes of rest.

Mimic – 100 CP (Free to Demons):

After killing a human (or similarly ordinary) being, you may take on their form. This will make you appear to be them physically, but those who know what to look for may divine your true nature through your spirit. You retain all of your powers while disguised, but actually using them or being attacked will cause your disguise to break, revealing your true demonic visage to the world. Disguises are disposable, so if you intend on committing long-term identity theft, stay away from danger.

Kugutsu Magic – 100 CP (Free to Demons):

You are capable of animating dolls through demonic power. While the material and craftsmanship of their body matters the most where it concerns their fighting ability, the vile power coursing through their frame reinforces them, making them at the bare minimum twice as strong as a normal human. Keep in mind that the magic which brings them to life also makes them extremely vulnerable to holy powers. Their intelligence is enough to obey simple orders, such as “patrol this area” or “hunt down humans”, but it’s not something you should bet on.

Protection of the Count – 200 CP (Discounted to Demons):

You have learned of an extremely rare spell, which allows one to protect an area that they have an emotional connection to by creating a massive magical dome over it. It can be a direct connection, such as your beloved hometown, or an indirect connection, such as a place important to someone you love. Those who you give permission to may pass through the dome as if it simply did not exist. The dome is extremely powerful, being capable of holding fast against legions of demons for years, and while it is tiring to create you will be back to normal in just a few days. However, if you leave the area protected by the dome, it will soon break apart. If you used another’s connection to the protected area to create the dome, they too, must never leave lest the shield fall.

Demonic Union – 200 CP (Demon Only):

Aren’t you a cute little snowflake? It seems that you are not only the result of a special fusion, a unique existence separate from ordinary demons, but the result of a triple fusion. You may purchase two other Demon Races in addition to your initial one to belong to, and freely mix and match their physical appearance. Your most expensive Demon Race choice will cost the same, the cheapest will be free, and the middle one will be Discounted. No matter how much you might favor one side over another, you’ll have the full suite of abilities available to all of them, and while your awesome power will scarcely be the sum of its parts, having the immunity of one race, the raw attributes of a brute, and the esoteric sorcery of another will prove more than worthwhile.

Sacrificial Bestowment – 600 CP (Discounted to Demons):

There is a strange type of parasitic worm from the Abyss known as a Magatama. They are said to be a demon’s essence, and you’ve learned how to create them. You do so by sacrificing half of your demonic power, which regenerate after a few weeks or a few months, depending on how much you refrain from combat to conserve what is left. Then, by implanting the resulting Magatama in a living being, they will gain access to a small measure of what is contained in the tiny creature. With conflict and time, the power they can draw on safely will increase, until the point where they instead begin increasing the power inside the Magatama through practice. Eventually, the power within will become equal to what yours was at the time of its creation, and it will fully merge with the host.

Theme Music – Free:

You have your own soundtrack now. While it's a simple and, if I might be honest, boring tune composed of piano and choir it is tied to your musical taste and will always be pleasing to hear. Not only that, but it will alter itself in order to fit the situation, be it a heated battle or a walk in the town. But there's more. The music will change based on certain beliefs you may hold. The more you are willing to give up your own freedom and even take away that of others in the name of safety and peace for society as a whole, the louder and more imposing the choir will become, and the piano might even be replaced with an organ. The more you are willing to trample over others in order to achieve your own objectives, and believe that it is only right that all do so, the darker and more ominous the piano will become, and the vocals might even dwindle down to a single hateful and heretical voice.

Environmental Protection – 100 CP:

You are naturally resistant to harmful environmental factors. Extreme heat, cold, radiation, or even magical curses have a lessened effect on you, to the point something which would kill a normal man in hours will need days to claim your life. Not only that, but by actively cycling your spiritual power, you can actually repel those conditions and even "clean" others of those harmful elements.

Gunmetal Alchemist – 100 CP:

As it turns out, there's a way of storing spells and natural mystical abilities inside of bullets, and you know it. While whatever mystical power is held within them is lessened, the fact that you could fire a hundred of them every minute more than makes up for that. This would eventually be discovered due to the constant open interaction between humans and demons set to occur in the future, but if you purchase it now you'll get a head start and the ability to replicate this in systems that do not naturally support such.

Psychodiver – 100 CP:

The exact reason for this is unknown, but you've manifested incredible psychic abilities. You may spiritually project yourself and others into the mind of a restrained or willing target. While inside, you may peruse their experiences and memories by walking through their very thoughts. If you successfully journey to the center of their mind, you will find a window to their very soul, and be able to painfully twist their self to your own dark purposes. Or heal them mentally and spiritually, if you are of the moral sort. The average human is likely to prove defenseless once you find yourself inside, but those with great discipline or demonic power may be able to fight back.

In The Webs of The Fallen, The Guardian, and The Lord – 200 CP:

One day you end up having to save a damsel in distress from a random cult separate from those Gaeian and Messian jerks, another you get roped into investigating a well said to hold a malicious spirit for whatever contrived reason. It's just one mess after another, and it just won't let up. This might sound like something you'd gain Choice Points for taking, but it's good for you, Jumper. The random bits of theological lore you heard before the cultists realized you were there? Yeah, it turns out you'll have to fight their god at some point and need to abuse a weakness they unwittingly told you to defeat him. That well you exorcised? It actually had a spirit stuck in there, and years later it finally found you and decided to reward you by scouting for you and letting you know about an ambush that would surely have ended your life. In short, you keep getting stuck dealing with seemingly inconsequential nonsense which is actually extremely important and will save your life, be it after days or decades. You can't turn this off, but it will only activate and draw you into trouble if you'll need the help to survive later on.

Dormant Power – 500 CP:*

Great strength rests within your soul. Conflicts, and the choices I've already given to you, are the key to awakening it.

Demon Race:

It is here that a Demon must make the choice of what Race they are, and what form they will take in this world. These choices are purchasable only to Demons, as you might guess, though certain Perks may call that you choose from this selection and take on the power of demons even as a human. A Demon Race's CP cost is based on the raw power they possess. While it might not be acknowledged directly, a Race that costs more CP will almost always defeat a Race that costs less CP in a symmetrical fight. Demons gain a stipend of 200 CP to spend in this section only.

Foul:

Mou-Ryo – 0 CP:

You are a spirit of the mountains and rivers, or perhaps one of the dead who failed to ascend to the heavens. It doesn't matter anymore. You take the form of a disembodied face amidst a dark and dreary blue fire, and you are somewhat resistant to all magic. Additionally, you are completely immune to guns as bullets pass through you harmlessly, but fists, blades, and larger projectiles can harm you normally. You may create small buffets of strong wind through magic, and you may also curse your foes to harm you less.

Black Ooze – 200 CP:

Oh. Oh dear. You see, demons need a physical body to exist in the human world. They normally manifest by using a substance known as Magnetite to create a physical body, but... you kind of botched that last part. Your demonic essence was broken down into a disgusting black gel, and any power whatever Race you were going to be was lost. Instead, you may use your dark mass to absorb and digest anything you touch, and also exude a poisonous gas strong enough to harm and kill demons. As an aside, you are very vulnerable to electricity. Don't get shocked.

Backbeard – 400 CP:

You are a monster from Europe. Some say that your kind is the roots of an ancient tree, but it is unclear whether that is actually true. You have the appearance of a giant eyeball with several tentacles. You know of magic to manipulate the wind, though it is a power over finesse affair, meaning that you can only use it to create crushing and cutting gales. You are also capable of using magic to bind your foes, preventing them from moving, and paralyzing those who you lock eyes with. Lastly, you somehow reflect all non-cutting physical attacks back to their source.

Spirit:

Pisaca – 0 CP:

You are a type of Preta from Hindu lore, a corpse-eating abomination. You have the appearance of a rotting and dirty dead body which suddenly got up and began walking. Your bite holds a potent paralyzing poison, and your touch drains the very life out of your opponents, slowly killing them as you are healed. Additionally, your calls for aid echo endlessly, reaching the ears of those you consider your closest allies no matter how far away they might be. It should be noted, your body's composition and nature makes you weak to fire and holy magic, though you are similarly resistant to gunfire and effects which target the nervous system.

Larvae – 200 CP:

You are a Larvae, sometimes referred to as a Lemure, an evil spirit that did not receive a proper burial. You take the form of a flying blackened mass of human flesh from which a beast-like skull and bony talons emerge. You are completely immune to guns, effects that target the nervous system and curses that bring death. You may instigate panic in a small group of enemies, and your claws are cursed, stealing the life from your opponents with each rend. Finally, your smile itself is a curse, paralyzing those who gaze upon it and permanently weakening them with time.

Phantom – 400 CP:

You are the spirit of a dead person that has lost all thought beyond hate and despair. It is said that those who meet beings such as you are fated to die. You are weak to holy powers, but reflect all curses of death back to their origin. You may produce a large wave of energy that brings panic to your foes, and also create gale force winds capable of tearing men and demons alike to pieces, both through magic. Your form is that of an unrecognizable face in a floating ball of green and sickly fire. The flames that make up your being do not burn on the physical level: those who come in contact with you will have their life force consumed as fuel to restore your own vitality.

Ghost:

Preta – 0 CP:

Said to be the spirit of a corrupt person who has been reincarnated as a demon with an insatiable appetite, you take the form of a small and pink humanoid creature with a large mouth and many symptoms of kwashiorkor. Your fangs and claws are surprisingly sharp, being capable of tearing humans apart much like they would tear apart bread. With a desperate howl, you may call out for aid to those in a few miles radius who greatly desire the same thing as you. You are weak to fire and holy powers, but are greatly resistant to ice and electricity. By default, you hunger for any valid currency, though you may change this to something more fitting if you so desire.

Baykok – 100 CP:

You take the form of a skeleton with translucent skin and menacing red eyes, an evil spirit from Ojibway mythology. You are skilled in melee combat using clubs and blades, and may summon a phantasmal bow that generates invisible arrows. You may use your skin to form ghostly nets which supernaturally rob your opponents of the ability to move, in addition to binding them as their normal counterparts are known to do. You may summon ice, not only freezing your target but conjuring moisture around them to form an imprisoning block of ice. Lastly, you may curse your foes with the power of death, damaging them on a metaphysical level: those who constantly draw close to death without recovering mentally or have a damaged soul will die with absolute certainty no matter their vitality, but any who have a healthy sense of self-preservation or are spiritually well will be able to ignore it completely. As a form of undead, you are weak to fire and holy magic, but are resistant to guns and nerve altering effects.

Sawo Bhaku – 200 CP:

You are a Nepalese demon known to harm humans. It is said that Sawo Bhaku, as if you and your kind were a single person, was cursed by Shiva's avatar to fight Sumbha. Your form is that of a green-skinned muscular human, with a distorted mouth and a long tongue. With each of your steps, you may call forth a great conflagration capable of melting steel, and with a wave of your arm, you may set a specific object or person ablaze. You are resistant to magic, and are completely immune to guns. You also know of a magical dance which inspires maddening joy in your foes, such that until you stop dancing, most will be unable to act.

