

SHIN MEGAMI TENSEI NOCTURNE™

真・女神転生

Worlds are born. They undergo maturation. Then, they die.

It all started with odd murders and frightening rumors. People spoke of two cults, killing each other in the night. But reality was much worse. One day, there was a great light, and a great darkness. Tokyo was folded up into an egg, a womb, and the universe beyond vanished... in the sky above hung Kagutsuchi.

What remains is the Vortex World. It is the wasteland in which demons, and the few humans who survived the end, shall battle for dominance. Not for conquest or glory, but to create the new world: the humans who have been found here shall grow, and learn to face reality, and in so doing they shall find Reason within their heart. A philosophy that shall define the next universe. With the power of magatsuhi, they shall beckon a demonic sponsor from the vast reaches of the cosmos, a great god that will empower them.

Once all humans have found their Reason or died... one shall call down the Tower of Kagutsuchi. The march to the heavens shall begin, and the armies of each Reason shall clash one final time. The winner will earn the right to challenge Kagutsuchi, and should they triumph, the god will aid in forging their ideal world.

This is the Conception. It is how things must be, in every universe, as ordained by the Great Will. For all eternity...

+1000 Choice Points

Origin

But there remains a single question. Who are you? What is your purpose here?

Outsider – Free

...none of your damn business, that's what it is. You're not even from the world that just bit it. Maybe you're a serial dimension hopper, or maybe you got hired to ice one of the sods currently here. Hey, can't turn down a job.

Human – Free

...everything, even if you do not realize it yet. You are one of the humans chosen to remake the universe in the form of your Reason. It may be something you'll uncover here, or... perhaps you already know, and aided in the Conception?

Demon – Free

...whatever you want it to be. You are a demon, a supernatural being spawned from mankind's imagination. This place, the Vortex World? It's your playground. But maybe you'll take a liking to what those humans are selling?

Demi-Fiend – 600 CP

...none at all. Not a hint of Reason lies within your heart. You are a blank slate, who may yet strive to forge the world in another's image. Thus, the angel of darkness saw fit to bless you. Now go forth, and find your own Reason!

You receive Freebies and Discounts in accordance with your Origin. Discounts are 50% off.

Critical Observer - 100 CP (Free to Outsider)

Even before all this came down, you knew there was something wrong. Mysterious deaths? Shady businessmen? Yeah, for a sleuth like you, there was no greater target. Whether you fancy yourself a detective or more of a reporter, the simple fact is that you're a pro at investigation. Putting together information into a coherent read of the situation, figuring out where and when everybody's moving around, and even sneaking into places that would normally love to kick out whistleblowers like you might as well be your day job.

A Whole World of Lore Built Around Him! - 100 CP (Free to Human)

Did you know Hikawa had fangirls? Turns out high schoolers like bad boys. Regardless, you're a hell of a charmer. From an arrogant smirk to a gentle smile, you really know how to make a guy or gal swoon. You've also gained an eye for fashion that lets you keep up with the latest trends, and make bucking said trends work if you ever want to wear denim and only denim. Also, the darker facets of your public image is like catnip to a certain type of person. You know, the kind who send love letters to serial killers.

Mystery - 100 CP (Free to Demon)

Not much point in hiding your true nature, now that the Vortex World is here. But maybe you like being a humanoid with normal limbs and a normal size. Just like Beelzebub and Lucifer, you can assume a human form of your own, resembling your demonic body or being something completely different at your discretion. That said, while you can change the details (such as going from a little boy, to an old man, to a beautiful lady) at will, the general nature of your human shape is set in stone when you choose this.

War Broke Out In Heaven - 100 CP (Free to Demi-Fiend)

Cursed with a demon's body against your will, there is every possibility you will be doomed to walk the path of thorns... made to atone for all eternity. If death's vastness shall hold no peace, then you must abandon all preconceived notions, and walk the path of supreme power with your head held high. Even if it is yet untested, like raw ore, your will is one that can shoulder this burden. You will not falter, no matter how many demons stand in your way, or how many corpses you leave in your wake.

Chaos & Order - Free to 800 CP (Demon Only)

Even the least of demons can kill your average human, but that does not mean all demons are equal. Through an investment of Choice Points here, you may define your starting power. You may be the likes of a Pixie or Preta for Free, such value being worth 5 levels or so as defined in the following page. Every 50 CP you spend grants you the equivalent of 5 levels to work with, up to a maximum of 800 CP. Such an investment would allow you to match the likes of Raphael, Ongyo-Ki, Mada, or Beelzebub's lesser form in raw power.

https://megamitensei.fandom.com/wiki/List_of_Shin_Megami_Tensei_III:_Nocturne_Demons

You may be an existing demon race or create your own, derived from human mythology and folklore. You may hold abilities beyond standardized spells and techniques, within reason. Pixies and other flying demons can, in fact, fly instead of hovering at a set height. You may be capable of general spellcasting rather than just individual combat spells, such as the demon summoning of a Baphomet or the curses Beelzebub is known for, if such is a prominent facet of your new being. Fanwank responsibly.

The Bug Inside You - Free (Demi-Fiend Only)

As the world came to an end, an odd young boy came to you, and gifted you something. A worm that burrowed into your flesh, known as a Magatama. When you woke up, your body was covered in strange glowing tattoos, and a horn grew from the nape of your neck. It is the proof you are no longer a normal human. Your body is superhuman, allowing you to endure and inflict damage beyond what normal humans can, and you're able to communicate with most demons without any special program or magical spell to translate. More than that, if you can get a demon to submit, you can bind them to you. Your 'stock' can hold up to eight demons at a time, and you can only summon three in full to aid you in combat, though there may be ways to increase either limit. Through combat against deadly foes, you will grow vastly more powerful over time, until you can bring even the greatest of demons and gods to heel with violence. Holding a Magatama inside your body will change your elemental resistances and weaknesses to match its own, and you can learn skills from it as well, building a suite of potent spells and techniques to do battle with. Your own power can stimulate that of your stocked demons: while very few experience this, some can actually transform into new and much more powerful examples of their race once you reach a certain level of power.

