Crossroads of Canon

A void of light is before you. A simple path of ancient granite beneath your feet as you come to your senses. It is time again, for another, or perhaps the final or first step in your journey.

Yet… what is this? Something seems… different. What world is this supposed to be? Nothing but white filling your vision and a path yet unwalked.

What is this? A passing soul?

You hear the sound of an unknown voice question, hailing from somewhere in the infinity expense.

This is a path linked to the future. The choices you make will affect the very course of the world.

Wherever this path leads… there seems to be one along with you.

A human, or at least humanoid looking woman, floating in suspension curled into a ball. You can't even make out her features, and no matter what she will not answer. Does she even know you are here? Can she perceive you? Or even communicate? You reach out only to be warned.

Stay your hand now…! The soul of that girl cannot be permitted to exist.

By her very nature, she will lead the world into chaos and ruin. She must remain sealed here for all eternity.

A different voice beckons, informing you of the fate meant for this mysterious being in front of you.

To take the girl from this place… will lead not to the future destined for this world, but to a world yet unknown.

Knowing only this, will you still take her hand?

Don't Take Her Hand/Canon of Creation (Free): *Proceed with your Jump as normal, using the SMT V Jump Document below.*

Take Her Hand/Canon of Vengeance (+500): *In choosing to free the Girl you selected a new series of possibilities for your stay. Many of them more dangerous. Take the additional +500 CP as you make your build, using the below document as well as the SMT V: Vengeance Supplement to prepare and fully understand the consequences of your decision.*

CANON OF CREATION

Be it out of paranoia, hesitation or simply fear of the unknown, you elect to not take the girls hand and let her remain here. Stepping back, the voices can be heard once again.

You have chosen well. That girls soul cannot be permitted to exist.

As long as she remains bound to this place, the world shall be guided to its destined future.

The approve of your decision, as if it was some great, sage like wisdom.

The girl itself says nothing, perhaps can't say anything. Soon your vision fades away, the prisoner left to the fate meant for them, soon but a distant memory. An odd segway into another world.

Perhaps it is best to not take risks.

Considering just where it is you are going…

Shin Megami Tensei V

By FancyFireDrake

The God so cravenly revered by Angels and Humans alike is dead. The Morningstar Lucifer has slain him at last… and with it came calamity.

Armageddon, the war that took place 18 years ago ended with Lucifer declaring that he struck down the God of Law. Without a Creator on the Throne Da'at and Tokyo are either left as rotting, demon infested wastelands or slowly disappearing as the Miracle cast by the Creator fades and with it risks the erasure of Tokyo. Demons from Da'at, that is really the true state of Tokyo, slowly invade the City with Demon Attacks seemingly unavoidable in the near future. If that doesn't seem hopeless enough the Tokyo filled to the brim with humans is in fact nothing but an imitation. After the events of the conception, the true Tokyo became the Wasteland Da'at.

Bethel, an Alliance between Gods Angels and the Japanese, Egyptian, Greek, Norse and India Pantheons has come together to fend of the Demons. An Alliance that is close to breaking as all the various Gods merely work together due to the condemnation… and a sign that they may regain their former Glory is all that would be needed to shatter the Alliance.

But there is hope. With the Creator dead, there is place for a new Creator to claim the Throne and remake the World according to their vision. Some want to uphold the previous Gods order, others seek a World of Myriad Gods and others again want to destroy the Throne for humanity to be free of Gods and Demons alike.

Welcome Jumper to the World of Shin Megami Tensei V.

You get 1000 CP to survive in this hellish World. What path will you choose?

Origins

You may decide yourself your Gender and if you have a history in the World.

Human (Free): Humans. The ones who devoured the Apple of Knowledge, humans have lived blissfully on Earth, a large portion unaware of the Miracle that saved them. Their power is small compared to the Demons but they are the ones capable of wielding knowledge and as such are the Key for a Demon to reclaim their true power. You are between 15 to 18 years old.

Demon (Varies/Can be purchased multiple times): To be a Demon is to be a being of terrible power. Even the weakest of them make frail humans pale in comparison. They are myth and history made flesh, born of beliefs and faith. Their growth can be a tad bit limited but that can be bypassed via the art of fusion. Besides the power they already possess is nothing to sneeze at.

You can freely choose what Demon you are by paying the appropriate amount of CP. Per every 10 level a Demon has by standard you must pay 100 CP. For every 5th level you must pay another 50 CP.

For example being a Pixie only costs you 100 CP as it is at Level 2 but a High Pixie which lowest Level is level 18 would cost you 200 CP. An Azumi at level 11 only needs to pay 150 CP. You can at most pay 800 CP for this option.

Note: In case you want to copy Aogami you must pay a price of 700 CP as his most powerful essence is displayed with the level 67.

You may use the following link for orientation regarding possible choices:

https://megamitensei.fandom.com/wiki/List_of_Shin_Megami_Tensei_V_Demons

Alternatively feel free to make a custom form for yourself that this World hasn't seen before. Your new Demon forms capabilities will however still not surpass anything present in this World and its original Power will be decided by how much CP you're willing to invest, roughly matching the choices available in its price tier.

You can not achieve the power of the God of Law, Lucifer, Demi-fiend, Shiva or beings like them through this.

Note: You CAN buy this multiple times. Like Maria who has three forms (Maria, Danu and Inanna) you can purchase multiple Demon forms with varying skills, power levels and attributes. You can switch in and out of these forms at will

Alignment

There is more that is important in this World than what you are and where you come from. What you fight for and what you believe is just as important. With that I ask of you, what is your Reason to fight? While there are no Items for this kind of choice, many a different Skill could be gained.

Be warned… what you choose here may have consequences you don't yet understand.

Law (Free): Safety and Security are what is needed in life. One God to rule. One God who should take the Throne of Creator. That is the best way to protect people and Chaos and Strife are an obstacle to that goal.

Chaos (Free): What is a Man without freedom? A puppet. Free thought and expression, countless of voices and opinions meeting, THAT is a Kingdom that should last a Millennium, with people allowed to make their own choices and be given them. That is what you fight for.

Neutral (Free): Who cares for Gods and Demons? The fact is that when the two clash, its always humanity that is in the crossfire. There are Zealots on both sides, but neither a dictatorship nor an anarchist wasteland is to aspire for. So you seek a balance… or at least what would be the best for humans.

Perks

General Perks

You get a stipend of **+500 CP** for General Perks alone.

Nahobino (1500): True Gods, born from Knowledge, restored to their greatness. You are a Nahobino, a being that has the right to claim the Throne of Creation and one of the most powerful beings in Da'at. If you are a Human you hold the knowledge of divinity within you and if you are a Demon you were lucky enough to find the one bearing your knowledge.

You get 800 CP to be used exclusively on whatever Demon you create via the Demon origin. You are now that demon with its knowledge restored. As a Nahobino is a combination of a Human with knowledge and a Demon you can chose to either get the Demon you create or the Human you bonded to as a Companion OR be a singular entity without a second voice in your head. If you opt for the company you may split up at will.

This has a variety of effects:

-First as mentioned you are one entity but born from two origins. As such you will count as both human and demon for discounts.

-From now on you may pick two origins for a Jump to take the applicable discounts from.

-You get a **+1600 DP** Stipend for the Demon customization section.

If you choose to have a partner instead of being a single entity, you may also have an option to separate from them at will after this Jump has concluded. Doing so at the beginning of a Jump has the following results:

-Your Partner gains a Stipend of 800 CP which they can spend how they please at the beginning of a Jump and are Imported for free.

-HOWEVER: Doing so at the beginning of a Jump will NOT allow you to pick a second Origin for Discounts.

Battle Theme (Free): On the House you get the Musical Themes of SMT 5. Because why slay Gods if it isn't to a fitting tune? Enjoy! It is cut in such a way that the best parts will kick in during the most climactic moments.

United (Free/200/400): When times are desperate and no one really has to gain by fighting, unlikely unions like Bethel are possible. You may choose to start this Jump by joining Bethel though **THIS IS MERELY AN OPTION AND YOU DO NOT HAVE TO JOIN BETHEL IF YOU DON'T WANT.** If you buy this Perk for 200 CP you may opt to be a part of Organizations like Bethel in future Jumps. You won't be the leader but be seen as a ally and useful member like the Nahobino at the middle portion of the Game. For 400 CP you may get the same level of Authority as members like Khonsu and Vasuki.

Take Your Time (100): A phrase not particularly associated with this World but there are desperate situations where you wish you had more time. Time to think things through. Well you have that time now. If you realize an Important decision needs to be made, time stops around you. You can not move or do anything other than think about what to do, but at the very least your decision in the most crucial of moments will be well thought out.

You want some!? (100): Well do Ya? It is the simple things in live that can lift ones mood. A good comeback, a funny exchange, a one liner that sits right. These more… uplifting moments with this Perk will always be there, allowing you to have some fun even during battles in the apocalyptic wastelands of Da'at.

Wandering Monk (200): When Gods clash, some may fear the sight. But some also just like to watch, even if they are more powerful than they will ever be. From now on, as long as you want to remain out of a conflict, no one will bother you. However as soon as you take a side the protection of this Perk vanishes.

Demon and Man (200): Demons and Humans have odd relationships and its really up to debate whether or not humans profit from demonic existence. The Fairies led by Oberon and Titania are nothing but helpful and will aid many students in the coming conflict. But than there are the hordes that charge at a school to slaughter and kidnap. Fortunately for you, you can identify such species spanning conflict and single out those who are friendly among both parties and who one could make relations with.

Dadogami (300): In an unforgiving World like this, you'd think backstabbing and treachery to be common place as well. In some ways such a thought would be correct. However than there are those who are supportive. Who you can rely on and are supportive of you. You have a knack in finding these trustworthy and supportive allies who you can rely on against the hardest of odds. If you fight together this bond can even deepen between beings who have just met. Within a few battles you could go from people who just met to friends against the World.

Battlefield Instincts (300): The odds in front of you seem unsurmountable and endless, but for the keen and creative eye there are a lot of tools available. So many means to achieve victory and you know how to use them all. Any tools or abilities you have, you instinctively know their uses, know he limits of your abilities and Items and how to maximize their use in a given combat situation.