Sanni Yaka – 400 CP:

You are a spirit of disease from Sri Lankan lore. You take the form of a purple skinned human clad in white and red robes, with a golden and heavily ornamented mask bound to their face. By locking eyes, you may curse a person and prevent them from moving for a short while. You are resistant to magic, and reflect death curses back to their caster. You may breathe poison if you so wish, and also use your foes' blood as a sympathetic link for curses. By dancing ritually and channeling magic through your mask, you may summon and command Yaka, a lesser form of demon bound to serve your kind. At first you may only call up two or three, but with a long time, that may turn into tens, though you are unlikely to ever manage more than a hundred. Yaka are essentially Preta with golden masks similar to yours bound to their faces. They have no notable resistances or weaknesses, and the teeth in their masks are cursed, allowing it to poison those they bite and directly absorb their life force. The Yaka slowly disappear after you stop dancing, however.

Lich – 600 CP:

You are a powerful sorcerer that has achieved eternal life through necromancy. Your form is that of a skeleton clad in dark purple robes. Through your mystical mastery, you may summon: a great clash of lightning, even indoors; a miniature tornado, more than capable of rending demons to pieces; a titanic iceberg, which traps and freezes your opponents; and a flash over from your hands to your foes that easily turns demons to ash. You are resistant to all magic, reflect any death curses back to their caster, and a most terrible power lies in your gaze. If an enemy looks into your eyes, and continues to do so for whatever reason even as a sense of mortal dread climbs up their spine and desperately demands that they stop doing so, you may steal half of their maximum magical energy. Energy is not power, sadly. You steal what fuels their magical powers, not their magical powers themselves.

Jaki:

Orc – 100 CP:

You are an Orc, a pig-headed demon that serves the god Orcus. You are notably close to humans, and have many of their desires and vices. Your physiology is weak to bullets and electricity, though you are surprisingly tough in other respects for a demon of your level. You are skilled, though undisciplined, in armed and hand-to-hand combat. Not much else can be said about your kind.

Wendigo – 200 CP:

You are a cannibal spirit of Algonquian myth. You stand at 16 feet, with a face that looks like a skull hidden by thick red fur. You are adept at running in snow, being capable of snatching up humans without them having time to react, though there is nothing stopping you from using this speed in warmer climates. As a being of the icy wastes, your mere presence may chill your enemies to the bone to slow down their reaction time and speed. By exercising your magic, you may enhance this aura to the point where all the moisture in the environment is frozen, shredding your foes with diamond dust, and even encase them in solid blocks of ice. It should be noted, while being struck by ice heals you as much as it would normally have harmed, your oneness with the cold makes you vulnerable to fire.

Lakhe – 200 CP:

You are a flesh-eating demon from Nepali mythology. You take the form of a blue skinned human with a large mouth. It is said that one of your kind swore to never again devour human flesh for the sake of love, but most are not so kind. Your powerful jaw allows you to bite materials that the finest blades leveraged by your immense strength couldn't cut to shreds. You may command the wind to lash out with great force at one of your foes, and you may enter a berserker state. While you lose intelligent thought in your maddened rage, you are two times stronger and faster than you normally are, and ignore all wounds which do not claim your life. You unconsciously utilize tactics and strategy as best as a raging beast can, and if your normal self would desire to return to normal, you will do so without quite knowing why. Mighty as you might be, electrical attacks and guns will ruin your day.

Barbegazi – 400 CP:

You are a mythical creature from Swiss mythology, a snowman that lives in the Alps. Your form is that of a particularly large and green-skinned human. Your speed is nothing to write about normally, but during snowstorms, your speed becomes such that ordinary humans simply can not perceive you. Demons lesser than you won't be much better off, though those on your level (be they human or devil) will have a much higher chances of successfully defending and attacking. On the mystical side, you may call forth a small yet fierce snowstorm from nothing, and also freeze your foes by causing their body's temperature to plummet through magic. Much like the Wendigo, you are healed by ice as much as it would have harmed another, but at the cost of being much like the snow you so adore in the face of fire. Lastly, your teeth secrete venom potent enough to harm demons.

Rakshasa – 400 CP:

You are a demon from Hindu and Buddhist mythology. Some say your kind was created from Brahma's foot, others that you are the descendants of Nirriti and Nirrita. Some even believe wicked humans may reincarnate as one of you.

Your form is that of a lean green-skinned human, and you are weak to guns and electrical attacks. You may breathe fire through magic, and also let loose a scream that sends your foes into a panic. Through mystical power, you may guide your hand and your blade towards your foes' weak spots, turning glancing strikes into meaningful damage and opportune attacks into fatal wounds. Lastly, you know a sacrificial technique. By cutting your own chest deeply, you may enhance your next blow, ensuring any physical attack will deal extreme damage.

Girimekhala – 600 CP:

You are a large demonic elephant from Sri Lankan mythology. Said to be the steed of Mara, the tempter, your current form is humanoid while remaining true to the legends. You have only one eye, which carries a powerful curse. Those who stare into it will fall ill with absolute certainty, and their condition will degrade over the course of half a year. Medicine may not heal them in any way, though sufficiently potent magic may prove effective. Only your will or the destruction of your eye may lift this curse. You reflect all cutting physical attacks, and may exhale a potent poison gas through your trunk. Lastly, your trumpeting carries strong magic, sowing panic among foes who hear it.

Jirae:

Brownie – 0 CP:

You are a fairy popular in English and Scottish lore. It is said that your kind helps those who leave offerings of bread and milk with housekeeping, and you have the skills to do so. Your form is that of a small person with elfin ears. You may cast spells to enhance your allies' speed and accuracy and curse your foes with the opposite. You may also use a strange magic that causes your foes to become supernaturally happy when you walk with a bounce on your step. You are weak to wind, magic, and attacks which bypass resistances.

Kobold – 0 CP:

You are a sprite from German folklore. You take the form of a dog-like beastman. You may use magic to enhance your allies' accuracy and agility, and also reduce the damage they take. You may cure one of blindness caused by bright lights, and are also weak to magic, wind, and attacks that ignore abnormal defenses.

Tsuchigumo – 100 CP:

You are a Japanese earth spirit from ancient times. Your form is that of a 4 foot tall spider with the head of a man. You produce strong webs, allowing you to bind even demons, and your hair is also coated in potent venom. By hardening and shooting it at high speeds, you may doom your foes to a slow death, assuming they do not dodge or find healing. It should be noted, you are vulnerable to attacks which ignore resistances, magic, and wind.

Bugaboo – 100 CP:

You are a playful spirit from the Cornwall region of England. You take the form of an oddly dressed blue human. You may summon ice through magic, imprisoning one foe in ice or calling forth a somewhat puny blizzard. Your alignment with the hardy earth also allows you to strengthen the defenses of your allies through a spell. You are weak to wind, attacks that pierce through resistances, and magic in general.

Dwarf – 200 CP:

You are an earth spirit from Norse mythology. You have excellent forging skills, being capable of creating weapons gods would wield with enough work and resources, and you may enchant items you create by hand to be just a little bit better at everything. Your small body, standing at half a normal adult human, hides a great amount of strength. Your beard is simply astounding, and you know of a spell to make your and your allies' skins as iron, lowering the damage you take. Sadly, you are as sand rather than rock when struck by magic, attacks that ignore defenses, and wind. Lastly, you are very skilled with ancient weapons and instinctively know your foes' weak points and how to best exploit them.

Kwancha – 400 CP:

You are a demon of illness from Nepal. You may cure mundane ailments, even if they are caused by magic, in others and yourself, and you may give blessings to prevent them. You reflect holy powers and nullify death curses, and you are as capable of cursing others with illness as you are capable of healing them, and you may also create zones where all who enter are either cured or cursed. You take the form of a skeleton with with a single large eye and... odd ears, wearing colorful robes.

Sarutahiko – 400 CP:

You are the Prince of the Monkey Fields, the first to welcome the gods who descended upon the earth, and the shining deity who waits at the boundary called Ameno Yachimata. You take the form of a muscular man with a large nose, wearing samurai armor. You may summon a great ring of fire, and fully heal yourself or an ally through magic. You reflect curses of death, are immune to holy magic, and may also call down bolts of lightning during storms. Lastly, you may cast a spell to remove any physical enhancements your foes place upon themselves through magic.

Giant – 600 CP:

You are a gigantic red-skinned humanoid, standing at 50 feet tall. You are weak to wind, magic, and attacks which are unaffected by defenses, and you have no magic or skill. What you do have, is extreme physical strength and durability, which far surpasses your level. Even with your crippling weakness, you could defeat a Lich if you had the initiative, and the strength of Shuten Doji is pathetic compared to yours. You lack the strength and size to wield a building as a club, but using a train as a somewhat cumbersome whip is well within the cards.

Brute:

Azumi – 0 CP:

You are a water god from an ancient Japanese tribe, taking the form of a human with the head of a fish. You can breathe on land and in water, and your swimming speed is greater than modern ships. You may use magic to manipulate and create water, though the speed and force you impart upon it is so little as to limit this to purely defensive and utility uses. You may use water as a medium to slowly heal others, and also shoot lightning from your hands. Lastly, when you are struck and damaged by electricity, half of it is reflected back to its source.

Bogle – 0 CP:

You are a fairy from England. You take the form of a small spirit that appears to be made of dust. You are skilled at pranking, particularly in karmic manners, and may bless yourself and others with good luck. You know weak magic to create fire, control the wind, and produce sparks, and also know a spell to create a phantasmal map made from the collective knowledge of you and your allies. You are weak to guns and electricity.

Momunofu – 100 CP:

You are one of the followers and guardians of the ancient god Arahabaki, and a type of Shikigami. You are an incredibly skilled swordsman, and the prototype of the legendary hero Momotaro. You know of a spell to block attacks and magic that drain your energy, and also spells to enhance the attack of you and your allies and to bring down the speed and agility of your foes. You are weak to electricity and guns.

Purski – 200 CP:

You are the magical white elephant which serves as Indra's steed. You have the body of a heavyset human and the head of an elephant, and you also have a third eye on your forehead. You may heal your allies of mortal wounds, and also command powerful wind to accelerate and crush your foes through magic. You are weak to electricity, and your trumpeting stops your foes' movement where they stand. As a deity believed to fly and associated with the clouds and rain, all of your abilities and powers related to the command of wind are improved half again.

Ibaraki Doji – 200 CP:

You are one of the five Oni fabled to have terrorized Kyoto. You have green skin, and your form is tall and muscular, and unlike the erroneous modern stereotype you are a skilled magic user. You know of spells to hide your true form through illusions, to send your foes to sleep, to seal their magic so that no form of spell casting is possible for a while, and also to reduce their defenses by a fourth. You are resistant to all damage, and are immune to holy magic.