Your horn also grants mild ESP, letting you sense powerful presences and the cardinal directions.

Checkmate - 200 CP (Discounted to Outsider)

Hunting down a specific demon in a world pretty much inhabited just by demons? Hell of a job to be hired for. But you ain't no quitter and you've been doing this for years anyway. Finding and chasing your target is no problem anymore. From a mix of instinct, asking around at bars or the like, and plain guessing, you can keep tabs on or straight-up ambush anyone you can get even one good hint on. Hell, not even dimensions are enough to let your quarry escape. Granted, it's easier if you can access the same club as your mark, but you can get into and move around unseen in the craziest places. Lucifer's bachelor pad, for example.

Darkest Surgeon - 200 CP (Discounted to Outsider)

No medical board's gonna stop you from practicing now. You're a hell of a surgeon, literally, as in your medical skills are good enough Lucifer would gladly hire you to keep his goons alive. Not only can you bring someone back from the brink in minutes with only some scalpels, tweezers, stitches, and gauze, but you can do your thing even as a ghost or some other kind of being that shouldn't be able to do surgery! Yeah, this is basically just magic, but unlike those demon posers with their Dias you'll never run out of juice trying to keep your people in one piece.

Death Upon Death - 200 CP (Discounted to Human)

A normal human should die in a place like the Vortex World. Even the weakest of demons could eat you alive and crossing the wastelands between the remains of Tokyo might just be enough to do you in. Yet, you must endure. First off, you are much more capable at surviving and trekking across inhospitable environments, and those greater than you are wont to spare your life. Not out of kindness, but to exploit you. The abuse may be agonizing, demeaning even, but you will survive. Taking their conduct to heart, when in a position of strength, you are most adept at exploiting others. Stores of magatsuhi you can blackmail a friend into opening for you, mud dolls to offer at the altar of your new world, there is much for you to gain from sacrificing and using others.

Kotowari - 200 CP (Discounted to Human)

There's a world just for you waiting to be made, but that doesn't mean you have to see it alone, right? Somehow you always have a chance to pitch your ideas and plans to others, whether they're your best friend or a powerful kingmaker, having a fair chance to get them on your side or at least talk one last time before you have to kill each other. Those you convert to your cause personally will truly understand and carry its heart within them. Even if you died, your trusted subordinates and cherished persons could pick up the torch of your Reason and create the world you dreamed of.

Fierce Battle - 200 CP (Discounted to Demon)

The abyss in which demons live is quite chaotic. Perhaps familiarity with it has rubbed off on you? Well, no matter what the explanation may be, it appears you've created your own dimension. A chaotic world, less so for living or storing your belongings, and more a place to engage in glorious battle. The actual design of this arena is simple but yours to decide, from a windswept thunderstruck canyon, to a rock floating in the void between universes, or just a platform surrounded by a spinning diorama. You can create holes and gates to this place, potentially ambushing foes, but its instability makes escape quite easy should there be no immediate danger to distract whoever you dropped in there.

Junk Shop - 200 CP (Discounted to Demon)

Money makes the world go round and the Vortex World ain't any less of a sphere than good old Earth. That's the ticket to a good life, ya know? Running a shop in a place like this might seem like a scary, a little deadly, but you and a handful of other fellows make do. So long as you play the role of a nice and quiet shopkeeper, nobody's gonna mess with you. Even if your prices are a total pain in the ass, no big mean demon's gonna rob you blind, and even a massacre going on outside would pass you by. Only applies while you're working, though. The moment you close up, leave to get more merchandise, or try to multitask shit that's got nothing to do with running a store... you're fair game again.

My Fate Is A Haunted Curse - 200 CP (Discounted to Demi-Fiend)

What misfortune it is, to see the end of the world. But perhaps there are blessings yet to be found. This is difficult to quantify, but in short, you are lucky. Overhearing a good hint to your goals, aimlessly wandering to a place of interest, or just finding caches of useful items. Not as helpful against ill will, but if you were in line to be ambushed by a certain demon, you'd have just a little more time to heal and grow stronger. This is nearly useless in combat, but at least it seems to help with getting the drop on your foes and foiling ambushes in turn, as well as with simply running away.

All Bends To My Will - 200 CP (Discounted to Demi-Fiend)

Demons are a fickle and unpredictable lot, but you seem to be a natural at getting their allegiance, or at least getting them to go away. In addition to being good at finding lulls in combat where you can pick out and start talking to one enemy, you're very good at judging when someone really is that needy or just scamming you with their requests, and running things back if you accidentally upset your current target. Regardless of how dubious your working relationship may start out as, you're also very good at befriending underlings, potentially even receiving gifts from them.

Occult Lore - 200 CP

Were you a cult member or did you learn this online? You've got a good idea of how the subtler aspects of this world's magic works. You can readily operate Amala Drums and manipulate the Amala Network, as well as control large amounts of magatsuhi through a more primal form of pseudo-magic, even if you're a human. But honestly, you could learn that yourself pretty fast. Your real talent is in demon summoning. You know how to paint the ritual circles and perform chants that can beckon all kinds of beings from the expanse, reliably and incredibly fast. Word of warning: calling up a demon is the easy part. Trying to make it obey is where most people start dying.