Uncondemnable (400): To think all these countless Demons used to be so much more. Used to be True Gods far beyond their even now considerable might. All because one Creator saw them as underserving of their power and anted to remain in control uncontested. It would be a tragedy to have you suffer a similar fate. With this Perk, no one is able to copy, steal, seal or otherwise mess with your powers. The only way that would happen is if you yourself consciously LET it happen. Let them rant about you being a Heresy, they can't reduce you to a lesser state.

Origin Perks

Human

Demon Summoning (100/Free for Demons): Humans are so frail compared to Demons. However at the same time curious things can happen by their cooperation. Humans and Demons can hurt one another but also aid each other. As such you are able to make pacts with Demons, letting them fight for you. To recruit a Demon you must reach an understanding and likely hand them an offering. Once this bond is forged they will follow your commands in Battle. They can be stored and summoned, if you possess them, from your own Magical reserves (similar to a Nahobino) OR from using an App which will now be downloaded onto your Phone upon purchase of this perk.

Shin (100): Knowledge… a gift many Demon would kill to regain. To reclaim their forms as TRUE Gods. However even small bits of knowledge not leading to great power can be important. You gain a basic understanding of any World your in. This doesn't extend to full on omniscience, or let you know everyone's motives and secrets, but the rules of Magic, the state of the World and any known threats are yours to have.

Young Man (200): If there is one truth in the World of Shin Megami Tensei, than it is that in order to get things done you need a teenager. Somehow it's the youth that keep saving the Multiverse and decide the fate of Gods. This should be a traumatizing experience… but these young folk endure and move on. No matter the trauma or struggles you face, with this Perk, no form of PTSD will have its hold on you.

Megami (200): Even a normal human has some interesting capabilities in this World. One of them is the young Maiden meant to become the GODDESS. It seems within you is some power inherent to this fate but not required to fulfill it. As a result, you have small Healing powers. Demon and Human alike may be Healed by your hands, as you tend their wounds with a touch. Alternatively, you could be a trained exorcist, possessing distinct magic, enough to stand your ground against the average demon. To represent this, receive **200 DP** solely for Skills in the Demon Customization Section.

Helping Hand (400): It seems like no matter where you look there are people and demons alike in need of aid. In need of your aid at that. However while having so many people ask you for help may be a weight on your shoulders, there is opportunity here. When you help someone for a 'Side Quest' so to speak, time somehow twists in such a way that you don't miss any of the important 'Story bits'

as long as you work on that request. Furthermore there is guaranteed to come some good out of it for you as well. The one you aided may be so grateful as to join your party or gift you an item.

Instinctual Reaction (400): The Demon Summing Program is perhaps the greatest weapon humanity has been gifted against the Demons, first invented by a Genius in a Wheelchair. However it takes a tool on the human soul. The more one interacts with demons the closer one grows to being like the demons themselves, becoming more concerned with the ethereal than the Worldly. It is good than that these kinds of things do not affect you. You get an instinctual feeling for anything, be it an item or a circumstance, that may try to change you and can choose to resist that change with your innate Power of Will.

Meta (600): Surrounded by Gods and Demons in eternal War, one might doubt the role a mere human can play. And yet, time and time again have mere man defied divinity. Much like them, you too are now a mere mortal capable of doing battle against the Demons with your bare hands. You can also use an additional **600 DP** for skills alone in the Demon Customization Section, to show just what makes you so dangerous.

Tensei (600): The World isn't finished with you yet. You still have a destiny to fulfill. For that you can not die yet… you must be REINCARNATED. Once Per Jump in the events of your death you may allow the Will of the Universe to Reincarnate you as an arbiter of its Will. In this World this would make you the equal of Tao who was reborn as the Goddess meant to put a new Creator on the Throne. This will not affect your personality or morality in any way but you will be tasked with upholding some sort of Cosmic or Universal Balance. However while you are not allowed to stray from this new Duty, with it comes a boost to your magical powers as long as you are its Arbiter. The Cosmic Will that reincarnated you will release you at the end of your Jump but take the powers it granted you with it.

Holder of Knowledge (800): It was within Man that the Knowledge of the Gods was kept, boud to them when they devoured the fruit. This is what allows some humans to become Nahobino since they have the knowledge of a God within them. However for you there seems to be a bit of extra knowledge. You are the perfect Vessel for higher powers to channel their abilities through and will as such be highly desirable for these beings. You can easily take these beings into you and be in full control of their power, without your personality being influenced by this new host. Be the Herald of the Phoenix Force or the Avatar of a Warp God it matters little as their Knowledge is yours.

Demon

Human Form (100/Free with Meta or Megami): These days a dragon the size of a skyscraper or an Angel capable of smiting cities could cause a bit of an upheaval. As proud as you may deservingly be of your true demonic form, being able to manifest as someone who looks like a normal human has its advantages. You may whenever you desire take up the form of a normal human to your specifications. Maybe you could become Prime Minister like this?

Magatsuhi Gauge (100): Over the course of a Battle you gain power and gather a substance known as Magatsuhi. After a certain period of time has passed, the amount you gathered reaches its limit and you may utilize it in the form of a special technique. These techniques require the use of a Talisman as well as the inherent power of a Demonic Race but can change the tides of battle. By default you will be able to enter a state in which your attacks become 'critical' to your opponent, doing more damage. Others may be found in the **Notes.**

Navigator (200): The World after the End is a dangerous one. It pays well to have a trusty guide. A guide you may be. As soon as you enter an environment, you gain a mental map of it in your head and may be able to locate places of importance. Even things hidden from most sights, may be revealed to you like buried treasure or interesting scraps.

Demonic Tongue (200): Demons and God are fickle beings, unpredictable to a normal man. Its lucky than that you are in possession of great negotiation skills when it concerns Demons. You can not only understand them (and in future worlds beings like Demons) but also have a sense of what you need to say to have them join your side.

Power Forging (400): Talismans are powerful things that have within them the power of their race. This may take the form of a unique skill inherent to that race. Many Talismans can be found in the Demon World but why not craft them yourself? You may craft Talismans of Races you belong to, which will hold within them a unique power to that race. Essences, holding a Demons power in consumable form, may also be made with this Perk but instead of being reusable pieces of your power, they can teach Skills you possess but will disappear upon consumption.

For Our World (400): Cant ever have to many allies when it comes to making the World you envision a reality right? Demons have an Alignment within them and now those who share your goals and

morals will be able to tell, as you will in return. You get a sixth sense of sorts who will be willing to aid you, with whom your goals align. These folk, be they Human or God, will be able to see you as an ally upon laying eyes on you.

Unbound (600): The Art of Fusion is a way for Demons to get stronger than they previously were. The Art of Essences allows them to wield Skills they shouldn't have. Bound they may be, there are ways to escape their inherent constraints. This is something you may get. Ways to reach a greater form of power will always be available to you if you wish to find them, either by taking somethings essence, being fused with another (where your personality and being will be unaltered as long as you don't wish it) or other means.

Invasion Imminent (600): The threat of Demons grow ever bigger by the day. Soon Demonic forces, the most notable being the Ancient Lahmu, will invade the human realm. Without a warning they escape the World of Da'at to attack and lay waste to man. This is a feat you can share. No matter the reality in question you can shatter your way through the World around you. With this you could move from Da'at to Tokyo without the need of a Leyline Fountain or a Terminal. The boundaries keeping realities separated are no issue for you, though this only works for Realities in the same World.

Salmon of Knowledge (800): So you too ate of the Salmon? Much like Fionn mac Cumhaill some of its grease has hit your thumb and with it the infinite knowledge. With the true source of a Nahobinos power being knowledge, all you have to do is lick your thumb to briefly match a Nahobino in power.

Alignment Perks

Law

Faith in the Lord (100): How can a being that is all knowing ever led you astray? The only God we need is God the Allmighty. That is what you believe in and you won't be led astray by promises of Chaos. As long as you have faith you need not worry about fear or hesitation or doubt. Your faith will protect you from such haunting things. Let it be your strength and leave it to the big guy upstairs.

Fallen Believer (200): To uphold his order… is it right to commit a heresy? Is it right to do what your Lord deemed blasphemous when it is to uphold his teachings? Well… there may be a time when even should your Heart bleed you have no other choice but to Fall like the Morningstar once did. Should there be a genuine reason and your Heart believed there was no other way… the one you follow will forgive you for any transgression you committed that went against His decree.

Realized (400): God is everywhere. You know that and you serve his will. You realized the potential you may serve to the Lord and with it came a curious ability. A sort of instant teleportation is yours to do, much like Dazai when he will see his true potential, letting you instantly teleport everywhere you can see.

The Lords Sword (600): A being as great as the God of Law should not be forced to do such menial tasks like waging war against the non-believers. He needs enforcers, warriors, to protect his World… especially should the unthinkable happen. You will be that Sword, as whenever you put yourself in the service of a higher power, your skills increase in accordance with the faith you have into your superior. You will know what they desire and any task that is about following their orders or protect their Kingdom will see you be more effective.

Taker of Knowledge (800): There is only ONE God. A World of Myriad Gods filled with strife has no future. As such there can be no one who could try to claim the Throne from the True Divinity. The God of Law took the knowledge of the other gods, turning them into Demons who lost what made them whole. You may replicate such a feat, as you can take the 'knowledge' of your foes, reducing them to a much weaker state. You may do as you wish with that knowledge, keeping it for yourself or putting it into objects though beware… the later may grant someone who say consumed an Apple the knowledge you tried to keep away.

Chaos

Forge Your Path (100): To choose is far better than to be chosen for. Filled with strife a World of infinite possibilities may be, but it is one where all have the capability to do so with responsibility only falling to those who wish to bear it. And your right to choose can not be taken from you. You can still change your morality and World view but only by your own realizations. Altering your mind or deceiving you though? These believes are your own and no one elses.