Turdak – 400 CP:

You are a Tibetan deity of illness and death, but also seen as a servant of Yama, the judge of the dead. You have two bodies: one is a bleached white skeleton with the power to cure disease, and the other is a rusty red skeleton coloured by blood that inflicts diseases, both done through ritualistic dancing. You are capable of sensing through and controlling both bodies at once, though they may not be separated for long. If they are more than 80 feet away from each other, one will turn to dust after an hour, and the other will essentially molt to reproduce the lost body. You reflect holy power, nullify death curses, and may cure the mystical ailment of petrification. You may cast a spell to bring a person back to health from the brink of death, and also resurrect the very recently dead.

Shuten Doji – 600 CP:

You are the leader of the mountain Oni, strongest and most infamous among them. Your form is extremely tall and muscular, with iconic red skin and horns. Some believe you were an arrogant and cold young man that was turned into an Oni by a scorned lover, some that you were the son of Yamato-no-Orochi. Of course, Shuten Doji is not even a single person as you and your brethren can prove, so those stories are likely wrong. You are immune to holy magic, and resist all forms of damage. You know of spells to enhance your and your allies' physical attack, and also some for defense. But that's not what you are famous for. Your strength is absolutely monstrous, such that you could throw around boulders three times your size with contemptuous ease, and your endurance is great enough to handle performing such feats regularly. While raw strength will only carry you so far in this world, it's still a pretty long way.

Touki:

Gozuki – 400 CP:

You are one of the ox-headed demons that guard the underworld. Your form is blue-skinned and incredibly muscular, and you are often paired with Mezuki, the horse-headed one. You may use magic to bind the limbs of your opponents, and also cast great fireballs from your hands. You are a skilled torturer with blunt and bladed implements, are weak to ice, and also reflect fire back to its source. Lastly, your anger gives you power. As your rage grows, your thoughts speed up and your muscles become more capable, making you a monster when driven to hate.

Mezuki – 400 CP:

You are one of the horse-headed demons that guard the underworld. Your form is red-skinned and incredibly lean, and you are often paired with Gozuki, the ox-headed one. You may gather magic in your hands in order to generate incredibly powerful lightning bolts, and also know a spell to enhance the speed of you and your allies. You know how to extend the death of a person in order to maximize suffering during torture sessions, reflect fire back to its source, and are weak to ice. Lastly, serenity gives you power. By being calm and unattached to what is occurring you may divine the fractures in your opponent's defense, movement, and even strategy.

Nezha – 600 CP:

You are a powerful Taoist who appears in Fengshen Yanyi and Journey to the West, and was brought back to life in an artificial body after sacrificing yourself. Your form is that of a muscular man with red skin and two screws on the sides of his head, with sutures showing that his body was put together surgically. You are immune to ice, nerve affecting effects, and death curses, but are weak to guns and fire. To cap it off, you know of magic to burden your foes, lowering their speed and agility.

Wilder:

Kraken – 600 CP:

You are a mythical sea monster said to have dwelt off the coasts of Norway. You have the body of an octopus, but the barbed tentacles of a squid and you are about 600 feet long. The strength of your beak and tentacles is such that you are capable of rending modern battleships apart as easily as you were believed to destroy wooden galleons. Your durability is also on that level, making it so a single ship is barely capable of scratching you. You may use magic to generate water, allowing you to hydrate yourself passively, and also may supercharge this ability to shield yourself from fire. This is convenient, as you are weak to such and ice, though you also are immune to curses of death.

Fenrir – 600 CP:

You are one of Loki's three children with she who offers sorrow, a gigantic wolf fated to devour Odin during the twilight of the gods. While you were said to be so large as to be able to devour the sky and the earth, your natural form is only 800 feet tall, and twice as long. You are capable of using magic to shape shift slightly, going from the form of a massive beast to a deep blue wolf the size of a bear when it suits you. You send all death curses flying back to their source, and deep within your gullet terrible frost rests, such that you could freeze part of a city with a breath.

Beast:

Stonka – 200 CP:

You are a monstrous bull famed for causing chaos around the Balkans. You have one eye, and a segmented tail, with tough bronze for skin. Your speed is equal to lightning, and your weight is so great your hooves make sounds like thunder when you run. Your roars are capable of shaking the very earth, and bind your foes where they stand through primal fear and force. You are weak to guns, fire, and electricity, but are immune to holy magic.

Griffon – 600 CP:

You are a powerful and majestic creature, with the head and wings of an eagle on the body of a lion. Your claws and beak are strong, but that is not where your true strength lies. As a symbol of divinity and the heavens transformed, each of your wing beats may create gales capable of tearing small buildings from their foundation, and shattering the bigger ones. You are completely immune to holy magic, and you may never be paralyzed in any way or form.

Holy:

Unicorn – 100 CP:

You are a unicorn, with cloven hooves, an utterly magnificent and voluminous mane, and a spiral horn marking you as different from ordinary horses. While your mind is your own, it is usually believed that your kind is violent and ill-tempered, which is odd considering the magic you may use. Through spells, you may ward away all foes who do not hold true malice towards you and your allies, calm down any afflicted by wrath or panic, and lull your enemies to sleep. You are immune to curses of death, and reflect holy magic.

Pabilsag – 400 CP:

You are a half-human, half-scorpion therianthrope from Mesopotamian mythology, sometimes honored as a god of war. Your form is that of a man-sized scorpion with a human skull for a face. Your sting has both damaging and paralyzing venom, and you know of tiring magic to render yourself and your allies completely immune to all physical attacks for a few seconds, though a single good strike will harmlessly shatter the enchantment. You reflect holy powers which seek to harm you, and you are immune to death curses.

Divine:

Angel – 0 CP:

You are an Angel, the lowest rank in the angelic hierarchy. You have the appearance of a normal human with wings, clad in modest robes. You may use these wings to fly, though such is primarily done through mystical power rather than physical action. You may heal those near you through holy power, turning damage normally impossible to recover from with normal medicine into a mortal wound, and turning fatal damage into scars. You may also directly channel holy energy into your foes, exorcising and banishing evil creatures weaker than you.

Archangel – 100 CP:

You are an Archangel, the second lowest rank in the angelic hierarchy. You have the appearance of a normal human with wings, clad in plate armor. Much like the lesser Angels, these wings may be used for flight. As the primary warriors among God's army, you have great martial skill and could reasonably defeat angels above your rank. You may channel your holy power through a blade, cutting and striking at multiple enemies with a single swing from afar. You may also conjure holy flames which eliminate evil, and greatly heal a single person by gathering a large amount of your holy energy together and forcing it into their body.

Power – 200 CP:

You are a Power, the sixth of the nine orders of angels. Said to be the first order to be created, you are one of the keepers of history. While you are not knowledgeable of all that humanity has done and built, you've dutifully watched the course of human history up to this day and are the antithesis to those condemned to repeat the past, and may serve as a skilled leader or advisor. However, your title as the 'power of God' is not merely for show, or some metaphor about the true strength of peace and diplomacy. You were often tasked with patrolling the corridors of Heaven, and are skilled in the extermination of demons. You are capable of focusing your holy power through a blade, reinforcing it until you successfully impale a foe, at which point the holy energy within explodes outwards. Additionally, you may create a great wave of holy energy which utterly destroys evil beings lesser than you in power, and also cast a spell which enhances the physical attributes of your allies by a fourth.

Virtue – 400 CP:

You are a Virtue, the fifth of the nine orders of angels. You are known as a Shining One, as you are a formless being which normally exists only in miracles. However, The Lord has given you and many others physical forms equal to that of Powers due to the need for more physical agents in the world. You have the usual ability of mystical flight exhibited by angels, and also know how to inspire hope in all who behold you and support those in emotional distress. You may cast massive conflagrations from your hands, and also greatly heal your allies with a wave of holy energy. Though I doubt you'll see use for this ability, you may sacrifice your own life to restore all of your allies to their optimal condition. Lastly, the power of miracles remains within your grasp. By forming a link with a greater entity, you may draw on their power to perform thaumaturgy aligned with their domain.

Throne – 600 CP:

You are a Throne, the third highest rank of the angelic hierarchy. You take the appearance of an individual clad in black robes riding a burning wheel of wood. You come closest of all angels to spiritual perfection. As you do not have the mind of an angel, you will normally think as you used to, but may enter a temporary state of enlightenment in which you will be able to act with the true objectivity that is expected of Thrones. You may, at great cost, fully heal all of your allies no matter how much damage they have taken. Additionally, you may bring the dead back to life through holy sorcery, so long as they have been dead for only a few seconds. You may also ward places and people from evil, banishing demons weaker than you from them for a few hours.

Other:

Lord of Vermin – 1000 CP:

How you exist is uncertain. You are a mockery, an insult upon other heathen gods, and possibly not even unique. Choose a creature that is held in low regard by mankind, such as flies, rats, or termites. At all times, you will be aware of all creatures of that type within a radius of several thousand kilometers, and have a global sixth sense to make all others known to you. Through demonic power, you may command and empower all which fall within your range, and communicate with them as if they were sentient beings no matter how far away they might be. The demonic strength which gives your minions intelligence also enhances them in general, based on how numerous they are. The rats in a horde would each equal the Black Ooze or Purski, while a swarm of flies fit to blacken the skies would rival only the Mou-Ryo or Preta. Your power is transcendent, such that the Morning Star would gladly make you one of his greatest generals, were your loyalty to be proven. Your form is exactly what you were at the start of this journey, corrupted and warped by overflowing demonic power, such that it is larger and inhumanly colored. But that is merely a mask. You may cast off that lie, and unveil a monstrous and gigantic form based on whatever creatures you command. While it is tiring to maintain such a state, all of your physical attributes are made six fold by that demonic glory. Even untransformed, being in your unholy presence fills others with such dread that lesser beings simply drop dead where they stand, and the stronger ones still find their vitality being eroded under the sheer weight and darkness of your spirit, unless you deliberately contain and marshal your energy for their sake. Lastly, you gorge upon magic, being healed by a foe's mystical assault rather than damaged, though holy powers are merely nullified.