Eternal Oath - 400 CP (Discounted to Outsider)

Truth is, demons are unfair. Some of these guys are plain immune to any damage you could do with a gun or sword. Hell, some even heal from anything you do to them! But after a long career hunting demons, you've learned to break past these defenses, becoming a true legend. Much like Dante or a certain Raidou Kuzunoha you've gained a special ability uniquely your own. This skill enhances your body and gear, increasing the physical damage you deal through any means by half again, and breaking past any immunity, resistance, or even absorption of physical damage your foes may have once held. This does not apply to reflection, but in such a case the damage inflicted against you and your allies is unenhanced by this effect. Should you wish it, this can also literally make you a legend, ensuring your deeds are known no matter what world or year you're currently in and thus allowing you to never go jobless for long. Though depending on why you're a famous guy, the average person on the streets might still not recognize you.

Corpus - 400 CP (Discounted to Outsider)

Manikins are a truly unfortunate lot. Clumps of earth given life by the emotions of dead humans, spat upon by the cosmos, it's as if they exist only to be abused. But perhaps you can see the worth in such a being. You can pour your emotions into the earth, be it clay or mud or maybe even sand, and bring it to life as a loyal manikin. These beings are pretty weak, but they can develop the same faculty and functionality as a normal human if allowed to, although metaphysics tend to frown on them due to being 'fake humans' rather than something truly alive. This works just fine with the flickering emotions born of a normal life or conjured for the express purpose of creating your muddy serfs, but is most potent when using your innermost feelings. The anxieties and cravings that reside in your soul can become abnormally powerful manikins, bearing magical powers and the ego of a complete human being. These are not mere creations, but something closer to an emanation or avatar, letting them follow you across Jumps and potentially helping resolve the complexes and traumas from which they were born as they experience life separately from you.

Lotus of Souls - 400 CP (Discounted to Human)

Hikawa posits a Reason in which all humans live in harmony to a greater purpose, yet unleashed chaos and death for his own benefit. Chiaki will eventually find Reason in a world of beautiful strength lording over weaklings, yet is doomed to suffer until she is blessed with another's power. Isamu in turn shall create a Reason of solipsistic isolation, despite being aided by his friend time and time again. There is a certain irony in those fated to create the new world... and it is one you may enjoy as well. Not only do the contradictions between your life and your beliefs no longer hamper your ability to gain a following, but any creed you lead can operate without regard for internal discrepancies. Those who espouse order will not hesitate to cause violence and destruction at your command, while lonely egoists and outcasts will be driven enough to march under your banner instead of staying inside their little holes, and so on.

Maiden of Creation - 400 CP (Discounted to Human)

Any human or demon can potentially manipulate magatsuhi, but your ability to do so is truly magnificent. Not only can you marshal and contain enough energy to call down a demonic sponsor – or equally potent deity – with only your body and will, but you can manipulate it on a large scale to starve enemy demons and potentially shut down or at least oppose any effects reliant on magatsuhi. With technological enhancement, you could potentially manipulate magatsuhi across the entire world... or be used as the core of such a mechanism against your will. In any case, your ability to manipulate and bear supernatural energies from other worlds is magnified to a similar extent.

Gonnection - 400 CP (Discounted to Demon)

All demons are legends, but some are even more so. You are not just some common youkai or lesser god, but kind of a big deal. Beyond a small power boost, this increases your sheer health, allowing you to survive punishment that would have killed any common demon your equal, and grants you more potent skills, such as special elemental spells or unique physical attacks drawn from your legend. Also, you really are a major character in your mythology or what have you of origin, earning you great influence and admiration amongst your own people... okay, you might be more of a mascot than a real leader if you're weak, but it's better than nothing. You'll retain this position in future worlds, though you won't gain any inherent powers or a new species from it, and in worlds where they're not actually real you'll just be added to the stories.

Evolution - 400 CP (Discounted to Demon)

While demons in this world grow painfully slow, they are capable of doing so unlike some versions you may have seen before. Some demons even have an 'evolutionary line', changing species upon mastering their innate skills and being near a source of sufficient power. You're one of those lucky few. Whatever form you've gained through Chaos & Order is merely your base state. Honing your initial skills further, unlocking the hidden abilities you've yet to master, and connecting yourself to a great source of power (whether an item or a summoner who's pretty strong on their own) will allow you to transform. A Pixie could become a High Pixie and then one of their kind's many rulers, Queen Mab. If your form as a demon is powerful, odds are you'll only be able to climb one such stage, but that stage may be something quite impressive. A shocking transformation akin to a fallen demon becoming a holy mecha, perhaps.

Strike With All Plagues - 400 CP (Discounted to Demi-Fiend)

If you wish for a bright future, know your enemies, and use attacks that they are weak against. These are the words of a certain demon. You have taken this advice to heart, and learned to excel in what some call 'rock-paper-scissors' combat. Not only are you skilled at identifying and keeping track of weaknesses, and how your own side can exploit or defend against them, but the act of hammering at these faults increases the opportunities your side has to act in combat. The opposite is true for your enemies. When they make useless attacks, striking your team with effects they are immune against or even just missing their mark, the enemy's tempo is lost and their chances to act vanish into air.

End of the Long Road - 400 CP (Discounted to Demi-Fiend)

It is the way of creation that all shall come to die in time. Indeed, it is a war without enemy or end. But perhaps you have the strength to face eternity. If you weren't already, you are now immortal, with a body that will not decay even after myriad years and a mind that could live to see past the end of universes without faltering. Yours is an existence that, when the very cosmos begins to die or fall away from existence, shall simply walk to another world. Or if you find the current universe boring, I suppose. Regardless, yours is also a being that cradles power and refuses to surrender it. Whether it was ripped away or sealed, all of your powers will return in due time when lost. Even if reincarnated as a mundane human, you could eventually regain your demonic body and magic through pure will.