New Prime Minister (200): Humans and their silly politics. They stopped looking for the Gods for guidance in their day-to-day life. So why not get a grasp on their rules? With this perk, you get all the skills needed to become a leader of a country like Japan and be beloved by the populace all the same. Things like 'where you come from' are questions no one really bothers asking as long as you keep being this competent, something you can be while also being beloved at the same time. Though… this probably wont do much if the World is approaching Armageddon.

Myriad Gods (400): A World of unlimited possibility… of Countless Gods instead of one tyrant to mindlessly worship. He had his chance… and it left him dead and Tokyo on the verge of extinction. It is time to entrust the future to a group of Gods not one. Now these might cause problems true… but with this Perk a world of Myriad Gods may just prosper, as you know how to unite those of different standings to live together in the World. Strife and conflict may still exist but coexistence is possible.

Paradise Lost (600): Better to be a King in Hell than a Slave in Heaven. Is that not what the saying claimed? But really… are they so wrong? Who wouldn't want to escape a Dictators rule? It may seem like a hopeless Battle against such Forces… but maybe this Perk will help you. When you fight against a Tyrant, a Despot, an Overlord, you find yourself stronger, better, more effective. When they are greater than you, you find yourself still somehow enduring and your schemes and attacks more effective. You will know how to hit them where it hurts… Why be a King in Hell when you can liberate the Slaves of Heaven?

Consumer of Knowledge (800): The Morningstar… the Serpent… the Fallen Angel… so many Words for the greatest Enemy of the God of Law. Some may deem the idea unthinkable that he could succeed… but what if he did? What if there was a Perk that would allow you to kill even what must be Immortal and Untouchable? What if by killing such Immortal supreme things you would gain their power… their 'knowledge' and achieve a state unprecedented by anything the World has ever seen?

Doesn't that sound like a tempting prospect?

Give me the points… and take a Bite…

Neutral

Will of Mankind (100): Pretty words have never been enough to safe the World. It is actions that decide a Worlds fate and the Will to see it through. Will you have for you have a boundless capacity to motivate yourself for your goals, even in the face of the greatest and most threatening adversaries. Take up the Sword and create the World you desire.

Humanities Potential (200): There are many beings out there who cherish the power within moral man and woman. They see their struggles and are fascinated by it. Goddesses, Powers, beings who love all of humanity and are associated with them like Nuwa, see you as a Symbol for its strengths for you may hold them. They see the nobility in your Soul and may just love you as a result and see you as an ally they can support.

Agent of Justice (400): You loathe humans who lie and only think of themselves. God and Demon must die true but without Societys parasites humanity would be better off as well. The scum who manipulate the weak and gullible are the true source of suffering. It is good than that you have a knack for finding and wedding out these stains on society. They'll never see it coming.

End of God and Demon (600): Demons and Gods alike choke humans with their grip. To hell with Gods and Demons should be smited. That is what you believe to be the Key to humanities prosperity. They may have their cosmic might but should not underestimate you for when you are fighting a God or Demon, you find yourself empowered, even more so when fighting for humanity. You are the end for God and Demon alike.

Knowledge of Freedom (800): The imprisonment of this World runs deep into its very core, at the hands of the spatial governing phenomenon known as the "Mandala System". Lucifer himself has long since longed to be free of its constraints and finally found a way. Now you too have this gift. No matter how absolute a restraint, a prison or a limitation may be binding you to some confines, you WILL find a way to free yourself from it. Being put into bindings, restrictions someone put to nullify your powers, being locked inside a system of Multiversal will… you will always find a way as long as you desire to be free.

Items

General Items

Ah what an interesting fellow to have come here! Welcome my friend. I am Gustave, Keeper of the Cadavers Hollow. Your Benefactor friend has paid me a generous sum of Macca to greet you appropriately. I am here to take over what is called the 'Item' Section. Your friend has given me plenty of interesting Tools to sell to you for this CP currency. Unfortunately they wont let me keep anything from this I wont sell to you… but oh well I am a businessman I understand their reasons.

You get **+500 CP** to spend on Items. Where applicable Items may be imported. **Nahobinos do NOT get that Stipend.**

Pile of Macca (50): Macca is the currency of Demons. For 100 CP get you a solid 100.000 Macca. This may be purchased multiple times and adapts to the currency used in other Worlds past this one, always replenishing per new Jump.

Demon Summoning App (100/Free for Humans/Free with Demon Summoning): Such an intriguing tool. The first true means humans had to fight Demons, by contracting them. Over this App on a new, indestructible phone of your choice you may summon any Demons you partnered or contracted with. It may also serve as a Medium for other Summoning abilities you possess.

Magatsuhi Crystals (200): Scattered throughout Da'at are Magatsuhi Crystals with beneficial properties. After a rough fight collecting these can be very refreshing and if you're exploring and facing battle after battle they might be the leg up you need. With this you can guarantee that you can find these Crystals in future Worlds as well. There are three colours which you ALL get upon purchase.

-Red: Fuel your Magatsuhi Gauge

-Yellow: Replenish your magical reserves

-Green: Replenish your health

Shard and Gem Set (200): This set of Gems and Shards, all with elemental properties, might be useful in a pinch to take advantage of a weakness. You get 10 Shards of all Elements and 5 Gems of all Elements, which replenish daily.

Mitama (200/300 for further purchases): Mitama are curious Demons, either fleeing from any who hunt them or weakening them without ever attacking. Not only that they are incredibly resistant, only being damaged by Almighty skills and one random weakness. If you like you can guarantee that these

Mitama will pop up more frequently, and even be found in future Worlds. Though they will be hidden, still rather rare and they may just run away from you. This can be bought up to three times, one time each for each kind of Mitama.

-Dance of Miracles: Mitama drop a piece of Glory. Regarding how Glory works please see the notes section.

-Dance of Wealth: Mitama when defeated drop sizeable amounts of whatever is the local Worlds currency.

-Dance of EXP: Mitama when defeated end up allowing you to gain more training progress from the encounter, making the next hurdle to climb in terms of progress easier by slaying them.

Essences (Varies): Essences hold the power of Demons within them. Every Demon has one, from a lowly Pixie to a mighty Storm God. As such the prices can vary vastly. However, they apply by the same rules of purchasing Demon as a race. As such the Essence of a Pixie would only cost you 100 CP while the most powerful of Aogami would cost 700 CP. Essences bought this way respawn once per day.

Note: You can not purchase the Essence of the Demifiend, Shiva or Lucifer with this option. Nice try.

Leyline Founts (Free/200): Everything is connected. Leyline founts are scattered thourghout Da'at and are terminals connected to supernatural energy. At them, for a small monetary offering, you can heal yourself and your Demonic allies (even reviving them). Other artificial terminals exist in Bethel and the Da'at equivalent of the Diet Building. One can teleport from one of these Terminals to another. If you purchase this you can find and create Leyline Founts and Terminals in future Worlds with the same properties. You can decide who can use them.

Return Pillar (Free with Leyline Founts): This handy Pillar is a gift from a powerful observer. It allows you to return to the last visited Leyline fount.

Cadavers Hollow (200): *If you like you can keep me on your adventures as well! I am not one to fight but I assure you there is plenty of treasures to be found in my Shop… for a price of course.*

This somewhat creepy looking fellow is in fact nothing but a helpful businessman and ally if you have the Macca to spare. Gustave runs this treasure trove and will happily make business with you in Worlds beyond this one if purchased. He will always have a supply of Essences, Healing and Battle Items and will pay a reasonable sum for any treasure you may have. He may in fact even have some Items unique to the World you're in, as long as they aren't game breaking. Though expect them to still cost a hefty sum.

Akiha-Gongen Talisman (200): This Talisman has the name Akiha-Gongen written on it and is blessed with a protection against fire. Any Fire will be useless in the face of this Talisman, even once made by Surt. Curiously however this only applies to barriers made of them not fire attacks.

Lords Sword (400): This trusty Sword, given to you by Arahabaki, never dulls or breaks and is easy to wield in your hand. The previous wielder made contracts with the four Heavenly Kings to unite Tokyo. You feel some of his power still inside the Blade and upon seeing it people will recognize you as a Worthy Leader. Lastly it is capable of giving of a Light, awakening those locked in stasis or mindlessness.

Whittled Goat (500): This small figure holds a great enchantment within. Recreating it appears to be impossible but the effect it grants is still great. On the moment of your death, this Statue will shatter,

reviving you with full health and cured of any wound. Upon usage you get a new Whittled Goat in the next Jump.

Demon Kings Castle (600): This Castle is your new Base of operations. It is a Bulwark and any intruder that wants to enter will have to get past dangerous traps and confusing layouts. For you and your allies though it is a place of Luxury. Inside are groups of average powerful but obedient demons (which can not be taken out of the Castle unless you Import them as a Companion) ensuring that any invader and would be Demon Slayer will have to fight their way to you. If you purchase **Demonic Allies** your allied Demons may roam here to keep serving you when not summoned and on your Person.

World of Shadows (600/Free for Nahobino): *Another being from a different plane I see. How interesting. I welcome you to my World Jumper. I am Sophia, the Achamoth and sacred prostitute that gives birth to demonic life. The original matriarch and spirit of Knowledge. I am here to guide and aid one imbued with knowledge and capable of changing the World. However a different higher being reached out to me… and after conversing with them I have come to see that you too may require my aid. If you are willing to have me, I will help you on this strange journey of yours.*

Did you expect a Magician to aid you in such an art? Well I'm sorry to disappoint you but worry not someone just as capable, and more exclusive, offers their services here. Fusing Shadows, empowering them, using pieces of Gods dignity to grant you miracles, summons Demons you already fused and contracted with, all that is possible here, with the aid of Sophia. As a Nahobino, you may use Sophias services for free and may take her with you as well. None Nahobinos must pay 600 CP. Sophia is unfailingly loyal to you and simply seeks to see what you will become. In future Worlds recipes for beings you slay that are alike to Demons in nature will be added to the Compendium and fusible by you to have them fight for your cause.