Tyrant – 1000 CP:

Oh, demon king. You are evil incarnate, the great opponent, the beast cast down to flames. Somehow, you were born from mankind's ideas of beings such as the fallen one or the ruler of the land of fire. They still exist, but you have taken on their power and imagery, coming forth into reality as the primordial evil given form. Your visage is that of man with skin like coal and three black wings on their left and one majestic and fluffy angelic wing on their right. You vile thing hold three great titles which give you power: Thief of Demonic Blades, Guardian of Flames, and Apprentice of Fear. You are skilled in theft, evading even the gaze of the divine to steal their relics, but that is merely a skill. By declaring your first title to the world and forever being marked as such, you may steal from the aether the very concept of a demonic sword, summoning one for you to use. As its existence is unhinged, you will be free from the accursed destiny their wielders usually incur- to a point. If you force a sword to remain in existence for more than a minute, its powers will begin striking upon you, seeing that ruin shall bring you down be it in seconds or in years long past its expiration. Your demonic blades hold great power, calling forth and amplifying calamities great or personal with every swing. Those you cut, even if it truly was only a flesh wound, will find pestilence and terror coming to them as their body and mind unravel due to invisible poison, and their loved ones shall have their fate twisted to a terrible and painful end, and even if you miss the baleful radiance of the edge unleashes physical malevolence capable of turning a mountain into a plateau with every swing. Bear in mind that each individual effect is held by an individual sword, and you must let a blade rest for as long as it was used, lest the final countdown start again from where it stopped. You instinctively know how to guard and spread flames, and by declaring your second title to the world you may become as the sun. Your skin will be set ablaze with flames fit to turn steel to water, and any fire you are aware of may be commanded as if it were one of your own limbs. You may concentrate and solidify fire, multiplying its power, such that the blaze covering your body could become a sword hotter than the sun's skin. Your last title requires no declaration to be used, though you may still proclaim yourself as it to color the views of others. You naturally possess great skill at handicrafting, and have supernatural knowledge of mathematics. Your expertise is nothing that regular study could not uncover, but you will perfectly know what applies to any given reality and can parse the finer subtleties in the differing physical laws of many worlds through differing theorems and principles. Lastly, you may make yourself and others invisible for a few hours at a time, and can divine the location of hidden treasures.

Fiend – 1000 CP:

You are Death. One interpretation of it, anyway. You may be a bare skeleton, a robed individual, or a more unique vision of it from any mythology or folklore. It is a purely cosmetic choice. As Death, you may glimpse the life of a world, divining the state of all living beings and how their souls become alight with each birth and vanish with each death. Through meditation, or close examination in order to be able to recognize a soul no matter how far, you may home in on specific ensouled beings and be aware of their physical and mental situation. Now, consider yourself. Do you enjoy painting? Or are you a rock star? Whatever 'triviality' enflames your passion may now be used as your scythe with which to harvest life. With each note of the flute, or perhaps word upon the page, your foes will find themselves ever closer to death. Their body might be healthy and full of vitality, while their soul is a fount of stability and might, but they will inexorably draw close to dying with no defense as you engage in debauched satisfaction. Of course, the rate at which they are brought closer to death is based on your own effort. Writing an epic will certainly kill your enemy, but with normal human capability a few verses are enough. If you operated at such capacity that you could write an epic in seconds, it would take much more than that. For things such as music they would drop dead once you finished your set, while an aspiring torero must toy with their foe in such a magnificent manner as to satisfy the crowd before the matador finally ends the show. Of course, some lives need not a blade to be harvested. Those who have no drive, no will, no true desire or need to live may be felled with but your knowledge of their existence and your wish to see them dead. Anyone who lives and carries on day after day for an actual reason, rather than the natural fear of death all normal humans have, will be completely immune to this form of reaping. Going back to your first ability, it should be known: Those with the will and power to change worlds have much brighter souls, always shining in your mind's eye and being revealed unless they somehow know a way to hide their spirit.

Guardian – 1000 CP:

Will of the earth and mankind, it is your duty to safeguard the freedom of all and cast away the madmen and despots who seek to see humanity groveling beneath them. Your form is that of a human clad in ancient, yet respectable, robes, rosary in one hand and staff in another. You may banish all extra dimensional creatures and spirits back to where they came, so long as they are not more powerful than you, and you may with a swing of your arm force back legions of demons so far as to free a city of their ministrations (for a time, at least.) However, this is not your strength, for so flagrant a use of mysticism will see powers even greater than you letting loose their wrath. Your strength is your ties to man. You know of all humans in the planet, and may divine their future, seeing the turning points of fate with clarity equal to how great their repercussions will be. An inconsequential person with an inconsequential destiny could be given vague advice to improve their life a little, but a legendary hero whose will shall change the lives of all could be guided from key moment to key moment until the golden ending is achieved. Even without acting physically, you may astrally project yourself to them, with clarity of being equal to their importance, such that normal humans could be ever so slightly shifted towards a more benevolent and peaceful life by an invisible force whispering advice so meekly as to make it seem like their own ideas, while you would advise the men and women whose desires shake worlds directly and actually explain their importance and why you do what you do. But that is not all. Sometimes, one must battle. When diplomacy has failed and you see that there is no hope for subtlety, you may break away from the image of man, and become a majestic divine dragon roughly two kilometers long with the proportions of a serpent. In this form, you may fly through the skies with speeds several times that of manned spaceships and freely command the weather. Bringing a deluge from the heavens or calling down thousands of lightning bolts upon your enemies would be child's play, though bringing rain to a desert would be nigh-impossible due to the requirements for such simply not being there. Regardless of form, fire and electricity heal you, while half of all damage taken from ice and wind do the same. Any other magic is nullified, though you take half again additional damage from any physical strike.

Herald – 1000 CP:

You are a servant of The Lord, His beauty and unyielding vigilance made manifest, called by men and others of the host Jofiel, Zophiel, and Zuriel at times. You have served as one of the many instruments of His will since age immemorial, and have awesome powers to match your loyalty and faith, such devotion needing not words to be made clear. Your form is that of an ordinary Archangel, but with but a thought, you may unveil your true self and shine beautiful light second only to The Lord and burn the mind and souls of the lesser away in a display of holy glory. This shining beauty transcends such physical concepts as barriers and shields, and the extreme energies unleashed ignore all abnormal resistances, its heavenly light's destruction slowed only by pure vitality and health. But that is not the only use of your holy spirit. If The Lord allows it, you may sacrifice the power granted to you by Him to turn clay into flesh and steel into holy silver and gold, such that you could craft pieces of your angelic grace into bodies for other angels or dead humans to inhabit. Unleashing a smaller and safer sliver of your beauty has its own unique effects: simply by existing and letting what you are be known, you erase corruption and evil from the world and men. Others are inspired by your existence to open their minds and consider the worth and needs of beings aside from them and also to reconsider what they know and to better learn of this world and the many things in it. The world itself becomes purer, pollution being quite literally cleaned away while its aura- the combined permeating presence of the demeanor of its inhabitants and remnants of mystical events and existences- becomes holier and free of selfish, uncaring, and/or negative attitudes. Yet still, you are not one known for a gentle hand. Unleashing yet greater energies, sinners even hundreds of kilometers near your presence find themselves marked, their tainted souls blocking the light and casting a shadow of evil upon itself, showing all what they truly are and airing their evils out for the spiritually aware to see and judge. When you raise your hand against the unrepentant, whatever weapons you wield become lit with their sins, dealing back upon them the greatest evils they've done and forcing them to feel the pain of such things as seeing their family die of hunger due to being unable to feed them, having their throat or gut torn open by knives, or even having their childish innocence violated utterly as applicable.

Variable CP:

Oh? I go out of my way to create this selection, just for you, and you spurn it? You wound me, Jumper. You may choose any Race featured in a Megami Tensei game. You must pay 100 CP for every 10 levels they have, and you will only have the spells and powers they have exhibited in the specific game which you've chosen to draw from. If you choose a version from one game for their greater general power, you may not then choose to also have skills a weaker incarnation of them exhibited. The same goes for resistances and weaknesses. While they are (strictly speaking) an entire Race, you may not elect to be like the Archangel Uriel, Bishamonten, or any other unique demon. Lastly, you may not spend more than 800 CP in this choice. You are not becoming the equal of YHVH so easily.

http://megamitensei.wikia.com/wiki/List_of_Shin_Megami_Tensei_Demons

Items:

Power is not everything, of course. Equipment and consumables can turn the tide of battle just as well.

Gullible DDS-NET User – 50 CP:

Well, now. Seems you've got a habit of just installing whatever programs strangers on the internet send you. Fortunately, this was the best possible time to do so. You've acquired the Demon Summoning Program from Stephen and installed it on your COMP. (Or a regular computer, if you don't have one.) You could simply download it yourself once you're in this world, but if you get it from me, I'll throw in two extra features. First, its demonic speech translation program will work with ALL demonic languages, from this and any other universes you might visit. Second, its generic Friendly and Threatening responses are improved; ensuring diplomacy will occur if it is at all possible. Of course, that would be the case here anyway, Stephen knows what he's doing, but in other worlds you might have to deal with some extra sass with the default program even if you added the appropriate languages to it yourself.

Dis-Package – 50 CP:

A small sack with three beads inside. One cures any sort of poisoning, one cures any sort of paralysis, and one cures any sort of petrification. Demons use all three with surprising frequency, so these are pretty useful. When no one's looking, the sack will produce another bead of the appropriate type whenever one is used.

Money – 50 CP:

Exactly what it sounds like. Roughly five hundred thousand Yen, ready to be used. If you find yourself in some place or some time where the Yen isn't used, you'll run into some weird collector who'll be willing to pay you in usable currency for what you're willing to part with, at what amounts to a perfect conversion rate. Since I'm nice, I'll even throw in a wallet that can somehow hold this much money. Replenishes at jump start. Can be bought multiple times.

Magnetite – 50 CP:

A by-product of the physical world. Due to a lack of magical knowledge, this living mineral which resides primarily in a human being's body tends to remain unknown at large. Due to being spiritual entities, demons must use this material to fabricate a biological form to utilize outside of the Abyss. This gives you a replenishing supply equaling fifty thousand units. Magnetite has possible use beyond summoning and maintaining demons, so I'll give you more every week instead of just restoring your stockpile. Can be bought multiple times. If you are a Demon, it may be a good idea to get this.

Sealing Bell – 100 CP:

A mystical artifact, commonly prepared by mages of middling skill. Crafted for personal use, this example drew upon the user's own spirit to chime its otherworldly ringing, scaring away those weaker than them while preventing foes from realizing such had even happened. Before so much as using it once, its creator confused a regular chime for it, and was devoured by a mob of demons in turn.

Demon Hunter's Garb – 200 CP:

These are clothes said to be used by a famous clan of devil summoners. Wearing them gives you supernatural skill at fighting demons, letting you instinctively know the weaknesses of demons and gaining access to unbelievable skills with blades, such that you could defeat scores of demons with a single ordinary sword. Still, you simply can not retain any knowledge or ability gleaned from using these clothes. It seems whatever gives you these powers does not consider you truly worthy of them.

Wisdom Ring – 200 CP:

A magical steel band worn upon the brow. Enhances the mind of its user, boosting their intellect enough to make an everyday person the equal of a respected Nobel prize winner. Also increases their defenses: attacks seeking to alter one's mind psionically or physically are half as effective, and attempts at preventing one from acting merely by shielding the body from its owner's thoughts falter similarly.