SHOW TIME!! - 600 CP (Discounted to Outsider)

Was your father a legendary dark knight who woke up to justice? Are you heir to a historied clan of demon summoners? Whatever the explanation... you're pretty good. Not only are you skilled enough to outfight a swarm of demons or ten on your own, weaving strikes and gunfire together like a champ, but you're way too strong! Whether you actually are a half-demon (which is very pointedly not the same thing as a demi-fiend, ya munchkin) or the result of good breeding, you can wield a handful of pseudo-magical skills via physical attacks such as electrifying your sword or releasing a small tornado with a mighty swing and take halved damage from any physical or magical attack. Even without that, you're tough enough to jump out of a tall building and land on the ground unharmed, as well as just force yourself to slay alive at death's door the first time you would have died per fight. Your experience handling demons also taught you one negotiation trick of your choice. Something like scaring your mark, calming even the most ornery of fellas down, or maybe just distracting them by offering some booze.

Law of Creation - 600 CP (Discounted to Human)

Weak as they are, it is the privilege of humans and humans alone to decide the shape of the new world. Or at least that is how it should be, if not for the machinations of the angel of darkness. In any case, you will find such continues to be the case in future worlds. When cosmic beings and true gods debate over how the world must be, they will give mortals leave to decide the matter. This will often involve some form of conflict or ritual, depending on the nature of the world and the entities involved, but you will be chosen to participate before any others - and should you prove lacking compared to your peers, will learn arcane principles abnormally fast and be drawn by fate to some form of power that will allow you to stand your ground. This is contingent on you being a mortal or at least mortal enough, however. Should you be more of a peer to the beings administrating the cosmos, the right of choice will be passed down to a proxy you elect to fill this role, be it a high priest or some kid you gave powers to on a lark - at which point you will find them unfairly talented at wielding and mastering any boons you grant them. You may also, of course, choose not to apply any of these effects at all and let the dice roll as they will.

Kingdom of Strength - 600 CP (Discounted to Demon)

Magatsuhi. Power born from humanity, the drink so many demons endlessly and greedily chase after. Not just for growing stronger themselves, but to give shape to their dream, and thus even humans covet it. But you are more than familiar with that sanguine flow, and indeed, the flow of all power. You could already drain the magatsuhi right out of a person as a demon, but now, you can drain any kind of power from your victims if you beat the resistance out of them or can otherwise force their compliance. This does not claim unique skills or abilities, but strength in its purest form, filling the vessel of your being. Though many demons would abhor such a thing, you can also share the power you hold. From something as simple as raising the limits of a person's own supernatural powers, to something as esoteric as bringing your own shadow to life as a bunrei, for example. It may take everything you are to achieve this, but you could even transform a mere human into a half-demon.

Neither Human Nor Devil - 600 CP (Discounted to Demi-Fiend)

The heart of a human, within the body of a demon. An incredible existence that could change the world. You presumably already were a demi-fiend with everything that entails, but your spirit is now potent enough to make you a hybrid of similar nature should you become (or already be, if this isn't your first Jump) a supernatural being of some kind. The human soul within your inhuman flesh will allow you to quickly grow in strength through effort even if your new existence is normally static, and you will become capable of binding and summoning members of your kind separately from your native ability to do the same to demons. While the mechanisms may be quite different, you will also uncover an equivalent to Magatama, a way to change and expand your capabilities beyond simply growing stronger. There may even be a hidden path to becoming a trueborn member of your kind, massively amplifying your powers without losing the benefits of being a half-human, but such a feat may well lay a heavy burden on your shoulders. A sin whose atonement could haunt you for all eternity...

Fragment of the Great Will - 800 CP (Discounted to Demon)

The exact truth of this may only be revealed long after this world's conflict is resolved, but all demons are pieces of the universe, given form and sapience by the observation and imagination of humans. Yet even so, not all demons are equal, not just in power. Your nature, your foundation, is truly cosmic. There's a lot of possibilities in deciding how this benefits you, but the most pertinent examples are as such: being a demonic sponsor, a great deity capable of descending across the multiverse in response to the desire and conviction of man to grant them the power to create their ideal world. Being a true angel, crafted not of man's ideations but the Great Will itself, capable of traversing across and beyond existence as well as blessing or cursing humans in chase of a certain ideal. Being the same order of being as Kagutsuchi, one tasked with bringing the world to an end - and to aid in creating a new one - once arcane conditions are met. Beyond these personal benefits, your vitality is greatly enhanced, allowing you to challenge enemies that would individually equal you by dint of sheer endurance. You will also gain a unique skill that can change how any foe would approach facing you - such as Noah's Aurora, which lets him reflect all but one element in a cyclical fashion, or Ahriman's 'rules' allowing him to punish enemies who dare break them with damage far beyond what he can normally output. Regardless, these boons are added on top of your base powers as a demon, or whatever you are if purchased as something else. Neglecting your own strength will make you something closer to Aradia, though you won't suffer the indignity of being a forbidden god.

Sound Test - 50 CP

With dance clubs still being in use, I guess this shouldn't be surprising. You've got your own soundtrack, inheriting the songs from the original game and producing more to cover unique individuals and locations brought in from other Jumps, as well as anything sufficiently novel you'll encounter in the future. Some of the combat music is actually dynamic, shifting with the flow of battle to better pump up your emotions and make even potentially being torn to shreds by a pack of demons feel exciting.