Seed of Life (Priceless… but available/Requires World of Shadows): *Yes… you do have potential. Please… show it to me.*

This Sacred Seed is something granted only by Sophia to those who were recognized by her. Within lies the unique power to create Demons according to the Wielders desire. You may shape at will what they become, their relation to you, their power, made in your image. Truly a terrifying power… one worthy of a Creator God. If you manage to o Fuse over 75 % of the Demons in this World, the Sacred Prostitute and Mother of Demons will recognize you and gift this Seed to you.

Origin Items

Human Items

Student Handbook (100): A Handbook with your name on it. Though chances are you won't have the time for school work. Which is why within the Book are a list of solutions for assignments given to you by teachers or the like. At least you won't have to waste time on Homework.

Spyglasses (200): To survive in a Demon infested World one must use every tool they have available for them and take advantage of every opening. It is good than that such openings are obvious to your keen eye as long as you have this set of glasses. The weaknesses of your enemies, if they are based on elements or comparable things, are known to you upon a glance at them, allowing you to take swift advantage of it should you be able to possess some means of doing so. Unlike the version to be found around here these Glasses will never be used up or break.

Golden Apple (400): A beautiful Golden Apple made by the Goddess Idun. While it may not hold the knowledge to become a True God, it IS a very tasty Apple that will heal your injuries greatly and invigorate you with one Bite. Not only that but it can grant agelessness, which would likely earn you a nice profit if you like Loki would want to sell them to the rich and powerful. You get a Basket full with them that replenish once per week.

Bethel Research Team (600): Knowledge is power. That much should be obvious by now but its not just about the Knowledge of Godhood. Having intel and reliable researchers can mean the difference between Victory and Failure. A highly competent researcher force the size of Bethel will accompany you with their own HQ from now on into future Jumps. They are unshakingly loyal to you and are highly skilled and informed when it comes to Demons and the Supernatural which is where they will excel at. However should you desire another service of them just assign them so and they will work to get familiar with what you ask of them and become experts in that field in exchange.

Proto Fiend Set (800): The man known as Aogami is in fact the God Susano-o whose power has been imbued into the body of a Proto Fiend. He is the last functioning Proto-Fiend remaining… or was supposed to be till you bought this. This set of a dozen empty humanoid husks are the base for a Proto Fiend, with instructions to make more. By infusing the power of a God and using a God as a template you can give them life and incredibly power matching that of Aogami and Amanozako (who was created with the base of a Proto-fiend). This army of artificial Gods will be loyal to you and fight at your behest.

Demon Items

Jatayu Egg (100): The Egg of a Demon known as Jatayu. A certain Drake demon believes it to be the Key to the Ultimate Omelett. Why not test that theory? You get a full set of 12 Eggs which refill when eaten.

Talisman (200/Own race Talisman Free for Demon): Nearly every Race of Demons has a power slumbering within them. With the aid of a race specific Talisman one may access this power. What it is I can't say for sure, especially not if you made up a race (in which case make your own race exclusive skill using the others as a base) but for your race you may get the Talisman for free and buy more. To purchase more however even Demons must pay the full price.

Kunitsu Keystone (400): A godly stone that could very well be used as a divine housing shrine. Should you die, your essence will be held within this Keystone, allowing someone else to revive you if they receive the Keystone.

Augmented Goddess (600): These are a set of devices with the purpose of gathering Magatsuhi at a constant rate from their surroundings and sending them towards one individual. This Individual will than be empowered by the constant stream, to the degree where they could rival a Queen of Heaven before the God of Law robbed her of power. You get 7 which when all active will give you that level of power and you also get the knowledge to repair them if someone destroyed them or turned them off. Sufficient knowledge in Magitec should allow you to make more.

Winged Sun Crest and Horus Head (800): The power of the Sun in the palm of your hand. A symbol of the Sun Gods Power and one of its eyes, alongside the Head of Horus himself. Within these Items lie great power, enough for one to ascend to Godhood rivalling Ra, a previous possessor of the Throne with control of the Sun to smite any who oppose them.

Companions

Partnered Soul (Exclusive and Free for Nahobino): Many Demons would kill to have what you have. In fact they might just try to take your new friend for themselves. If you buy Nahobino and decide to be two entities you get this. How they work in future Jumps has already been described in the Nahobino section but to repeat: You either have a Human or a Demon and your bond is as loyal as the one Aogami has with the Protagonist. You can fuse with and out of them at will and you are guaranteed to hit of well together. The specifics of your relationship I leave up to you, but you will make for a great team. If you enter a Jump fused you get the chance to pick two origins instead of one. If you enter a Jump unfused they get imported for free with a 800 CP stipend.

You may Import a Companion into this role. If you want this can be a Proto-Fiend instead of a normal Demon.

Divine Garrison (Free/50): You may for free Import up to 3 Companions. They get a free Origin and Alignment (though expect things to be a little bit challenging if you have different Alignments) an 800 CP Stipend to use how they wish alongside a General Perk stipend of +300 CP and an Item Stipend of +300 CP. Any more than these three may be Imported for 50 CP each.

Demonic Guide (100): This Demonic fellow is here to aid you in your goal. They may not be much of a fighter but they know exactly where you need to go to reach your goals and essentially have the Perk **Navigator**.

Divine Persuasion (200/500): You may pay 200 CP for someone of this World to accompany you. They can be Demon or Human, except those who are Nahobino. The ones of such a power or rivalling it may be brought with you for 500 CP.

Demonic Allies (200/Free with World of Shadows): Any Demon you contracted with may be followers for you on your Journey. However they may not be Companions and you can only have three of them at a time.

Demon Partner (400): This Demon is a curious one, seeming oddly fond of you while having the mannerisms of a Dog. They function as if they had paid 400 CP for their Demonic Race and are equal to Hayataro in power. You may import a Pet you own in this position.

Demon Customization Section

Demons are fickle and varied beings. No two are ever truly the same and born from the ideas of man, they can take strange shapes indeed.

Should you desire to be more unique than any other however, you may design your own Demonic form.

Your stipend for this Section is TWICE the amount you paid for your Demonic Race. For example if you paid 500 CP for your Demon power you would get 1000 DP.

Nahobinos gain a default Stipend of **1600 DP**. CP can be transferred into DP at a rate of 1:1 but not the other way around.

Appearance and Race (Free)

With how varied Demons can be it seems nonsensical to apply limits to this or charge anything. You may look however you wish, be as small as a Pixie or as tall as the Hydra and sort yourself to whatever Race you wish to belong to. Though it is recommended to look like the Race. Looking like a Demonic Belial while calling yourself a Herald might earn you the ire of the Angels for example.

Skill Potential (50 DP/+25 DP)

Skill Potential relates to how well adjusted you are at using a certain type of ability. Raising a Skill potential costs 50 DP while lowering it will give you +25 DP.

All Categorizes except heal and Support have a max/min of +9/-9. Heal and support instead have +5/-5.

The Categories in question are:

-Elemental (Fire, Ice, Electricity, Force, Light, Dark)

-Physical

-Almighty

-Ailment

-Heal

-Support

Affinities (+100 DP/Free/50 DP/100 DP/200 DP/200 DP)

Affinities cover how effective a certain thing is when used against you. This can cover the categories from Physical to Dark but also the various Ailments (Poison, Mirage, Charm, Confusion, Sleep and Seal). Ailments can not be taken to be Drained or Repelled.

Weak (+100 DP): Greatly susceptible, will do more damage

Neutral (Free): Normal Susceptible, will do no more damage than to anyone else

Resistant (50 DP): Resitsant to its effects, will do less damage

Null (100 DP): No effect whatsoever, will do no damage

Drain (200 DP): Heal from the attack type when exposed to it

Repel (200 DP): Repel attack type back to the attacker

Unique Move (Varies)

Some Demons have Moves and techniques only available to them. You may design your own.

Affinity

This Category Decides what Affinity your Unique Move has. Choose one. Additional Affinities can be bought with an additional 50 DP per Affinity.

Physical (Free): Physical attacks

Elemental (Free): Fire, Ice, Electricity, Force, Light or Dark

Ailment (Free): Poison, Mirage, Charm, Confusion, Sleep and Seal

Heal (Free): Your Move heals its target.

Pierce (200 DP/Restricted to Physical and Elemental Skills only): The Unique Move bypasses any resistances the target should posses towards it (someone healing through flames will still be damaged).

Allmighty (200 DP): The Unique Move is almighty in nature and cant be resisted.

Strength of Move

Decides the Strength of the Unique Move. Choose one. Ailments would instead be categorized by how likely they are to affect the target going from rarely (weak) to almost guaranteed (Severe) assuming no resistances to the Ailment.

Weak (50 DP)

Medium (100 DP)

Heavy (150 DP)

Severe (200 DP)

Healing Effect

If the move heals its target use the following prices:

Dia (50 DP): Small healing

Diarama (100 DP): Medium healing

Diarahan (200 DP): Full recovery

Recarm (200 DP): Resurrection with medium health recovery.

Samarecarm (300 DP): Resurrection with full health recovery.

Hits

This category covers how many times your Unique Move hits its target.

Single Hit (Free)

Multi-Hit (50 DP for every additional hit for a maximum of 15 Hits)

Randomized (Pick a set number of lowest Hits than a number of maximum hits, pay the guaranteed hit and discount every purchase from there on to maximum hit)

Example: 3-7 Hit Move (Pay 100 DP for two guaranteed additional hits and another 100 DP (Disocunt of 200 for +4 Hits) for a chance of up to 7)

Buffs/Debuffs/Support

This category deals with possible buffing and debuff effects of the Unique Move.

Raising a Stat (50 DP, purchase twice for double the effect, can be purchased for three stats, Attack, Defence and/or Agility):

Lowering an Enemy Stat (50 DP, purchase twice for double the effect, can be purchased for three stats)

Dekunda (100 DP): Removes Debuffs from Ally

Dekaja (100 DP): Removes Buffs from enemies

Block (50 DP): Blocks once one type of attack except almighty.

Taunt (50 DP): Raises chance of being targeted in battle.

Donum (100 DP): Next physical/magical attack deals more damage.

Impaler (100 DP): Next attack pierces resistances.

Kannabi Veil (100 DP): Decrease damage taken once.