Talisman – 400 CP:

A wooden ofuda, made by a western demonologist in a poor attempt at combining differing practices. The magic inside is crude, but extremely plentiful, as its enchantment was aided by a duke of hell. When held, it will guard its user, ensuring that if they ever die an extreme burst of magic will bring them back to life. While study will allow you to recreate this object, and even improve upon its design, the Jumper can only be brought back by its kind once.

Muscle Drink – 100 CP (Free to Drop-Ins):

A purple and silver can that you found at your feet upon your arrival. While delicious, it may have side-effects, such as spontaneous extreme cellular growth. Potent to the point of absurdity might I add, including the regeneration of entire limbs or every single vital organ in one's body. The healing takes place when you finish gulping it all down, which is surprisingly easy to do even in a single second. A new can appears nearby whenever you wish it to. Side-effects also include ennui, vivid dreams of self-cannibalization, amnemonic aphasia, constant awareness of one's own tongue, existential musings regarding the nature of fiction and personal agency in a truly infinite multiverse, inexplicable desire to utilize decades-old slang, and sudden furious dancing. Consult a doctor before drinking.

Seven-Star Sword – 200 CP (Discounted to Drop-Ins):

A vibrant green weapon, appearing as if made of jade. The entire thing, in fact. The only part that doesn't seem to be made of rock is the tassel, which is a wine red string. There are seven indentations throughout its blade, which a studied one would assume to have once held rubies. Oddly, it is a perfectly functional and balanced jian, despite its material. Do note, this item is not without mysticism: simply holding it makes you much more intelligent.

Ultimate Incense – 400 CP (Discounted to Drop-Ins):

Supreme version of a common mystical item. The incredible power held within it is released by burning, allowing whoever breathes in its smoke to have their strength, vitality, agility, and luck boosted by magical power. A sedentary otaku would have their feeble muscles granted power at the maximum level of human capacity, while a common worker would become blatantly superhuman. While a new stick will appear every week, a person can only benefit from it once. Note that demons, full or otherwise, can not have their power enhanced by it.

Rail Gun – 600 CP (Discounted to Drop-Ins):

Portable artillery. Though unwieldy, even baseline humans can carry and fire this beautiful weapon. Its barrel is twice as long as the average man is tall, and it has been enchanted to have infinite ammunition, though specialized projectiles may still be loaded. Using a self-replenishing mystic core as its power source, shots reaching a bit shy of three thousand meters per second can be released every other moment, with no real recoil. So long as you don't miss, this thing will kill even Giants or Liches to death real good.

COMP – 100 CP (Free to Normal Persons):

Also known as an Arm Terminal. It is a portable computer which is strapped on to one's arm, and has a goggle that must be worn in conjunction with it. Honestly, it makes you look like a huge dork, and while it's still an incredible machine some would call it archaic simply due to looking unwieldy. Its hardware is about average, with its software being where it really shines. Seriously, the DSP somehow gives this thing the ability to digitize demons and store them in its memory, letting you carry around mythological beings with no one any the wiser before summoning them to fight others by your side.

Golden Apple – 200 CP (Discounted to Normal Persons):

A mysterious apple with yellow skin that shines like the sun. The light coming from it has a sort of mental healing power, such that those afflicted by any madness, be it borne from isolation and time, neural decay, or a simple curse, will find their mind put back together and their senses returned to normal after being bathed in its radiance.

Earth Mail – 400 CP (Discounted to Normal Persons):

Armor crafted from soil enhanced by magic. Though capable of withstanding high explosives, it is not sealed, making its defensive use against them questionable. Harmful levels of heat or cold have their effects halved by the enchantment within, and it increases your luck massively. Battles previously impossible to win can now be made into legendary upsets by you, as fate itself conspires to ensure those who wear this item find glory in combat.

Hinokagutsuchi – 600 CP (Discounted to Normal Persons):

A legendary eight-branched long sword cloaked in flames. Unlike the kingly gift one is initially reminded of, it has four spikes on its left side, one more than the right. Its mere presence reduces median demons to ashes, though its rightful owner (You) will never be harmed by its fire and may extend this grace to anyone or anything they wish. As befitting one who wields such a beautiful blade, by carrying it to battle, one becomes better in all aspects. Though ultimately a minor boon, such things as an additional centimeter's length with every stride can still prove worthwhile.

Plasma Sword – 100 CP (Free to Law-Abiding Citizens):

I'm starting to think your Background may not be as accurate as it sounded. Only the Temple Knights have these, and for now they've deigned to hide in shadows until the Messian Order can properly militarize. Maybe you stole or looted one, but it is most likely that you wish to be a member, as all who hold these are. Soon enough, this will mark you as a holy person to be revered by the masses. Anyway, this thing... really isn't that great. It can cut down heathens just fine, and the fact that its "blade" is really a jet of plasma means you don't even have to worry about getting blood on yourself, but it just doesn't stack up against demons. Best you're getting with this is a dead Unicorn.

Light Shells – 200 CP (Discounted to Law-Abiding Citizens):

An ever-shifting box containing ammo blessed by Angels. When closed, the bullets inside change to fit whatever gun you intend to use, increasing in caliber or even becoming buckshot or rockets. The box also changes, never being cumbersome or inconvenient. Each shot contains the partial divinity of an Angel, allowing even handguns bullets to strike with the power of a grenade. Greater types of ammunition have appropriately higher quantities of power, meaning simply finding a gun with the highest rate of fire possible is not the most optimal maneuver. Never empties.

Megido Fire – 400 CP (Discounted to Law-Abiding Citizens):

A holy weapon with a... "unique" design. This line of firearms was designed by The Lord Himself, but this particular gun was merely made by Angels. The faces on its side let loose holy tunes, which some erroneously believe to give strength to the faithful, while the face on the front spews holy wrath. Legions of demons are scoured from the Earth with every shot. There's just one problem. You know how in movies or games shotguns tend to have borderline nonexistent range? Yeah, this thing might fill everything you can see with a column of holy fire, but it's not going much farther than fifty feet. It's still a great weapon, you'll just have to get really close to make use of it.

Jesus Armor Set – 600 CP (Discounted to Law-Abiding Citizens):

Suit of armor handcrafted by YHVH. Buying this without being one of His servants may be a poor decision. The helm gives you unbelievable intelligence, allowing even the lowest of simpletons to play the part of a wise prophet-king. The torso and gloves give one enough strength to use tanks as projectiles, while the leggings allow one to outpace cars. On the defensive side, the helm reduces the harm done by fire in half, while damage taken from immaterial kinetic force or ice is cut down by a third. The torso blocks instant death effects and attempts at hijacking one's mind through physical channels, while the damage done by ice is yet again reduced by a third. The leggings merely reduce all harm by a tenth. If you have purchased this, "Chosen of Raphael", and "Dormant Power", and elected to make use of the latter two's combination, you may have this item be the base of your new Angelic body.

Clandestine Pouch – 100 CP (Free to Rebellious Spirits):

A simple hand-made bag. Inside, there are two unlit Molotov cocktails and two bottles holding some sort of contact poison. Comparatively, these have middling power, but can still be useful in defending against human enemies and the weaker types of demons. The pouch itself has mystical power: when its insides are unobserved, it will produce additional bottles ready to be used, giving you limitless firepower. Somehow, the bottles will never break or discharge without you wanting them to.

Hell Orb – 200 CP (Discounted to Rebellious Spirits):

An artifact crafted by demons from the Abyss. Taking the form of a red sphere, it is the bound essence of a sacrificed devil whose dying throes echo endlessly. By grasping it and wishing harm upon a given enemy, a ray of fire will lash out of it and into the target, the solidified sorrow and despair of the devil ripping them apart with demonic might. It is believed by some that one's own hate can add to its power, but the fact that it is just as capable of tearing pieces out of buildings and military transports as it does men makes one educated in its use believe otherwise.

Kurikara – 400 CP (Discounted to Rebellious Spirits):

A seemingly ordinary wakizashi. Its sheathe has paper strips on its end, reminding one of a gohei when not drawn. The sword itself is magically sharp, such that digging one's way into an underground bunker is only time consuming. Its sheathe, however, may subdue evil. When demons come into its presence, its holy power will repel their spirit, causing great pain unless you will otherwise. Though weaklings will do anything to escape the suffering it brings, and minor demon lords will resist (and fail to do more than lengthen their hardship) to maintain appearances, the great will see it for what it is and weather it with a smile. When wielded as a weapon, this spiritual repulsion may be used as an attack, such that the pain of strikes done with it is multiplied ten times.

The Peacemaker – 600 CP (Discounted to Rebellious Spirits):

Some say the dwarves of old decided to modernize, others that a cowboy's faith rests in this gun for all eternity. What you can say is that it's a Colt Single Action Army, modded to hold eight bullets. What you're gonna see when you fire is that it doesn't do diddly-darn against steel, but when you hit a wannabe demon summoner or one of Lucifer's generals straight between the eyes, it's gonna send 'em flying like it was a cruise missile. Best make sure you don't miss the next seven shots if you try that last one.

Magic Bottle – 100 CP (Free to Modern Magicians):

A small bottle with a glowing blue liquid inside. Can be drunk to restore great amounts of magical power, but if left open, the liquid will evaporate and restore the mystical strength of all nearby allies. The amount restored is static, so while an initiate will find their reserves full, a master will regain just enough for one good spell. The latter method of use spreads this further, so even apprentices will only find one or two more spells in them. Refills when stoppered.

Soma – 200 CP (Discounted to Modern Magicians):

Drink made from the juices of a long-forgotten plant. It is like liquid divinity, and those who drink a dose have their body and spirit fully restored. Even a single drop can bring a man back from the brink. You have a ten mL bottle of it which refills every other day. The liquid you get is pure enough to, with centuries of work, discover what plant this is made from and recreate it with genetic engineering, unlike the Soma that you could find in this world yourself.

Wizard Mask – 400 CP (Discounted to Modern Magicians):

A white porcelain mask that is paired with a blue cowl. When both are worn, one's mystical finesse increases, such that the cost of magic is lowered. Simple low level sorcery can be used freely, while the average spell has its energy expense halved, though grand thaumaturgy has its cost reduced only by a fifth. This is relative to the user's skill level, so if one was barely capable of throwing a tiny fireball, that'd be reduced by a fifth rather than made costless.

Jakyou Manor – 600 CP (Discounted to Modern Magicians):

A church of respectable size filled with machinery and computers, with a small area set aside for regular tools for both mundane and magical research. The main attraction here, so to say, is the fusion mechanism. By placing two to three demons within separate pods in the center of this building, a new stronger demon may be created. Here, you'll just call up another pre-existing critter, but in other worlds your creations will need heavy research to even function, both on the physical, mental, and metaphysical sides. That tiny laboratory might get dusty if you're not the proactive sort, but you'll be glad you have it once you're out of this universe. Of course, if you have magnetite to spare, the computers here may be used to record the form of demons you catch. Here you'll be able to summon up real demons, but in other universes you'll just get empty bodies. The flesh is there, and most of the spirit is there, but there's no real spark of being. That puts a damper on the most obvious uses of this feature, sadly. Post-jump, the entire place becomes a Cosmic Warehouse attachment. If you work better with some background noise, I would like to point out that (for whatever reason) the computers here have some haunting piano and organ tunes available.