You receive Freebies and Discounts in accordance with your Origin. Discounts are 50%.

Jackpot - 100 CP (Free to Outsider)

Having a job really paid off for you. Demons have their own brand of cash and it turns out collectors dig human wealth, and to keep a long story short, you've got a million macca burning a hole in your wallet. It might not seem like much if you're used to yen, but really, you could fight entirely by using consumables and fund some crazy demon fusion sprees at the Cathedral of Shadows with this much cash. You'll get it all back in future Jumps (or once a decade post-Chain), adapting to whatever currency the world uses.

Lifetime Passes - 100 CP (Free to Human)

Locked doors are a real bother, aren't they? But it seems you're luckier than most when making your way around places you might not be welcome in, finding just the key (whatever form it takes) you need to open the way right when you need it. Almost as if it didn't really exist until you showed up. Anyway, you can only hold one of these at a time, so don't feel too bad about trading them for favors or throwing it away when you're done. Should you reach the Tower of Kagutsuchi, you'll still need to claim the remaining stones of treasure necessary to face Kagutsuchi the hard way.

Pocket Change - 100 CP (Free to Demon)

...what passes for it nowadays, at least. Random precious gems, life stones, maybe a chakra droplet. You can find useful or valuable trinkets, often of a consumable kind, surprisingly often. Or rather, it's more like what you find exists just for you to pick it up and spend bribing a crazy semi-human mute into going away. You can't seem to gather more than a handful of these small treasures at a time, but nothing stops you from selling them to bankroll stockpiling what you actually intend to use in combat.

Incenses - 100 CP (Free to Demi-Fiend)

Lucky devil. You've got a full set of incenses, little sticks you can burn and breathe in to increase one of your statistics. To be specific, you've got Strength, Magic, Vitality, Agility, and Luck incenses. It's a pretty meagre boost, small enough each would only increase their respective attribute by 1 if this were some kind of role-playing game, but free power is free power and your sticks replenish once a decade.

Stylish Clothes - 50 CP (One Free to All)

The end of everything you once knew is no excuse to look drab. You've got your very own iconic outfit, a number certain to impress any human or demon civilized enough to preserve their modesty. From the modish suit worn by Hikawa, to the young fashion of Isamu, or even something crazier like Dante's cowboy get-up or Chiaki's all-denim ensemble, you're certain to look good. Maybe some of the magic demons are throwing around these days settled into it, because this clothing also seems to clean and repair itself.

Afterlife Bell - 150 CP

It tolls for none in this world of the dead. What you have found is an earthen bell, said to guide lost souls. In truth it gives its bearer the power to control reincarnation, enfleshing ghosts, transmogrifying the body, and perhaps even helping the barely-living pass on. Of course, guidance requires your target to be willing to follow. This isn't very useful for combative exorcism, and can't actually change the nature of a soul: a manikin can become human as they literally are human emotions given flesh, but there's no way to make a demon into a human or vice versa without exceptional circumstances.

Youkai Weekly - 200 CP (Discounted to Outsider)

Most people would scoff at a reporter investigating the occult, but you know the truth. This isn't really usable right now for obvious reasons, but you had (and will have again, in other worlds) a job as a writer for an occult magazine. Even if you don't want to investigate yourself, just publishing the stories your readers send in is enough to keep the job. But your crew are like bloodhounds for real magic, especially the kind that means nothing good for the public. Assuming you're not cursed by the universe itself, the hints your crew pick up might just be enough to avert the end of the world, or at least survive it.

Cybers - 200 CP (Discounted to Human)

This isn't of much use anymore, but you were a high-ranking executive before the Conception happened. As a result of the wealth and resources you could tap, you've gathered a stockpile of materials for use in the end of the world. If only you had the manpower, or found demons you could trust to work for pay instead of just mugging you, all the stuff you have hidden could be used to build entire fortresses and pretty much run your own personal army without needing to waste time raiding for subsistence instead of conquest. In future Jumps, you can choose to receive just the resources, or actually be a wealthy businessman again if the current level of civilization can support your job.

Mantra - 200 CP (Discounted to Demon)

Looks like somebody's been cracking a few heads. You've got your very own faction, a coalition of brutes, ogres, war gods, and all kinds of violent demons who gladly follow your lead. They've even commandeered a huge building to act as your headquarters and set up schemes to rip money and power out of any weaklings unfortunate enough to be in their area of influence. Still... these guys might be pretty good at bossing around manikins and other whelps, but the sad reality is that they're chumps picking on the weak. You can enjoy the magatsuhi-draining pyramid scheme while it's good, but don't cry if a real army wrecks them.

Fountain of Life - 200 CP (Discounted to Demi-Fiend)

Someone put good word in about you? This is a special room in which the Lady of the Fount makes her dwelling, a rocky spring of natural waters. The lady herself is a spirit of some kind, with powers of restoration, curse-breaking, and even resurrection. She'll create doors to her abode in the outside world, as well as your properties if you allow it, allowing you access to her services. Yes, services. The more health or magical energy you ask her to replenish, the higher the price you must pay in cash, her other offers demanding a flat cost instead.

Boogie Woogie - 400 CP (Discounted to Outsider)

Hunting demons with your bare fists is how you end up dead. You've got the proper arsenal to fight back, now. A demon sword akin to Dante's very own Rebellion, a pair of pistols similar to Ebony & Ivory, as well as a Holy Star that can remove any debuffs afflicting you and your crew. The weapons in particular scale with your strength due to their demonic nature, meaning you won't need to upgrade them over time just to scratch the guys you're fighting. There's another option to consider, a katana and a police issue Japanese pistol. Not much weaker than the fancy stuff, honestly, if lacking a certain pizzazz. But in return you'll gain the company of a talking cat! Yes, a talking cat, a rather mature and intelligent one who can serve as a confidant and even communicate in your place should you be a mute. It's not much of a fighter, but it can also taunt your foes, which restores a small amount of your magical energies... for some reason.