Tetrakarn (100 DP): Repels one physical attack.

Makarakarn (100 DP): Repels one non-almighty magical attack.

Trafuri (100 DP): Guarantees escape from a battle.

Riberama (100 DP): Prevents enemies from fleeing.

Estoma (100 DP): Makes you ignored by weak present demons for a short duration.

Evergreen Dance (200 DP): Fill your Magatushi Gauge by 20 %.

Bowl of Hygieia (100 DP): Doubles next healing move.

Target

Please select who the Skill affects.

Affecting a Single enemy/ally (Free)

Affecting all enemies/allies present (max of 5 targets, 100 DP)

Note: Purchasing All Allies includes yourself.

Other Features

Bonus Damage (100 DP): Deals additional damage if a condition is met (like enemy being confused, in case of critical hit, currently active debuffs or amount of enemies present).

Drain (100 DP): Absorbs health or magical reserves and restores own supply. Can be taken twice for both effects.

Low Crit (50 DP): Small chance of additional damage.

Low Hit rate (+50 DP): Low chance of move connecting.

High Hite Rate (100 DP): High chance of move connecting.

Never Misses (200 DP): Move always hits its intended target.

High Crit (100 DP): High chance of additional damage.

Guaranteed Crit (200 DP): Guaranteed chance of additional damage.

Different Stat Based (100 DP): The move is affected by a different stat than they should be. Your choice is between strength, vitality, magic, agility, luck and overall 'level' (experience).

Guaranteed Evasion (200 DP): Allows for one person to evade one incoming attack without fail.

Passive

Counter (100 DP): Chance for your body to automatically retaliate with a weak attack when attacked.

Retaliate (200 DP): Chance for your body to automatically retaliate with a medium attack when attacked.

Pleroma (100 DP): Increase damage of one attack type.

High Pleroma (200 DP): Greatly increase damage of one attack type.

Beast Eye (100 DP): Increase accuracy.

Dragon Eye (200 DP): Greatly increase accuracy.

Bloody Glee (100 DP): Increase critical rate.

Murderous Glee (200 DP): Greatly increase critical rate.

Life Spring (100 DP): Increases Maximum amount of health.

Great Life Spring (200 DP): Greatly increases Maximum amount of health

Mana Spring (100 DP): Increases Maximum amount of magical reserves.

Great Mana Spring (200 DP): Greatly increase Maximum amount of magical reserves.

Light Life Aid (100 DP): Recover a little health after a battle.

Life Aid (200 DP): Recover a lot health after a battle.

Light Mana Aid (100 DP): Recover a little of your magical reserves after a battle.

Mana Aid (200 DP): Recover a lot of your magical reserves after a battle.

Resist (100 DP): Offers resistance against one type of attack except almighty.

Null (200 DP): Nullifies one type of attack except almighty.

Drain (300 DP): Drains one type of attack except almighty to restore health.

Repel (300 DP): Repels one type of attack except almighty back at the enemy.

Hellish Mask (100 DP): Decreases chance of instakill and being afflicted with ailments.

Abyssal Mask (200 DP): Greatly decreases chance of instakill and being afflicted with ailments.

Restore (100 DP): Low recovery of your magical reserves when you strike a foe's weakness, land a critical hit or inflict an ailment.

High Restore (200 DP): High recovery of your magical reserves when you strike a foe's weakness, land a critical hit or inflict an ailment.

Boon Boost (100 DP): Buffs and debuffs last longer.

Boon Boost EX (200 DP): Buffs and debuffs last significantly longer.

Critical Zealot (100 DP): Increases Critical damage, but normal damages decreases.

Endure (100 DP): Endure one lethal attack at minimum health.

Enduring Soul (200 DP): Survive an attack that would kill and recover all your health once per battle.

Inspiring Leader (100): Demonic allies have greater growth when they are weaker than you and have participated in a battle.

<u>Example of a Unique Move</u>

Murakumo (600 DP): Almighty strength based attack with severe strength and high crit rate

200 (Almighty) + 200 (Severe) + 100 (Strength based) + 100 (High Crit): 600 DP

<u>Skill Potential and Skills:</u>

Depending on the Skill Potential Level you purchased you get a lower price if the Skill is of the same type as the Skill Potential. If the Skill Potential is Negative it costs more:

-9 +250

-8 +200

-7 +175

-6 +150

-5 +125

-4 +100

-3 +75

-2 +50

-1 +25 On Top of the Normal Price

0 No change in price

+1 -25 DP Less than the Normal Price

+2 -50 DP

+3 -75 DP

+4 -100 DP

+5 -125 DP

+6 -150 DP

+7 -175 DP

+8 -200 DP

+9 -250 DP

If you purchased the next Tier of Intensity and Target the lower cost is free instead:

Example: Purchasing +6 Ice Skill Potential gets you Bufudyne at a Discount and a Free Bufula

<u>Non unique Skill</u>

For non unique Skills the same rules apply like with Unique Prices

Example:

Myriad Slashes: 5 weak physical attacks to one foe with low accuracy and +4 Phys Skill Potential:

50 (Strength of Skill is Weak) + 200 (4 additional hits) – 50 (low hit rate) – 100 (4 Skill Potential): 50 DP

Murakumo with +9 Almighty Skill Potential: 600 – 250 = 350 DP

Murakumo with -9 Almighty Skill Potential: 600 + 250 = 850 DP

Drawbacks

Nameless Protagonist (+0): This is the Self Insert option. You may opt to replace someone taking part in this Story as long as you have the Alignment they have. This will not get you any power they had however unless you bought it with CP. This even applies to Nahobinos.

Condemned (Varies): It seems that something you bought has been condemned by the deceased God of Law. It is sealed off from you and during your Time in this World you cant make use of it. However in return **You get Half the Price you paid for the affected Item or Perk back. You may pick this up to three times. This can NOT be used on 'Nahobino'.**

No Magatsuhi (+100/Requires Magatsuhi Gauge): The gathering of Magatsuhi can be a valuable tool in the midst of combat. The various Magatsuhi Skills will be unavailable to you for your time here.

Demonic Whims (+100/+300): Demons are strange creatures, rarely listening to human logic. It seems they dislike your words in particular as any attempt at Demon negotiation is doomed to fail. For +300 CP this is so severe that you can not even have demonic allies.

Bullying (+100): Not even during the End times humans stop with their torment of others. You are bullied and whenever you seem to get rid of one another seems to pop up soon. Not even being a Demon or Nahobino will prevent that as instead Demons might consider you fun to pick on.

No Time To Rest (+200): When does a SMT protagonist ever get some semblance of rest? It seems like there is always something urgent you need to do. Go to your Dorm room and your Boss might call you about a Demon Attack they need your help for. You can expect there to always be something that needs your attention.

Pharaohs Tragedy (+200): Love is a strong emotion. One who truly loves another would keep making themselves bleed till their own death may be imminent. For the ones you love you will do the same reckless things just to keep them safe. If there is no one you love you will find one in this World. Seems Like Khonsu isn't the only one who needs a talking to.

3rd Stratum (+200): It seems like at every corner are frustrating puzzles for you to manage just to let you progress. This will always be time consuming, annoying and if you make even a single mistake might leave you forced to redo the whole puzzle.

Heartless (+200): It seems that something about you doesn't appeal to people. As if they had seen a different Jumper before and are disappointed at you for being different from them. No matter what you do expect criticism of the scathing kind, which is honestly more of a trash talk towards you. No matter what you do this will never stop and there will always be someone who throws this at you, by default being unkillable people only you can see.

Gods Replacement? (+300/Mandatory for no Points for Nahobino): Such power should not be wieldable as long as the creator lives. However it is true what Lucifer said. The Creator is dead, allowing your existence, as fundamentally heretical it may be. Such power you wield will no doubt attract all kinds of attention from all sorts of people, either seeking to strike you down or take what is yours.

Those With Power (+300): Everybody wants to rule the world it seems. The race for the Throne has become all the more chaotic, with new Nahobino's being found at neckbreaking pace. Originally less than a handful, now at least a dozen Demons will regain their knowledge and seek Godhood. All of their worlds are incompatible with one another but the chaos and destruction that will break out is great. Is this really something you wish to be in the middle of?

Too Much Power (+400): Maybe the CP gained from this Drawback was a little too much power. Whenever the Full Moon shines over Da'at, you risk running out of control from your own power. You are likely to massacre any poor Demons nearby in this state and only someone taking a measure of your power could allow you to calm down. Till than you are guaranteed to enter a few rampages though.

Shattered God (+400): It seems that your powers have waned somewhat or at least have been shattered into multiple essences holding your skills. You must find them in Da'at and consume them to regain them. However curiously you can hold no more than 8 of any 'unique skills' you possessed through the Essences. At least only you can use them.

-Essences are OP (+200/Requires Shattered God):… or forget what I said because your abilities are now imbued into Essences and seem to be available for damn near any Demon you encounter in this World. Soon Demons and Gods alike will become aware of these powers, gather the Essences themselves, or find some other way to gain your abilities to further their own goals. Sooner or later they single out you as the Source and will seek to claim your Spot as a Jumper as well.

Dead Knowledge (+400/Exclusive to Nahobino): It seems much like Zeus you ran into a small problem. The human with your knowledge is dead, forcing you to wait till another human with your knowledge is born. This makes it impossible for you to be a Nahobino for the duration of this Jump. You gain it after the Jump however.

Too soon (+600): Mimann are the result of Demons and Humans who failed to become Nahobino, what could have been great power now reduced to the shape of small creatures. You share this plight, most if not all of your powers sealed away and stuck in the form of a Mimann. At least Gustave has given you a Job and a place to sleep.

Hard (+600): This cruel World became even crueller to you in particular. Everything you do seems harder. Enemies can endure more and dish out stronger attacks whereas you seem frailer and your attacks don't have nearly as much weight. This may speak certain death with all the powerful foes running around.