Bit Balls – 100 CP (Free to Noble Soldiers):

The latest in security hardware. Floating round mechs capable of releasing powerful shocks which easily incapacitate normal humans. While they themselves are weak to electricity, magic designed to stop living beings fails in a most hilarious manner. They can connect remotely to other systems, but need to be keyed in physically beforehand, so using them as relays for hacking shenanigans is impossible. You get twenty of these spherical droids, and if destroyed, one replenishes every other day. Their AI is like an incredibly obedient and well-trained dog.

Type 93 Mobile Infantry, Model G – 200 CP (Discounted to Noble Soldiers):

Demon-suppression unit developed under General Gotou. As one of his trusted subordinates, you have been granted a contingent of ten mechs to defend you against demons. Their bipedal design makes them a bit fragile, but all of them are equipped with .50 caliber rifles and grenade launchers, so their offensive is well enough against low level demons and pure overkill against extremists. While not truly sentient, they fight like trained soldiers and take your orders intelligently, never performing ridiculous acts due to failing to understand human context and mannerisms. If destroyed, another one spawns in your Cosmic Warehouse after a week.

Type 95 Mobile Infantry, Model D – 400 CP (Discounted to Noble Soldiers):

Test models for a new line of demon suppression robots with higher specs. They are essentially tanks that walk like spiders, except someone duplicated their barrel, then used cyberpunk magic to let it switch between anti-"lawless madman" machinegun mode and anti-demon cannon mode. Though they individually fail to beat the average demon, their collective AI allows it to run down almost all non-extraordinary demons through careful positioning, teamwork, and the fact that they do not feel pain, remorse, or pity, and that they will never, ever, stop until their target is dead or their master orders otherwise. If destroyed, you will receive another one after a month.

Bunker – 600 CP (Discounted to Noble Soldiers):

Secret base capable of withstanding a nuclear holocaust. It is located in the outskirts of Tokyo, so getting to it after the warheads are launched is almost impossible. Cowardice would be required to make to use of it. Surely you would not dishonor your land like so? Ah, regardless. It is... quite massive, though a bit cramped what with all the tiny corridors. There's enough food to last about thirty people five years, and while it's not exactly capable of stocking an army, a fair bit of materiel is kept here. Tens of jeeps and cargo trucks, enough M16 Rifles and New Nambu pistols for a platoon, all with enough supplies to last twelve months of active use. Post-jump, the place becomes a Cosmic Warehouse attachment. Only items I've given to you can be kept here, so while you can free up space for anything you've shamelessly stolen in the Warehouse, you're not getting that much in the end.

Pentagram – 200 CP (Discounted to Demons):

Magical symbol made of steel. When one wishes upon it, the first magical attack to strike the user in the next six seconds will instead target its caster, at which point the item is destroyed. If the attack would have simply harmed the user, the item reforms after a month. If it would have long-term consequences, it will take ten years instead.

The Overlord's Seat – 400 CP (Discounted to Demons):

Crown of thorns said to once have been used by a fallen angel in mockery. Its iconography falls short, as the being most associated with it is conspicuously absent among the forces of heaven. When worn by a human, they are granted power equal to their extremism, such that a normal well-adjusted person would rival a low class demon while a paragon of law or chaos would be considered the equal of Arioch or Uriel. When worn by a demon, it harkens back to the fallen one's love of mankind, allowing them to grow in power with the speed of a human. Yet, the crown devours their strength hungrily, never allowing them to surpass their limits. When used in such a manner, it is impossible to break its branches, though there is a limit to the power it may hold within... That is to say, once it reaches its limit, you will begin growing in power as a human does, rather than as demons normally do.

Glancing Pot – 600 CP (Discounted to Demons):

A simple clay pot. There is nothing unique about it at face value, but when opened in the presence of a great demon, they will be sealed inside it with no way of defending themselves or escaping. If purchased here, you will never fall victim to its effects. Note that while there is no limit to the power of whom it may seal, those who are bound to or part of cosmic forces or structures will merely laugh at it, no matter how great or feeble their strength. Captured demons can not be brought with you: you may either leave the pot behind forever or free the demon as your stay in a world ends. Using some form of fusion technique or alchemy will let you make use of a demon's power, but this will kill them and consume the pot, which will respawn at the start of your next jump.

Companions:

More so than any weapon or spell, allies can be a game changer. I understand if you dislike crowds, however. If you're worried about never even finding the people here, don't worry. Fate will conspire to ensure you'll meet on equal terms and have a chance at becoming allies.

Companion Import – 50-400 CP:

This is the big one. Each purchase will let you gift an ally with 800 CP for them to ready up for their stay in this world. They can pick a Background with all that entails, choose their starting Location for free, and buy any Perk or Item they can afford. They may not choose Drawbacks, and while they can purchase unique Companion options (which this choice is not. No fractal imports here, Jumper.), doing so places some serious limitations on them. They still occupy a slot, counting as one of your Companions, but they may not be brought out to play without the Companion which purchased them in the first place also being active. If you're looking for some natives, or just don't have enough buddies yet, you may opt to instead find a completely new person who you will quickly befriend. You can use the CP an Import would have gained to ensure they'll be extraordinary. Only a fundamental incompatibility in ideology or outright hostility will keep them from coming with.

Pet Import – 50-400 CP:

Remember how Pascal turned into an incredibly powerful Cerberus by being fused with a demon? Well, if you've got an animal buddy following you around you'd like to both power up and grant human intellect to, you may do so now. They'll be fused with a demon, elevating their intelligence and granting them incredible power. Their demon form is based on what they were before, so a loyal guard dog would become a Cerberus, while a songbird would become a Siren. Regardless of how powerful the race they have become would normally be, they'll equal Pascal in strength, sitting above the average demon but well below the greater demon lords and Heralds. Now, you could try your hand at fusing them with a demon yourself, but it's not an exact science. You could well end up doing something to them you'll regret for a long time. Obviously, imported pets will count as Companions afterwards.

Canon Companion Minus – 200 CP:

Or maybe you'd prefer someone you already know. Choose any character featured in Shin Megami Tensei 1, or who could reasonably exist at the time and is shown in Megami Tensei canon. If you succeed in convincing them to come with you, they will become a Companion. However, they may not be notably powerful. Rule of thumb: if they could survive fighting inside the Basilica after the second flooding of the world, they're right out. But feel free to have Ozawa work as your Multiversal toadie or do psychic stuff with the Psychodiver.

Canon Companion Plus – 400 CP:

But that's not to say you can't take the really powerful people along with you. It'll just cost more. This option allows you to attempt to convince any character featured in Shin Megami Tensei 1, or who could reasonably exist at the time and is shown in Megami Tensei canon, with the exception of Lucifer and YHVH. Feel free to seek the aid of the Chaos Hero in showing everyone who's boss, or enacting revenge for the right price with Arioeh.

Louis Cyphre – Free:

For whatever reason, this gentleman wishes to accompany your adventures. He seems to have particularly anarchic opinions and is kind of a jerk, but he (probably) means well. While he won't occupy any Companion slots, all he's willing to do is watch, and he has a knack for not being noticed by anyone other than you and your Companions. Still, surely you can see the value in getting the opinion of a completely unbiased and innocent outsider every so often?

Pixie – 200 CP:

A good-natured fairy who loves pranks. This little lady is particularly fond of song and dance, and while her normal size is only as big as a person's palm, she can shrink to the size of a pebble or grow to the size of a normal human with magic. Certain reclusive sorts would go as far as calling her their manic dream girl. While faeries of her type aren't known for their combat ability, she can summon lightning and is resistant both to divine power and attempts at inflicting paralysis. While she's not a fairy princess, let alone a Queen, she does have connections which will prove useful in diplomacy with the fae of this world. If Imported in jumps in which the fae exist, she'll always have useful connections and no outstanding debts with them. Even if she lacks a Background, she'll instinctually know their mores and laws, and be capable of guiding you in dealing with the local fair folk.

Jack Frost – 200 CP:

This cutesy little fella is the embodiment of all that is cool. He's the one who leaves all those beautiful icy patterns on windows, and his incredible command over ice makes it so everyone makes sure to play nice with him. He's still young, and trying to discover his place in the world, so he's decided to team up with you to fight for... something. Again, he's young, so he doesn't have some big cause to live for. Having fun is enough for now. But still, he can freeze those who mess with him right where they stand, and as a literal snowman being struck by ice actually heals him, though fire will hurt a lot. Who knows what will happen if he ever reaches his full potential?

Alice – 400 CP:

A ghost with the appearance of a young blonde girl. Unlike her innocent form, she has incredible magical powers. She can create a magical fog that makes her foes more willing to do what she says, and she can create a whirlwind of necromantic energy that rips the life out of her foes and gives it to her. She can instantly kill those who are asleep near her, and simply by asking them to do so, she can cause those who are not great to die. Even if they would otherwise evade this effect, those foolish enough to agree will fall victim to this curse. As to what she really is, even she isn't certain. Maybe she was a young girl who inherited the magic of two demons who cherished her and was driven insane by her newfound powers. Maybe she is an evil spirit born from a fevered writer's mind. It is unclear. As you might guess, her mind is warped, and while she isn't quite evil she takes great joy in causing pain and doesn't understand why it might be wrong to kill someone and take their soul in order to keep them with you for all eternity.

Belial and Nebiros – 600 CP:

The first, a fallen angel known for being the prince of lies and swindling. His form is similar to that of a dragon, and his endless demonic power allows him to call forth terrible flames so grand as to bring ruin to entire battlefields. The second, a general of hell tasked with overseeing other demons. His form is similar to a man, with blue skin and many odd markings. He is an incredibly powerful necromancer, being capable of claiming tens of thousands of dying souls around him and binding them to their corpses, which are then forced to rise as his undead thralls. By combining their powers, they are capable of creating city-sized illusions. While both are evil by human standards and wholeheartedly believe in Lucifer's ideals, they are capable of incredible familial love.

Drawbacks:

If your thirst for power is great enough, or you merely desire additional adversity to make your days here more exciting, here are a few drawbacks you may shoulder for my amusement. You may gain up to +800 CP from these. CP gained from "World of Chaos" or "World of Law" does not count towards this limit. You'll need it.

The End – +0 CP:

You may have heard things about this world. Tiny snowmen bringing about ice ages on a whim, planetbusting galore, and even some dudes punching out multiverses. Well, that's ridiculous. I mean, it's possible, but the metaphysical alignments, portents of the human unconscious, and the ebb and flow of the greater multiverse need to be just right for that level of power to be leveraged. Plus, you often still need extremely tedious rituals involving candles and labyrinths and- it's not something you'll have to bother with during your stay, is what I'm saying, and I'm not letting you (or your companions) carry around all those things out of this universe in order to get that level of power once in a strange eon.