Local Network - 400 CP (Discounted to Human)

Magatsuhi is a power that flows, and therefore can be manipulated. To begin with, you now have a personal 'master' Amala Drum, a rotating construct inscribed with runes that works like a personal computer. Your properties can in turn receive their own Amala Drum, particularly large ones forming sub-networks in which smaller sub-terminals lead back to the primary terminals. All of these are in turn connected to some kind of supernatural infrastructure, a great network that collects and regulates the flow of magatsuhi where your Drums are placed - or, potentially, any kind of supernatural energy you can link it to. Indeed, the name of network does not simply refer to how magatsuhi flows across it like blood. Data can be recorded, transmitted, and retrieved through the use of the Amala Drums, just like a computer system. It can even be used to cross great distances, passengers and objects traversing the network's flows at incredible speeds. That being said... the network is very much a 'place'. Even if you protect the Drums from unwanted users, someone could sneak into or outright attack the system, potentially even robbing you blind.

Skillful Subordinates - 400 CP (Discounted to Demon)

Many demons are drawn together by history or mythology, forming a united front in the face of their hated enemies. But the cadre you've gathered takes things to another level, being closer to an extension of your existence than what humans normally think of as subordinates. The exact nature of your new underlings is up to you, but should reflect your own nature as a demon, and usage of them grants access to a potent new ability. The main two examples here would be Albion and Beelzebub. The former can summon a group of demons known as Zoas who, besides reflecting one of the four elements and wielding its greatest spells each, can resurrect Albion should even one remain alive. Beelzebub on the other hand commands flies who, while only comparable to weak demons in small swarms, are the vessels through which his greatest power is used: Death Flies, a spell that can instantly kill anything not immune to darkness and deals overwhelming damage that can not be resisted to anything that survives its base effect. Whatever your choice, these demons are an extension of your power, and thus are stronger or weaker depending on your might.

Cathedral of Shadows - 400 CP (Discounted to Demi-Fiend)

...where demons gather. This is a special place staffed by an old man, a ritual room where demons can be fused together into new ones. There is every possibility you would already gain access to this place, but in picking up this item, the old man will be able to follow you along the Chain. The place itself is akin to a pocket dimension, and can be accessed from multiple areas, as the old man can place doors leading to it in the outside world, including any properties you own if you so desire. In addition to fusion, the old man can also record any demons you bring to him into a demonic compendium, from which those demons can be summoned afterwards by spending a certain amount of money. The stronger the demon is, the more it'll cost.

Summoner & Guardian - 600 CP (Discounted to Outsider)

Strength, weapons, it's all good for slaying demons. But the best way to fight fire is with fire. Over the course of your life, or maybe after just one day at a demon auction, you've gathered a stable of demons to help you. These are stored in a set of six tubes when unused, bound to you with a special contract, which makes them more of a skill you can use than independent combatants. Aside from making it impossible to get rid of them without beating you first, such equalizes their power to yours. This means stronger demons are brought down to your level, but it also means weak guys like Mokoi or Hua Po can always pull their weight, though each of them only has one spell or technique from their usual repertoire. More importantly, these demons genuinely like and are truly loyal to you, and you will in turn find them a joy to keep around. The specific demons you've gained is up to you, so long as they're from an actual race and not just some guy.

Word of Reason - 600 CP (Discounted to Human)

From the very start, you knew why the world had come to an end. Why it had to come to an end. Mankind has grown too sinful, all lands blighted with indolence. Now it is time to create the ideal world. You are not a child running in fear, confused by the post-apocalyptic wasteland you've found yourself in, but one who already contains Reason within yourself. You have understood and codified a philosophy through which a new universe can be forged, one of your exacting design, and gathered legions of demons and ghosts under your banner. The only thing missing now is to summon a demonic sponsor, and you will be ready to call down the Tower of Kagutsuchi and begin the final battle. A feat much easier said than done, admittedly. Should they choose to stay behind to enjoy the world(s) you've created, or die a true death, natives in future Jumps who agree with your Reason will join to replenish your group's ranks.

Labyrinth of Amala - 600 CP (Discounted to Demon)

A strange place residing elsewhere, with a mildly disturbing architecture resembling the innards of some great beast, with its organic curves and tubes through which crimson magatsuhi flows like blood. What you have is not the actual Labyrinth of Amala which serves as Lucifer's base, but your very own domain, one of your design. A special room, or rather stage, serves as your personal quarters filled with whatever decor and furniture you prefer from which you may communicate to every level of this dungeon. These levels, or Kalpa as they are known, number five in total. Their layout can be as hostile or practical as you desire, but the flow of power here will naturally gather servile demons from beyond a fair sight weaker than you, and a modest amount of demons already live here who can be of whatever nature you prefer. Lucifer himself keeps a harem in his Fifth Kalpa, so don't be ashamed of wanting some Pixies or Succubi to warm your bed.

The Wine of the Wrath of God - 600 CP (Discounted to Demi-Fiend)

Drink of it, for judgment has come to you. Somehow, you've found some Magatama already. You gain a handful of low-end Magatama comparable to Shiranui and Wadatsumi. Beyond giving you a set of good skills to learn from the start, these have a good spread of elements, letting you adapt to the abilities of your foes with ease. Shoving these down the eye of another human could make them into a demi-fiend like you. Whether they can cope with their new existence, and whether they have the will to walk the path of thorns to gain true strength, is another story. In future Jumps with supernatural beings, you will gain one Magatama themed after a species or entity of your choice. The same will apply for worlds you've long since left behind as well. Please remember that more powerful Magatama require you to be appropriately stronger to even begin learning their weakest skills, before you get any funny ideas.