My other Half (+200/+400/+600): The relationships between Demon and Human can be varied. Some are sworn enemies, others passionate lovers or devoted allies. And than there are those like the old God Lahmu, obsessed with finding their 'other half' with their knowledge uncaring for the human. A Demon has now the same twisted obsession with you than Lahmu had with Sahori. Whether or not they are this way because they believe you have their knowledge is up to you. If you are a Nahobino maybe like with Zeus they could use your Soul as well. Either way at the first level of +200 they have considerable power but not necessarily more powerful. At +400 however they could match you in strength. At +600 the difference between you two is like a mighty Demon to a common, non empowered human, with you as the weaker party.

Enemy of Susanoo (+800/Can not have replaced Protagonist or Aogami): The Nahobino of Aogami (aka Susanoo) is a normal high school student thrust into a death world. He holds incredible amounts of power with which he laid many a God and Demon low, and would canonically defeat all other Nahobino in the Race for the Throne. He is powerful enough to defeat Shiva and Lucifer… and sees you as an enemy, no matter what alignment you took it will be opposed to his and he will not hesitate to strike you down for his world. You will have a final showdown when he is at his most powerful in the Hall of Creation. Good luck.

Scenarios

Scenarios are challenges you can undertake to have your time here more 'interesting'. They are divided into Companion Scenarios and Story Scenarios. You may take as many as you like, however if you fail in a Scenario this will end your chain so be careful you don't take up challenges outside your capability.

Companion Scenarios

Demons they may be but much like humans there are beings who have their own needs and desires. Wishes and Ambitions. However at times they may clash with other Demons of a different alignment. Some may also need help or want to see your worth should you approach them. And some may wish to accompany you for free, as a follower or companion, if you help them.

The following Scenarios will put you in Situations where a Demon either needs help **(H),** wants to test your skill **(T)** or desires your help against an adversary **(A).** They are based off of Quests present in the game itself.

The Scenarios are labelled accordingly and **H** and **T** Scenarios will Reward you with a Demon Follower/Companion upon completion. **A** Scenarios however force you to choose between two sides. Though given your skills, you may be able to 'break' the rules of the Game and should you be able to reconcile the two Demons take both as companions. Keep in mind this may be a VERY difficult if not impossible goal for some of these. **For every Companion Scenario you succeed in you get +50 CP.**

(A) Protection or Ambition: Apsaras and Leanan Sidhe are two Demons that are having issues with one another. Apsaras believes that no one should have to be forced to fight and has amassed a group of followers. Leanan Sidhe meanwhile believes that everyone should strife to be more than they are and that there comes fulfillment. Leanan Sidhe sees Apsaras as a fiendish cult leader whereas Apsaras sees the Sidhe as someone needlessly riling up other demons. What do you do?

Reward: Apsaras OR Leanan Sidhe

(A) Sanctuary or Duty: There are a group of Lilim who truly love humans. They find them interesting and fun and oh so badly want to go to the human world. Their leader vows to only take as much energy as they need to survive and not 'eat' some poor human dry. Besides they hope to find safety in Tokyo, away from the blasted World they are trapped in. However Principality does not trust the Demons and keeps them from leaving. It appears that only eradication of the other allows for one to reach rescue or fulfill their Duty.

Reward: The Leader of the **Lilim OR Principality**

(H) Mermaids Curse: A Mermaid asks for aid. Pazuzu has robbed the free will of her fellow Mermaids and controls them with an iron fist. Striking him down is your task but its not enough. To break the spell cast on the Mermaids requires the aid of a Demon known as Anahita. Spar with her and prove your worth and she will help the Mermaids.

Reward: Anahita

(T) The Gold Dragons Arrival: The Celestial Dragon Kohryu has watched over these troubling times and reached a conclusion. One who seeks to change this World may require his aid. However in order to prove yourself worthy you must defeat the four beasts, Xuanwu, Baihu, Zhuque and Qing Long. Than he will happily engage you in combat if you accept his challenge. Triumph against the Dragon and he will join your cause.

Reward: The Celestial Dragon **Kohryu**

(A) Festivities or Kingship: Dionysus cherishes Alcohol and Drink and happily gives it out to those who like some. However lately he has had a problem. Black Frost wishes to be a Ruler again and to do so he seeks to claim all the Alcohol Dionysus keeps for himself to make the other Demons scramble to him and rule Ginza. It is up to you to decide who should possess the drinks.

Reward: Dionysus OR Black Frost

(H) A Goddess Stolen: The Goddess Idun has been kidnapped by Loki. With her powers to create Golden Apples that give Longevity, he intends to become rich. Humans praise money in these times more than Gods after all. He keeps her captive to make these apples and will sell them to the richest people on Earth, the Elite leaving the others without means to wither and die. Slay him and free the Goddess and she will be grateful.

Reward: Idun

(T) Fionns Resolve: Fionn is a Hero with the rare gift of knowledge still within him. By licking his thum he can briefly reclaim his lost knowledge and match a Nahobino in power. In these dangerous times he seeks a King to serve. If you show yourself around the Fairy Village and help them out at times, he may see potential in you and challenge you to a Duel. If you prove victorious he will proclaim you his new King and aid you as best as he can.

Reward: Fionn Mac Cumhaill

(A) Raiding or Defending: Futsunushi and Adramelech are locked in conflict. Futsunushi seeks to protect his Country, whereas the Demon follows a rule of the strong mindset and wants to conquer it. Who do you think is justified?

Reward: Futsunushi OR Adramelech

(H) The Egyptians Fate: Bethels Egyptian Branch has lost most of its powerful Gods. However its representative Khonsu has ideas of a gentle world that many who follow him want to see. He even found the one bearing his knowledge. Though doing so would end with his being erasing the sick Miyazu. Out of a desire for her to survive he decided to turn her into a God… which would mean his death and is not something Miyazu wants. Taking the head of Horus and the Winged Sun Crest for himself, his power has become great and making him see reason is likely to involve a fight. Though once he has calmed down and Isis helps him realize his errors, he'd be content I'm sure.

Reward: Khonsu with the ability to turn into **Khonsu Ra**

Note: Miyazu herself can also be taken with Khonsu, counting as one companion.

(T) Harvest Time (Requires Nahobino): The Goddess Demeter has come to you with a request. She seeks to make the land fruitful and for that reason wishes you to slay Tyrants across Da'at. Belphegor and Baal must both be slain. If you did that for her she will be grateful… and appear before you again at a later time. Her true intention was for you to die against the Tyrants so Zeus may collect your soul, but she saw in you more potential than him and turned against the Greek God to join you. Strike down Zeus and she will proclaim her loyalty.

Reward: Demeter

(H) The Destined Leader (Must have replaced Nahobino): In Da'at you will find a mischievous little Demon with surprising power called Amenozako. She is in fact born in a similar way to a Proto-Fiend, meant to be a leader for the Tengu. This essentially makes her Aogami's daughter in a way and her search for a 'Soul Mate' if you have replaced them, will lead to you. After helping her with a power problem in a Full Moon (where you will **gain her Essence**) she will happily keep coming with you. However the Kurama Tengu want their leader and will demand you hand her over to them. A position she doesn't want to take. The Kurama Tengu will sick Zaou-Gongen on you if you refuse them. Defeat Zaou-Gongen and the Tengu and they will stop their pursuit and she can be free of them. Grateful, she turns to her Soulmate… you… and joins you permanently.

Reward: Amanozako

(A) Heaven or Hell (Requires Law or Chaos Alignment): The Seraph Michael can be reborn by slaying the three other archangels Gabriel, Uriel and Raphael. A Jumper may take this Quest up themselves though taking this Scenario would ensure this happens one way or another. However as the fate of the World is in the balance so do Demons and Angels spin their plans. Belial seeks to destroy the World of Law while Michael would use his power to uphold it. Through their messengers Melchizedek and Nebiros they will reach out to you, asking the other to be slain. Though… obviously that would depend on what YOU want to fight for.

Reward: Those who have the Alignment **Law** get Michael. Those who have the Alignment **Chaos** get Belial.

(T) The Mother Goddess (Requires the Seed of Life): In the Empyrean there rests the Virgin Maria. Though Maria is but one of many faces of the being, who is a Mother in all ways. Should you go as far as to meet her, she will join you if you manage to show your resolve in a Battle with her. Depending on your Alignment she will take up a different form for you to Battle with.

Reward: Depending on your chosen Alignment you get **Maria (Law), Danu (Neutral)** or **Inanna (Chaos).**

(T) A Goddess in Training: The Goddess Artemis wishes to be more powerful. After hearing news of the Hydra being slain she arrives in Da'at to find the one who did so. That may or may not have been you but whether or not you are like Heracles she will be sceptical. After asking you to find Quetzacoatl as a sparing partner and defeating him in battle, she will come to see you as a suitable partner to train. If you manage to defeat her, Zeus himself will speak with her, encouraging her to get stronger and after some contemplation of her side, she will join you to get more powerful

Reward: The Goddess **Artemis**

(H) The Rage of a Queen: The previous head of the Egyptian Branche Bethels was Cleopatra. A infamous Queen who… was not that good at running her Branche. For that she was exiled but she believes that she did her best, that without her the rabble would have also been condemned, and is outraged at the treatment she received. She wants to be acknowledged after all.

Bethel wants to see her eliminated as a threat. If you track her down and defeat her, she will despair and seek to end her own life instead of suffering further shame. Stop her attempt and at first she will fear that you steal her freedom to the very end. But soon she may see that you will protect her. Following the Victors rule is the way of this World and she will follow under you.

Reward: The Queen **Cleopatra**

(T) The Doctor's Last Wish: One of Bethels Doctors has claimed to go see a Demon known as Mephisto. Dr. Souichi Nitta was one of the people responsible for the Proto-Fiend technology. He may look young but trust me he should have died long ago. However to fulfill the dream of himself and a German professor he studied under he made a pact with the Demon Mephisto to extend his life long enough for his dream to come to fruition. A Proto-human. Artificial life.

With the Nahobino of this World, a human and a Proto-Fiend combined in unity, this Dream has come to pass to Souichis great joy. Now Mephisto seeks to collect his payment of the Doctors Soul. Though you may try to stop him. However (unless you have some way to prevent that) Dr. Nitta will still die if you slay Mephisto, being aged into Dust as time catches up with him. If you slay Mephisto he will leave behind a Dark Contract. Hand this to the Bethel research Team and they will be thankful for your help on finding Dr. Nitta and reconstruct the power to make a reborn version of Mephisto that obeys your commands.