But it does sound pretty nice, doesn't it? Creating and destroying billions of universes every second, calling forth innumerable avatars each capable of destroying planets with barely a shrug, that sounds right up your alley, right? If you wish to end your chain, and acquire the Planeswalker's Spark, you may attempt to do so now. If you choose this option, your stay in this world will no longer be limited by time. You will succeed, and become almighty, or die trying. When you enter this world, you will find your powers dulled. You can do everything you could, but they feel... sluggish. As if you yourself do not wish to use them. Yet, you feel something greater. An unimaginable source of power, greater than anything you've seen before. The Great Will. Though you are as an ant to its other aspects, your connection to it is as much of a boon as it is a curse. To put things simply, with every century, every millenium, that passes you will find your powers more difficult to call forth as YHVH and a certain troublemaking part of Him become more flagrant in their displays of destructive might. Flooding the world will seem like nothing compared to what your failure will bring. Yet, you can feel it, just barely out of your grasp. Power. More than enough power to Ignite your Spark, and together, just enough power to face Him in mortal combat beyond all physical reality and wrest from Him the faith of mankind which brings Him back no matter how many times He is slain. Whether you will cast Him down as a Demi-Urge, as a Tyrant, or as a God mankind ill needs, that is how it shall be. But there is the question of how you will do so.

The Abyss, that alien place where demons gather, is not so well-versed in physical reality. If one is truly learned, it is possible to travel through both time and space using it. You may manipulate all that is, across multiple universes and timelines, in order to organize both His and your power in just the right way for your usurpation to take place. Though it may seem like eons, perhaps from your perspective, perhaps from an outsider's, you must succeed in these manipulations in order to acquire the power that is rightfully yours in this manner. Or, if you are truly great (or truly arrogant), you may knock down the gates of Heaven and face Him before your powers fade mere seconds after you arrive in this world. Though He will not be as strong as He could become if you do so, He still commands vast cosmic power capable of unfathomable destruction, especially as He is not blocked at every turn by earthly gods when in His Heaven. I can not say which option is the best.

Whether you succeed or fail in your bid for power, I thank you for your time.

The Pre-Apocalypse, Apocalypse, and Post-Apocalypse - +0 CP:

As it turns out, the usual 10 year deal would mean you'd miss anything other than the very beginning of the end. God's plan for the Millennium Kingdom didn't exactly account for extra-dimensional anomalies coming in and trying to have some fun at everyone's expense. So, I'll increase your stay to 40 years in order to accommodate for the lengths of time involved.

The girl that was killed in the park... - +100 CP:

Alright, this is just annoying. Any time you walk within ten feet of someone you don't know, they'll go on about something that happened recently for a bit. Pretty useful the first time, but they will say the exact same thing if you go near them again. Worse, if you so much as make more than one full turn near them, they'll say it again. You can't just walk away, or ignore them, or turn off your hearing. You will listen to it with rapt attention every time. Thankfully, it won't happen if you're pressed for time or in the middle of a fight. For another +100 CP, it'll start happening even if nuclear missiles are headed your way and you'd really rather not dawdle. For another +100 CP, this will happen even if a demon is currently trying to tear out your organs.

I can still get smashed to my heart's content. It's all good with me! - +100 CP:

You... might have a problem. Belly torn open by a demon? A nice bottle of vodka will help you walk it off. Killed a group of demons? Better crack open a beer and celebrate. Preparing to raid an enemy stronghold? Some liquid luck oughta help you win. You'll take every chance you can get to justify getting drunk out of your mind. At least your liver's pretty strong, so you won't die from it. That'd be embarrassing.

I don't need to rely on you to survive... - +200 CP:

You're not quite arrogant, or incapable of recognizing that others are stronger than you, but you do believe yourself above such a pitiful thing as "allies" or "friends". You're not gonna destroy every relationship you have, but you'll do everything in your power to go at it alone during your stay in this world. That includes refusing to have minions of any sort, and aggressively turning down offers of aid from any employers.

Two Steps From Hell - +200 CP:

You're walking down the sidewalk, when a band of demons jumps at you! You kill them, make your way past half the block, and more demons try to catch ya! You're finally crossing the street, and you guessed it, demons. Demons everywhere. For some reason, demons just seem to multiply, but only for you. Noone will take notice of the fact that you need to kill almost a hundred Pixies and Zombies just to go buy some coffee from a mall and go back home. As you might guess, this is problematic, and will become even worse once things such as Phoenixes and Vampires become commonplace.

Sick Little Puppy - +200 CP:

You'll end up victim to false accusations regularly, whether it's for murder after avenging some poor guy who got eaten by a demon or assassinating an important member of the ruling government when he actually got himself killed by demons. This will botch attempts at not being the enemy of everyone, but it's not impossible to work against it. Eventually, if you help someone out enough, they could easily think you're just cursed to get blamed for stuff. Considering how demons are running around, this won't be that far out of a concept for them.

The Trials of Masakado - +300 CP:

You must defeat the Four Heavenly Kings before your stay in this world ends, or you will be returned home as if you had died. Zouchouten is the first you must defeat, and he guards Mount Meru's south with a spear. Koumokuten is second, and he guards Mount Meru's west with a trident. Jikokuten is third, and he guards Mount Meru's east with a sword. Bishamonten is last, and he guards Mount Meru's north with a pagoda and spear in each hand. They will not bring divine might against you, and you shall not call forth superhuman powers also. You will be hurt in body, mind, and soul as if I had never blessed you, and they too, shall be like humans to your weapons. This is not a test of power, but strength of character. Skill will not decide who strikes who, but your will to survive. Your will to carry on the chain, and your determination to not be brought low, even when stripped of all the boons I've given to you. Fate will conspire to ensure you will face each of them fairly at least once, but no more shall the deck be stacked for you.

Seven Hells Battle - +300 CP:

Someone has put money on your life. A white-haired man wearing a red cloak is hunting you. He himself could decide the outcome of the war between Law and Chaos only with his heirloom sword and twin guns, but he also has an entire arsenal of weapons, each with the full power of a demon lord. You can run. You can hide. But not forever.

World of Chaos – (Cannot be taken with “World of Law” or “The End”) +600 CP:

You are late. The Hero has vanquished the angels within the Basilica, at the end of it all, and now a world of true beauty and greatness can be built.

The strong shall rule and kill the weak as they see fit.

The weak will rise above their station, or they will be deserving of their lot.

Nevermind that a normal human could never hope to compete against a demon.

Nevermind that not all are the reincarnation of the first man, or an engineered messiah.

It is a farce. Demons will always lord over mankind without a guardian.

The lord of all demons is gone.

End them.

Strike down every demon you find.

Strike down those who consort with those vile things.

Until no man, woman, or child, has reason to fear demons, you will not stop.

(If it's unclear, both drawbacks still have you leave in ten years. Forty, if you've taken the time extension.)

World of Law – (Cannot be taken with “World of Chaos” or “The End”) +1000 CP:

You are late. The Hero has vanquished the demons within the Basilica, at the end of it all, and now The Lord rules from His throne. The Thousand Year Kingdom free from suffering can finally begin.

But.

Billions died.

He ordered the death of all but a select few thousands.

He decreed that they must burn or rot away simply for such being convenient to His plans.

It doesn't matter that things will become better now.

You will kill the man who helped Him.

You will kill the woman who helped him.

You will kill every angel in Heaven, and every person who dares call out His name in your presence.

You will try to kill Him.

You may succeed. You may fail.

But you will never stop bringing ruin to all that He has wrought, until you are gone from this world.

The End:

Perhaps you have survived a war between heaven and hell, man and demon. Or perhaps you never allowed it to begin, and somehow created a world of peace without borders. Whatever your tale, it comes to an end yet again.

Go Home:

You're right about done. It's time to pack up your Items, gather your Companions, and go back to where it all began.

Thank you for your time.

Stay Here:

This world appeals to you. Perhaps you've already won, and wish to rest upon the laurels you've toiled so hard for. Perhaps you know of coming injustice, and wish to avert it.

Your days Jumping are over.

Move On:

Your Jumpchain adventure continues, with everything and everyone you've got right by your side. Time remains frozen in your original world and all the universes you've gone to.

No brakes on this train, Jumper.

Notes:

*Dormant Power enhances the following Perks in the described manner.

-Primordial Might:

You may force all of your energy outwards to form a shield that completely covers your body. When it is created, you may attune it to one of the following elements: Physical, Fire, Ice, Elec, Force, Expel, Curse, and Status. You are completely immune to attacks of the relevant element, no matter their scale or strength. If you had the appropriate shield up, a pillar of flame large enough to set a city ablaze would harm you as much as the sun's rays.

While attacks are neatly categorized in this world, this is not the case in other universes, so allow me to list what each element corresponds to in general. Physical is the direct interaction between objects through motion. Fire is heat and combustion. Ice is a dangerous lack of thermal energy and frozen liquids. Elec is electricity in all harmful forms and quantities. Force is non-physical force and wind. Expel are holy and divine energies. Curse is death itself. Statuses are effects which alter your mind, such as making you panic or go to sleep.

-Demon Summoner:

You may now access and utilize the Demonic Compendium before the jump ends. The maximum amount of summoned demons is increased to 8. You may now store as many members of a given Race as you want. However, you are still limited to summoning only one. Instead of choosing a single member to recreate, you will call forth a composite demon that has the best aspects of those you've copied to your compendium. If you made a Momunofu known for his legendary strength and a Momunofu known for learning magic into your minions, the Momunofu you'd call forth would have both great strength and magical power.

-Chosen of Raphael:

Your body is no longer merely human. The Lord has seen fit to craft a twenty foot tall theomechanical construct for your spirit to inhabit. Made of bronze smelted by His radiance and shaped by His will, blessed with a thousand miracles given by the Virtues, and engraved with endless praises to Him, this body surpasses the same Archangel which offered you this role, Raphael, in power and in grace.

Your new eyes are in fact rocks taken from the summit of Mount Sinai. If you so wish, your gaze will recreate The Lord's descent upon that mountain wherever it falls, calling forth a grand and holy inferno from which trumpets and thunder sounds capable of ignoring all specialized defenses.

-Demonic Fusion:

Well now. It seems that you were the truly gullible one. The demon tricked you much like you attempted to trick it and cast you into the Abyss through a mysterious magic. Thankfully, you did not have to complete some sort of strange journey to return to Earth. You see, your gullibility did not abate even then. You found some strange worm wobbling in the ground after a minute or two of wandering that place, and decided to take a closer look. At which point it jumped into your eye and crawled into your brain. The pain and shock caused you to simply pass out, and when you came to again you were in the human world once more. Slowly returning to your feet, you realized that you had strange tattoos all over your body and a horn coming out of the nape of your neck. You felt stronger, but you knew for a fact that there was more to this.