Companions

Though humans may cast each other aside, not even demons can stand alone for long.

Kill Your Friends - 50 CP / 100 CP

You may import an existing Companion into this world, or create a new Companion of your exacting design, giving them a background and 600 CP to spend. Paid backgrounds must still be paid for. They can't purchase Companions of their own, however, but do receive Freebies and Discounts where applicable. If you spend 100 CP on this, that Companion receives 800 CP instead and may choose Drawbacks to increase their stipend.

Drawbacks that affect the world can only be taken once across everyone's build.

Reunion With Teacher - 50 CP

But maybe you knew someone here already. By choosing this, your history in this world will include a bond with one character of your choice, choosing its nature within reason. You could have been another friend of Naoki's as a human, or maybe one of Yuko's coworkers. Hikawa might appreciate a trustworthy partner but wouldn't care much for anyone, human or demon, who does not follow the Reason of Shijima as well. In any case, should that individual survive to the end of the Jump and agree to follow you, they will become a Companion. To be honest, the matter of Creation will almost certainly take precedence over this bond for the Reason holders, and the likes of Lucifer or Beelzebub have greater concerns that would take precedence over simple friendship. But that doesn't mean the idea of the Chain, of a greater multiverse beyond the guidance of the Great Will, couldn't entice many individuals in this world.

Mara - 100 CP

I guess those two manikins weren't the only ones to seek the aid of the longest and strongest demon of them all. Whether you roped a passing demon into doing it for you, or performed the summoning yourself, the Evil One is here and ready to pound your foes into submission all night long. In gratitude for this excellent summoning, he will prove undeniably loyal, even if you are the kind of weakling demons of Chaos like him normally love to abuse. Though he'll be more than happy to do so in your bedroom, if you accept his advances. Speaking of which - at least one version of the king of desire was in fact a goddess. You may receive a her instead, should Mara's gender be the only thing preventing you from embracing them.

Death - 100 CP

To war against death and win is the mark of true power. It is the means by which a human heart can be clad in darkness, and a demon of chaos born. Shall you see it for yourself? You have gained the allegiance of the Fiends. Their current duty to Lucifer, of hunting down the Demi-Fiend and encouraging his growth into a new power of darkness, takes some precedence right now. But they will join you as they are defeated. As the Demi-Fiend yourself, you will be forced to battle them first to recruit them during the Jump, but they will rejoin you once the Conception is done with regardless.

This group numbers 9 in total, including Matador, Daisoujou, Hell Biker, White Rider, Red Rider, Black Rider, Pale Rider, Mother Harlot, and Trumpeter, who count as a single group Companion. You may divide or apportion purchases made with Imports between them however you see fit.

Drawbacks

If you crave more power, then walk the path of thorns.

There is no limit on how many burdens can be placed upon you.

Amala's Vastness - +0 CP

There's a few different versions of this world you may know, where different beings hunted down the Demi-Fiend at Lucifer's behest, or ones in which the path of the True Demon lay closed. To say little of what inclinations the Demi-Fiend may hold, that would see him drawn to one Reason or another even before their bearers make their argument. You can choose what iteration of this story you'll visit. Hell, maybe you're entering a world where Chiaki or Isamu earned Lucifer's attention, giving the boy who would become Demi-Fiend the opportunity to create a Reason truly his own instead of playing kingmaker for everyone else... or any other strange possibility cast into the ether by fans. Though don't believe for a second this will make other Drawbacks any easier, or let you escape the basic premise of the Vortex World and Conception.

This can also be used to import your history from previous Megami Tensei Jumps, although any such events will probably have occurred in a different universe, meaning very few individuals will recognize you.

Despairing Witch - +100 CP

From the very start, you did not want this, the end of the world or the birth of a true demon or whatever it is you may be forced to support. All you want is a return to the status quo. But such a feeling is not the conviction to become God's enemy, only cowardice. This is ruinous if you actually want to create a world of your own, but the biggest consequence of your weak heart is... well, having a weak heart. Calling you meek or soft isn't quite right, but you're the kind of person who wants others to fight your battles and would rather pray for a god to give you meaning instead of facing life on your own.

Normal Battle - +100 CP

I hope you like random encounters. It is no longer possible for you to perceive enemies outside of battle, preventing you from sneaking around or evading any demons who'd love to do terrible things to you. Any foe you fight will also drag you into an arena from which escape or even basic maneuvering and positioning is much harder, a fact which won't impair the enemy's efficacy in battle. The amount of demons who will pick a fight with you is greater in general. Expect to get into multiple fights trying to walk around a mall.

But My Waifu! - +100 CP

The growth of a demon is painfully slow, and whoever your first allies in this world may be, it's a near certainty they'll just be powercrept. Unfortunately, the same applies to one of your Companions, their raw power reduced to the level of the weakest demons around. Artificial enhancements barely function, ensuring they'll be dead weight. Even as a buffer or debuffer, they'll often become collateral before contributing anything to the fight. Without any Companions, you'll meet and quickly find yourself smitten with a tiny fairy of the lowest levels such as a Pixie or Hua Po, working in much the same manner. You can keep them as a Companion afterwards if you want.

Companions who take this must choose the Jumper or a fellow Companion.

No stacking multiple iterations on the same target.