Reward: The Devilish **Mephisto**

Story Scenarios

Story Scenarios have far wider reaching consequences than merely aiding or stopping a single Demon. They can shape the very fate of the World itself and/or pit you up against the most powerful beings in this Realm. The rewards are likewise great… though be cautious you know what you are getting into. Unlike Companion Scenarios you get a certain CP upfront for accepting a Scenario.

A Universe in Peril (+200): In the race for the Throne all Gods, Angels and Demons participate… except for two. One is Khonsu who will drop out due to love. The other is Shiva, the benevolent God of Destruction, who has far different motivation.

Having Vasuki guard one of the Keys to the Empyrean, Shiva has retreated to gather Magatsuhi and prepare the Rudra Astra. He believes that the world should not be created by a given being, rather the beings should be recreated by the World, the Brahma, and be returned to its rightful form. Shiva will commence Destruction to allow new Creation free from corruption as a World reborn from the Throne could only be corrupted.

Benevolent his motives may be… it will lay waste to the World. It is advisable to take him down… but within him lies the powers of Destruction that can lay low nearly anything in this World. Show him and his allies your Kathakali of Battle!

Reward: If you defeated Shiva the Rudra Astra will not commence and the God of Destruction will congratulate you before fading away. You gain **Shiva's essence** for yourself and the **knowledge to Fuse him if you have access to the World of Shadows (Barong + Rangda is a proven method I hear).**

Godhood Awaits (+200/Requires Nahobino): Do you have the resolve to remake the World Jumper? Do you realize what is at stake? What power to gain? What does your Heart desire for this World, one of many in your travels? Show it to me… show me your resolve… and free us both at last.

The race for the Throne, the right to be the Ruler. To be the God of Creation and shape the World to your desires.

What would a World according to your desires look like Jumper? Are you tempted to find out? Then you may participate in this race.

Only a Nahobino has the right to claim the Throne and as such you would have to get the Nahobino Perk. Great power… but the path to even greater power.

To claim the Throne is not an easy feat. You must first gain access to the Empyrean through which you can reach the Throne. The Keys represent the Pillars of the Empyrean and must all be gathered to enter it.

The Key to Austerity symbolizing the austerity a king must cast upon himself is held by Vasuki.

The Key to Benevolence symbolizing the deep benevolence a King must have for others is held by Zeus. **If you take this Scenario along with Harvest Time Zeus will survive this Battle and fight you later in the Empyrean a final time.**

The Key to Harmony symbolizes the Harmony a King must create and is held by Odin.

You gain the Knowledge to Fuse Zeus, Odin and Vasuki after slaying them if you have access to the World of Shadows.

Afterwards you have to fight your way through the Empyrean and towards the Hall of Creation. Here you will find at least three other Nahobino. Depending on what your Alignment is one of them may be on your side.

The Nahobino are:

Dazai and Abdiel (Law, World of One God where all Obey one ruler)

Yuzuru and Hayao (Chaos, World of Myriad Gods where multiple choices and worship are present)

Shohei and Nuwa (Neutral, Destroy the Throne or Create a World for Humanity free of Gods)

That being said if **Those With Power** is taken there will be many more adversaries to defeat.

However if you have different opinions on how the World should be run or if you don't align with said Alignment, interpret it differently perhaps, than this is not guaranteed to be the case. You can choose yourself what the World should be. Say your World of Chaos is an Anarchy where no Gods get worshipped but Demons still exist than Yuzuru and Hayao may still oppose you. Why force you towards a path?

If you have replaced the MC than that will be all. However if you didn't replace him than the MC and Aogami may still be present. How they stand towards you is dependant on your interactions. However there can only be one Ruler so you will be forced to face them to decide who should take the Throne. If you took the Drawback **Enemy of Susanoo** than it is guaranteed that he will hate you and your goals can not align. They will be your opponents after the other Nahobino are defeated.

Things will conspire in such a way that all of the Nahobinos will make their way towards the Empyrean. The ones allied with you however will perish without you being able to prevent it. You will face all Enemy Nahobino in Battle. No one will team up against you with a rival Nahobino but so will be the same for you.

Than when you are the last Nahobino still standing you must face the Morningstar himself. Lucifer, having absorbed the Knowledge of the God of Law and ascending to a higher plance of existence is all that stands between you and your goal. He is the most powerful being in the World. Slay him and he will congratulate you, happily perishing free from the Cycle and giving you his Knowledge.

Your right as the Creator claimed this Scenario will count as a success.

Reward: First: you get the Allied Nahobinos if you have any such allies, resurrected and as Companions.

Second: You get the World here as your own. Whatever shape it took it is yours as its new Ruler. The World and all its Inhabitants and Demons is yours to take as followers or more.

Third: You get the Powers of the Creator God. Casting Miracles like the Shekinah Glory, warping reality, that is within your hand. Not only that but with **Lucifers knowledge** you know how to make a World everlasting. A true eternal Kingdom that will prosper for eternity.

…

Oh… is something the matter? Did you hope for anything else to do? I apologize Jumper I believe you have done everything in this Jump.

…

…That is… unless you truly think you are ready for that encounter.

Well since you're still here I might as well give you the option.

…You know exactly what I am taking about don't you?

Return of the True Demon (+400):

Oh wow! A Jumper really did make it all the way here huh?

The Winged Demongirl states as she looks at you, somehow recognizing you're otherworldly. You can sense an overwhelming power within her… but more so from the man with her.

I know what you're after. You gathered all those Perks so you could go toe-to-toe with the Demifiend, is that it? Well I hope you're ready. He's a tough one you know!

The challenge is spoken and now its up to you to accept it. To clear this Scenario you must defeat the Demifiend.

However to even be found worthy of this duel you must gather all the Menorah's held by the Fiends accompanying him, scattered throughout Da'at. The Menorahs are:

Menorah of Foundation: Matador

Menorah of Eternity: Daisoujou

Menorah of Dignity: Hell Biker

Menorah of Compassion: White Rider

Menorah of Insight: Red Rider

Menorah of Wisdom: Black Rider

Menorah of Majesty: Pale Rider

The Final Menorah of Knowledge will be given to you after gathering the rest… upon which you may reach the Demifiend in his Hall of Chaos.

Than it will be you and your Demons against him and his. Beware for this is the greatest challenge you could undergo in this World… this might be the hardest Battle of your life. The Demifiend is a True Demon to a Nahobinos True God, has slain Gods and broken Worlds with his strength and has been deemed the successor of Lucifer… another Worlds version that is, having defeated him in a test of Strength. To continue on you must defeat him. He destroyed the Great Wills cruel system of reincarnation and faced powers matching that of a realized Creator God. All of them have been laid low.

Will you be the same?

Reward: …Sometimes you scare me with your accomplishments. You defeated the Demifiend, one of the most powerful beings in all of SMT.

After you strike him down he will applaud you, being resurrected by Fiat and he and his Demonic allies, especially a certain Pixie, will come with you as Companions or Followers.

Not only that but he gives you **666.666 Macca** (which will function as whatever the standard currency in future Worlds are and renew for every Jump) and the **Demifiends Essence.**

Choice

Well Jumper your time here has come to an end. Whether you saw a new God rise or became such a being… what will you do now?

Go Home: You have enough of the overpowered insanity. You go home with all you earned.

Stay: Perhaps you crafted here the World you desired at last, even become the new Ruler. You stay here with all you have, your affairs being put in order.

Move On: Still not done with your Journey I see? Very well then lets keep going my friend. On to the next Jump.

Notes

-This is the SMT that takes the most liberties from the usual Law vs Chaos conflict, which honestly makes it rather fascinating to me. The Angels of Law are mostly concerned with a new creator and aside from Abdiel less hardlined, the Chaos route is taken by the Japanese Gods who just want everyone to get their share of worship (giving it some Law elements) and the Neutral route has some Chaos tones with destroying the whole Throne. Hell even Lucifer is listed as Neutral-Neutral. As such some of the Law, Neutral and Chaos Perks may seem to be fitting for a 'rival' alignment.

-By default the MC will go for the True Neutral Ending (create a World for Humanity alone). Your intervention may change this however and your free to ignore my 'default' if something else suits your story better.

-I TRIED to not make this Jump too dependant on the **Nahobino** Perk and giving options for anyone not wanting to go that route. However… so much around SMT V is build around the Nahobino that it was impossible to just ignore.

-The characters you can replace according to alignment are:

MC and Aogami (All Routes)

Dazai and Abdiel (Law)

Yuzuru and Hayao (Chaos)

Shohei and Nuwa (Neutral)

If you choose this and take the Nahobino Perk you can get your Partner as a companion. For example you get Shohei/Nuwa if your Alignment is Neutral. How that works I already explained in the Perk itself though.

-What exactly the **Tensei** Perk will ask of you and how it will empower you depends on the World. In fate you might become a Counter Guardian with suitable empowerment while in Star Wars you might gain some Force Powers and be asked to help keep the Balance in the Force. In something like Warhammer 40K it could even be turn you into a Daemon and keep the Great Game going. When in doubt Fanwank what the Cosmic Powers might want of you appropriate to the World it happens in.

-Its implied that the **Demifiend** isn't fighting at his full power in his DLC, considering he can be damaged by attacks that aren't Allmighty in nature. However you wont have that luxury. Your gonna be having one of the strongest SMT protags out there coming at you with everything he has at full power. Better think REALLY carefully about whether or not your ready for that fight.

-**Meta** is supposed to refer to the Meta Race that is exclusive to humans. Its basically puts you on Yoheis level as a Demon Hunter and roughly the same level of non powered up SMT Protags (so not Demifiend or Nanashi but think along the lines of the SMT 1 Hero). The kind who can go up against Gods with only normal weapons.

-**End of God and Demon, Paradise Lost** and **The Lords Sword** are essentially all the same type of perk with the same level of power boost but with a different condition appropriate to the Allignment.