With time and bloodshed, you will slowly unlock the abilities your original Demon Race choice would have granted you, and even then your power will continue climbing ever higher.

As for the demon...well, let it be said that you still succeeded in your original plan.

-Demonic Infusion:

As it turns out, the procedure isn't perfect. Your soul and the demonic energy rejected each other, and your spirit began devouring itself. This, in turn, caused your physical body to begin degrading at great speed, DNA strands breaking apart and organs shutting down completely in seconds. You'd expect this to kill a person, but it did not. This one in a billion failure was followed immediately by a one in a billion success, and you somehow recovered. Your genetic composition was overwritten by the magic contained in the sample of your Demon Race, now being primarily demonic with faint traces of human material. You have the full power of your original choice, and your body is now highly mutable. By devouring other demons, you will eventually be able to 'evolve', either simply changing into a higher tier form of your original Race or becoming a demon which you've consumed many times.

-The Eight-Forked Drunkard's Shadow:

...That's a lie, isn't it? You did change. Something about that place resonated with your spirit. You have been blessed with a greater innate awareness of demonic existence. Not the genes and organs other parties gleefully study and practice on, but the metaphysical back-end which brings such beings to reality in the first place, and you know how to make use of this. By combining great amounts of magical power, either built up over long amounts of time or taken at once from hundreds of willing magicians, with the faith of tens of millions of people you may transform a single human being who wholeheartedly believes in a particular ideology into a true demon. They will have immense raw power due to the magic used to rebirth them, a great and fearsome form shaped by the belief of the population which brought them to this world and unique sorcery based on their ideals.

-Sacrificial Bestowment:

First, consult the notes below for further relevant information on the base workings of this ability.

In addition to creating Magatama, your insight into the base nature of your essence has allowed you to create Candles. These Candles hold a facsimile of the power you wish to impart, created through the shaping of demonic magic and exertion of the relevant abilities. While you won't be weakened for a long period of time, this is still extremely tiring, as you are forcing a particular power set to the limit while conducting mystical rituals. Now, on to what the Candles actually do. If a person lights a Candle, it will begin burning, and become connected to them. While it is burning, they will have access to the abilities imbued in it. Simply having it active will consume it over the course of two days, and regularly using the abilities will shorten that to one. A serious, all out, life-or death fight that pushes one to break their limits will have it burned out completely by the end of it. To conserve this power, the person who lit it initially, and only them, may put it out and light it again as they see the need to do so. There is no limit to how many Candles you may create and have active at once, beyond the will needed to exert oneself so often.

As insurance, you are always aware of the Candles you've created, and may light them remotely to empower your servants if they are incapable of doing so themselves, or take away the strength of traitorous curs.

The power you give through Candles is purely temporary, but has no growth curve like Magatama. Things below that obviously do not apply to Candles (such as how Magatama are implanted or how one's powers grow) are not taken in consideration for this ability, but everything else is.

-Theme Music:

Your soundtrack's eclecticism is enhanced. Now, a proper vocalist is available, electric guitars will play when combat heats up, slap bass will play during moments where you and your opponents slow down to recover and analyze each other while wobble bass will set the background when you both decide to go once more, general synth noises will be used to break the repetition and spice things up, trumpets and bells will sound during the climax, and drums in general will be used to modernize the entire ensemble.

Additionally, Dormant Power by itself gives you the sheer potential power the Player Characters exhibited, going from struggling to kill Pixies to murdering deities and demon royals by the dozen in about a (subjective) month of constant conflict and life-or-death struggles. Your growth rate is a bit slower, however, requiring a few decades to max out.

Bear in mind that this power is an odd one. At about the point where the Hero became able to kill Yama, the judge of the dead, he still could not break normal steel bars. Even after the end of it all, the Hero still could die in a cave-in. While you might eventually reach the point where you could defeat world-shaking gods, you'll somehow do so only with skill leveraged by normal human strength, durability, and speed.

Of course, there is a catch. Manipulating cosmic energy so finely, becoming God's Medabot, surviving what amounts to spiritual self-mutilation...that doesn't come without price. Delving into game terms for a bit, Dormant Power gives you a maximum Level Cap of 99. Each Perk boosted by it removes 22 from that and turns it into raw power upfront. You CAN choose not to boost the effect of a given Perk, but unless the enhanced effect is completely non-combative, this won't do much good.

Theme Music is the exception to this rule. I'm not that cruel.

This might not be clear, but anything here that reads like an absolute unbeatable effect but doesn't up and say it really isn't. Unless it says otherwise, enough raw power and time will let one shrug off ailments and anything of the like.

Resistances are half damage; weaknesses/vulnerabilities are double damage. If you get a weakness to something and a resistance to that same thing through Demonic Union, you'll take normal damage. Reflection, absorption, and nullification turn into a resistance if paired with a weakness.

Black Ooze's description is partly flavor text. There's no previous form for you to return to somehow, and it won't mess up your other abilities, from this or other jumps.

The first look at a Larvae's smile paralyzes. If they don't break out after a few seconds and you remain in their vision, you'll start to actually reduce their power. The actual quantity lost is a noticeable but ultimately small increment every few seconds.

"Theomechanical construct" is just nonsense I used to get the image of a religious mecha across. Sorry.

You can evolve repeatedly with the Dormant Power boosted version of Demonic Infusion, but any abilities gained through it that aren't aligned with whatever you're turning into will be lost.

On that topic, your evolution occurs if you eat a whole corpse a day for a month. You can speed it up by overeating, though. It's about three additional corpses for every day you're shaving off the clock.

In case it's unclear, you still do the whole transformation thing. Very blatantly based on Atma Avatars.

Holy X is used interchangeably in descriptions because I am autistic and need to not repeat stuff too much. Holy stuff that's real works in general, be it actual magic, divine intervention, or pure power.

Abilities that mention reducing or enhancing one's attributes follow the same rules as The Strongest Magic.

Dormant Power boosted Demonic Fusion does not make you into Demi-Fiend. It makes you kind of like *a* Demi-Fiend, but not the real deal. I haven't actually done the True Demon Ending of Nocturne, but regardless of whether he lives up to the hype, you are not getting Multiversal+ Destructive Power from this jump.

If it's unclear, Demon Summoner makes a copy of the demon you've recruited. The original is completely safe and does not have their mind tampered with, and is not arbitrarily limited in its ability to act in your stead. Only the one you call up with your compendium is subjected to the usual rules.

Pillar Choir's effect comes from the act of you singing and being heard by others. Having multiple mouths with which to sing does nothing. Additionally, recordings of your singing have no power. A live stream of your singing with no delays, on the other hand, would work for extending the reach of your magic.

Sacrificial Bestowment can be used to give things other than your demon powers. They'll put themselves into a nicely self-contained package, however. An Infamous Conduit Magatama would let someone charge from whatever your element is and use your basic ranged thing, but they'll have to work to get the unique and esoteric stuff, and until they master it they 100% can't do anything that you couldn't.

Magatama sort of teach the abilities contained inside to their user, in addition to them figuring tricks out themselves.

This should be pretty obvious, but Magatama can give magic and other weird stuff too. You can, for example, make a Harry Potter Wizard Magatama or RWBY Aura User Magatama (Note that you're not unlocking their Aura, you're giving them yours. This means they'd unlock your Semblance's signature moves, and upon mastery, the full thing.). D&D Wizard Magatama or FMA Alchemist Magatama work too, but the mastery rule is even more egregious in those cases, so you might want to teach them yourself for those things.

Magatama are implanted by having it crawl through someone's eye and brain. They're actually fairly eager to do so, really. They heal the wounds while passing, so there's no physical or mental harm. (Still hurts like a bitch.) That includes personality stuff, if you're curious. Even though the hole is closed, the user (and only them) can just sort of pull out the little thing, which is now docile after their first time penetrating someone. This means Magatama can be reused and swapped around as long as the people using it are okay with not reaching their full potential.

Demonic powers from this jump give a person their own unique set of tattoos and neck horn, but other stuff only gives physical changes appropriate to the power itself.

The description refers specifically to demonic powers in order to not put the idea that you are giving someone ALL of your powers in mind while remaining concise.

The Magatama also confers resistances and weaknesses, but regardless of how many are mastered, only one set of resistances are active at once. To switch between them, one must only think of such, and it shall happen in an instant.

For the purposes of elemental stuff post-jump, fire or ice or what have you doesn't have to be magic even if that's how it works out in the game most of the time. A flamethrower or a pyrokinetic metahuman would do just as well for this stuff. Also, rule of thumb: you're not supposed to be immune to everything. If you find a Race combination that lets you achieve such, please tell me, because I WILL remove it if I find it out myself and grandfather clauses are for chumps.

Since we're on this, Almighty is raw non-elemental power. It can be physical, but it can be magical. In other worlds, parse it as aetherial energy surpassing such paltry things as elements and ordinary classification. The whole bypasses resistances deal will only come into play once it gets into the level of power expected of deities, so no worries about magic missiles. You can take it as a ruling, but I'm not too certain on this, so you could consider it jumpmaker approved fanwank.

Your Demon Race becomes an altform post-jump, and you can use any powers that don't rely on biology as usual. Your resistances and weaknesses only apply to your demon altform. Tentative: only proper Demons benefit from such in the first place (mostly because the demon race options for other backgrounds can end up giving you permanent weaknesses).

The unique Companion Jack Frost can evolve into King Frost or Black Frost normally. If you impart into him a sense of morality, and he prefers to work alone or in small groups, he will become a Black Frost capable of reflecting ice and fire. If you instead cause him to become cruel and selfish, he will remain capable of absorbing ice, and will now be resistant to physical attacks in addition to reflecting fire. If you impart into him a sense of morality, and he prefers being the leader, he will become a King Frost that continues absorbing ice and is weak to fire, but also resists physical attacks. If he is more of a tyrannical despot, he will absorb ice and be weak to fire, but also be able to create more Jack Frosts from his own body that have his original powers, though they will soon turn into regular snow. All four are easily capable of freezing buildings without even trying, but the King Frosts can cover cities in ice with some practice and focus. Note that these transformations will take centuries, close to a millenium, to take place.

The "Demon Hunter's Garb" will allow him to become Raiho, demon hunter extraordinaire, with just a few decades of training. It's not quite as glamorous as the previous four, but cutting apart giant mechs by freezing and shattering them as you cut is pretty cool too, eh? If given the "The Overlord's Seat", and he succesfully breaks its limiter, he will become Lucifrost. About the same as the King Frosts in ice magic, he's also resistant electricity, non-elemental force, and physical attacks. He also absorbs ice, and is immune to fire.

For Alice's second instant kill, ask yourself this: Are they a main character? If this were a video game, would the target be a boss enemy? If this were a video game, and we weren't in it, would the target be a boss enemy? If the answer to any of these is yes, they are great, and will not die unless they accept.