Revelation - +200 CP

How unfortunate. As a human being, it appears you're not actually a living human, but a manikin. Born from the lingering emotions of dead humans, you are clay given life. As a demon, you are a forbidden god from the Shadow Vortex, a conglomerate of discarded worlds rejected by the Great Will. Regardless of which you are, you will find your powers a mere shadow of what they used to be, as if you were only the dying dream of a Jumper and not yourself. You are also worth less than nothing in the eyes of the cosmos. Even if you construct a Reason of your own, you will never be allowed to create your own world, and existential or metaphysical matters generally treat you worse. There will be no way to get around this condition for the duration of this Jump, though you'll regain your proper nature afterwards.

Shin Megami Tensei: Nocturne Would Never Take Advantage Of Our Innate Gullibility - +200 CP

...pfft, yeah, right. Hope you're used to SMT moments, champ, because the world's just gotten a lot meaner and a lot trickier. Damage floors, teleport mazes, invisible walls and paths, one-way doors, you're gonna be seeing the works before you even reach the endgame. The people are affected too. Recruiting demons is gonna be a hell of getting scammed or blown off before you finally get someone to work for you, and even the dumbest of demons is gonna be much smarter about hitting weaknesses and abusing their skills.

Thankfully this isn't a turn-based role-playing game, so whatever you believe Dragon / Beast Eye do in a real world context, it won't stop you or your allies from punching Mot in the face until he dies.

Lucifer's Call - +200 CP

An evil gleam falls upon you... one way or another, you have Lucifer's personal attention now. Whether as a pawn, a general-in-waiting, or an enemy, he knows about you and has already begun plotting. Outsiders and Demons will be made to battle the Demi-Fiend time and time again to stimulate his growth, willingly or not. Demi-Fiends will see themselves hunted down by the Fiends, whether or not you attempt to become a true demon. Humans will find themselves harassed by his demons and manipulated away from the proper path of Creation, to spite his great opponent's own machinations for the cosmos.

Accursed Observer - +300 CP

What sin could you have done to deserve this? What foul act, what unthinkable evils, could you have done to merit such punishment? The answer matters not, for the will of the universe itself has decreed you pay for all eternity. You are cursed, doomed to fall short of your goals. You will face adversity and torment and abuse from everything around you, unaware of your plight, learning of the doom that hounds you only at the best time to see you driven mad with rage. There is but one saving grace: your fate is to suffer, not simply to die. Unlike your fellow who awaits in the Vortex World, you may yet roll the boulder of living uphill, rejecting the God who blighted you with every passing day.

Hard Mode - +300 CP

All damage inflicted by your foes to you or your allies is doubled. All of your foes readily know your and your allies' weaknesses and will gladly hammer at them. It is impossible for you to escape or run from any fight. All damage caused by the world to you or your allies is tripled. Everything sold is more expensive for you and your allies. The odds of you being ambushed rises exponentially. Do not choose this.

Featuring Dante from the Devil May Cry Series & Knuckles with Funky New Mode - +300 CP

Why is Dante's brother complaining about taxes? What the hell is a Carnage Form? Holy shit is that Griffith - yeah, someone must have broken the walls of the Amala Universe, because some real nonsense is leaking through. Not only does this allow enemies from previous Jumps to meddle with the Conception, and for more neutral guys to get hired by your current enemies to merc your ass, but some of Megami Tensei's own connections are opening up... including recursive crossovers. Hope you're ready to get punched in the face by some idol's fighting spirit immediately before getting run over by Sonic the Hedgehog with his deadly spindash.

The End

Conception... maturation... and then death. That is the way of the world. Your time here comes to an end.

Reminiscence

It's time to go home. You return to your original world, retaining everything gained so far, your Chain at last coming to an end. If you died, this and Birth are the only options you may choose. Should you or a Companion have led their own Reason, and successfully created a new universe, it may replace your home world – incarnating its original inhabitants into the new world's population without any issues.

Birth

You stay here, in the world you or another being created. You may reincarnate into this newborn universe, or explore the myriad universes of Amala as you will, keeping everything of yours. If you died, this and Reminiscence are the only options you may choose.

Freedom

That is what it means to walk your own path. You move on to continue your Chain, as usual. **Should you or a Companion have led their own Reason, and successfully created a new universe, you may keep that world.** The newborn universe will slot into each future Jump's cosmology in whatever manner causes the least trouble.

Demons in your stock are more or less Followers and can be taken along. The same goes for the [blank]s you can bind due to Neither Human Nor Devil and becoming a supernatural critter from another Jump.

Demons in this world include not just actual demons, but angels and gods and magical creatures in general.

How that works in regards to other worlds is up to your interpretation.

Powerlevels are bullshit. Fanwank whatever you think makes sense.

Evolution works with other forms you gain, allowing weaker creatures to evolve multiple times or giving strong forms a single notable evolution. As a human, this can probably make you a Choujin or (non-Death) Fiend or something.

I couldn't find a clean way to describe this in the perk itself, but SHOW TIME!! does give a power boost to match Dante and Raidou. You're still missing some stuff, see the rest of the perk/item line, but you're not gonna be some weakling who happens to have some fancy tricks and resistances.

Law of Creation's learning and fate effects apply during this Jump too, if that wasn't clear.

The same goes for the 'unfairly talented' proxy thing if you buy it out of background.

If you buy Word of Reason, you can keep your demonic sponsor as a Follower.

Assuming you don't just fuse with them permanently, anyway, in which case they're just part of you and you could probably keep them even without the item.

The starting demons from Labyrinth of Amala follow the same rules as the recruits in being weaker than you. Don't be a smartass.

Changelong

>1.0: Made the Jump.