-If you take **Nahobino + Salmon of Knowledge** licking your thumb will instead serve as a pure temporary power boost.

-The **Akiha-Gongen Talisman** doesn't actually make you immune to all fire based skills in the game, it only allows you to bypass a barrier made of flames. So I didn't feel right letting it block all fie attacks. Besides there are other perks for that in the Demon customization.

-The **World of Shadows** is still part of the Item section and you can use the Item Stipend on it.

-The **Seed of Life** doesn't actually do anything in game other than let you fight Maria and take one of her forms as a Demon. However given that she directly claims to be THE Sophia and that she created Demons, it seemed to make sense to give it the ability to create Demons.

-**Demons** possess unique powers that are occasionally displayed outside of combat, like Idun and her Apples and Mephisto being able to extend a Doctors life far beyond what he was supposed to. If it fits the Theme of a Demon you created you may also grant yourself such kinds of powers. SMT can be a crazy verse and I wont say what you should or shouldn't be able to do as a Demon. Just don't try to be funny and pick something like Omnipotence or the like.

-The **Demon Customization** Section was one of the most difficult thing to design in this Jump honestly. There were so many things to consider but once I went into it I just didn't want to stop. I'm satisfied with the result now but if I ever do another SMT Jump I don't think I repeat such a section though.

-The **3rd Stratum** Drawback… you know what I mean when you played the game. Seriously they had to actually Patch a Puzzle just to make it more bearable.

-The **Heartless** Drawback is a jab at an infamous SMT 5 critic. Seriously I love Persona 5 (and the entire Persona/SMT verse in case this Jump isn't obvious proof enough) but a game NOT being it shouldn't be a bad thing.

-The **Scenarios** are taken from all the non story sidequests in the game that either let you take a Demon with you or unlock their Fusion.

-Its actually not stated in its entirety WHAT kind of powers **the Creator** all gets other than that they can stop Tokyo from fading away. However the Nahobino is effortlessly able to resurrect Sahori and all the others who died and even seal away the Demon realm, if not outright destroy it. Expect incredibly reality warping powers on par with a YHVH Avatar if you succeed in the **Godhood Awaits Scenario**. Its also never stated that it IS YHVH… but its pretty much commonly accepted its an Avatar of it like Kagutsuchi in SMT Nocturne.

-Things that could be available for purchase in **Cadavers Hollow** could for example be Phoenix tears in Highschool DxD but NOT stuff like Boosted Gear. Though you may get away with purchasing an Essence of a lower power Dragon. The inventory will keep updates in between World. No you will not be allowed to rob him. No Gustave doesn't have anything from this Jump doc or things like the Seed of Life, that is just a gimmick for the Jump purchases.

-On Miracles, Glory and Abscesses:

Deciding how Miracles would work in a Jumpchain format was no joke one of the hardest things during Jump creation. Its mostly treated as just gameplay mechanics in game but… well my brain wanted to give SOME reason for it.

Glory is describes as manifestations of Gods Dignity while Miracles are purchased with Glory and are described as powerful abilities that alter the laws of nature.

You GET Glory by either finding Mimann, crushing Glory Crystals or finding Amalgam (white orbs scattered throughout Da'at). I am reading this in such a way that you are basically using pieces of divine power within True Gods of SMT. In the case of Mimann its you taking what left over power they might have had due to being failed attempts at Nahobino fusion. With Amalgams its more literally taking Godly power, you even hear an Apple bite when you gather them as if to make it clear

the Nahobino is eating them for Glory. And Glory Crystals… I guess they are just something Mitama drop.

Abscesses I choose to consider as a sort of 'manifested blight' or corruption of Divine Power and they are referred to ingame as 'a nest of demons that have been drawn together by the overflowing spiritual power'. They power up demons to a berserk like state it seems since they cant be negotiated with. The reason you get the option to buy more Miracles from this is because your essentially 'fixing' an issue in reality.

In future Worlds I reckon you could get Glory by say, devouring fragments of divinity. Like say Daemon Princes in Warhammer 40K. Daemons are extensions of a Chaos Gods so probably could count as 'parts of Godly Dignity'.

It should be noted that most if not all of this is MY HEADCANON and you are more than free to decide yourself how Glory and Miracles work as long as you are fair about it. In terms of what Miracles can give you well it makes your live easier and may be able to Alter your powers (considering there are Miracles that affect how quickly the Magatsuhi Gauge is filled), though I would say nothing you could get from a Glory System should rival what you could get from a Jumpdoc.

A list of all canon Miracles can be found here:

https://megamitensei.fandom.com/wiki/Miracles

-On Talismans and Magatsuhi Skills:

Magatsuhi Skills are a game mechanic that allow you to use a Race specific skill when your Magatsuhi Gauge is filled. However in order to do so you need a Talisman of the Race. The Talismans can all either be found in the World or gained from certain demons giving you missions. Some give you their races Talisman as a reward for doing something though you could probably also steal it from them. Im not gonna say what you can and cant do on this topic, especially since most of it is gameplay restrictions. Below are a list of the Omagatoki Skills, taken from the SMT Wiki.

Omagatoki: Critical	All attacks, including magical attacks, will become Critical hits for all allies for 1 turn.	All
Omagatoki: Luck	EXP and Macca earned greatly increased if the battle ends on this turn.	Genma, Element
Omagatoki: Pierce	All attacks from all allies will pierce for 1 turn.	Kishin
Omagatoki: Sincerity	Forgives up to 2 demon failures in a demon conversation for 1 turn.	Jirae
Omagatoki: Free	All skills of all allies will cost 1 MP for 1 turn.	Femme
Omagatoki: Hit	Accuracy and ailment efficacy of all allies is greatly raised for 1 turn.	Holy, Avatar
Omagatoki: Potential	All potentials are maxed out for all allies for 1 turn.	Yoma, Foul

Omagatoki: Doubler	Buffs and debuffs are twice as effective for all allies for 1 turn.	Fallen
Omagatoki: Savage	All skills of all allies will cost twice the MP but deal double the damage for 1 turn.	Tyrant
Omagatoki: Charge	All charge effects will remain for all allies until the next turn.	Deity
Omagatoki: Adversity	The lower the HP of all allies, the more damage and HP recovered through skills for 1 turn.	Beast
Omagatoki: Dance	All multi-hit moves of all allies will deal the max amount of hits for 1 turn.	Dragon, Snake
Expand: Critical Aura	Next Strength-based attack from all allies will be 100% accurate and guaranteed Critical.	Brute
Expand: Piercing Aura	Increases the damage of all following attacks of all allies and adds Pierce effect.	Fury
Fairy Banquet	Raises all stats of all allies to the max for 3 turns.	Fairy
Rasetsu Feast	Lowers all stats to the minimum for all foes for 3 turns.	Jaki
Eternal Prayer	Full HP recovery, ailment and/or death recovery for all allies (stock included).	Megami
Freikugel EX	Severe Almighty attack based on level to 1 foe.	Wargod, Fiend
Big Bang	Severe Almighty attack based on level to all foes.	Drake
Sea of Stars	Moderate MP recovery to all allies.	Divine
Accursed Poison	Chance of inflicting an ailment (stronger ailments prioritized) to all foes and lowers all stats by 1 rank for 3 turns.	Avian, Raptor
Shield of God	Greatly decreases damage to all allies until the next turn.	Herald
Twilight Wave	Heavy Physical attack to all foes. Chance of inflicting Sleep.	Haunt, Wilder
Waters of Youth	Full HP/MP recovery to self.	Lady
Soul Drain	Heavy level-based Almighty HP/MP drain attack to 1 foe.	Night
Dekajaon	Negates all buff effects on all foes.	Kunitsu

Impaler's Glory	Greatly increases the damage of the next attack of self and adds Pierce effect.	Vile

I am NOT gonna decide what Skills the Talismans you may make with the **Power Forging** Perk. Though from canon examples it should be somehow related to the race. A Kryptonian Talisman might allow one to do the Super Flare. A Saiyan Talisman could give a Zenkai Boost. Fanwank something.

Here is how all the Talismans are found in the game. Make with that information what you will.

Haunt Talisman	Allows you to use the Haunt Magatsuhi skill Twilight Wave.	Complete the subquest "A Preta Predicament"
Raptor Talisman	Allows you to use the Raptor Magatsuhi skill Accursed Poison.	Complete the subquest "Movin' on Up"
Avian Talisman	Allows you to use the Avian Magatsuhi skill Accursed Poison.	Report back to Gustave after finding 30 Miman
Yoma Talisman	Allows you to use the Yoma Magatsuhi skill Omagatoki: Potential.	Complete the subquest "Pollution Panic"
Wargod Talisman	Allows you to use the Wargod Magatsuhi skill Freikugel EX.	Complete the subquest "No Stone Unturned"
Avatar Talisman	Allows you to use the Avatar Magatsuhi skill Omagatoki: Hit.	Report to Gustave after finding 45 Miman
Element Talisman	Allows you to use the Element Magatsuhi skill Omagatoki: Luck.	Report to Gustave after finding 10 Miman
Jirae Talisman	Allows you to use the Jirae Magatsuhi skill Omagatoki: Sincerity.	Complete the subquest "Chakra Drop Chomp"
Jaki Talisman	Allows you to use the Jaki Magatsuhi skill Rasetsu Feast.	Talk to Rakshasa on the roof of the Diet Building in Nagatacho
Femme Talisman	Allows you to use the Femme Magatsuhi skill Omagatoki: Free.	Complete the subquest "The Demon of the Spring"
Brute Talisman	Allows you to use the Brute Magatsuhi skill Expand: Critical Aura.	Complete the subquest "Talisman Hunt"
Fallen Talisman	Allows you to use the Fallen Magatsuhi skill Omagatoki: Doubler.	Complete the subquest "To Cure a Curse"
Drake Talisman	Allows you to use the Drake Magatsuhi skill Big Bang.	Complete the subquest "The Ultimate Omelette"

Foul Talisman	Allows you to use the Foul Magatsuhi skill Omagatoki: Potential.	Speak to the Slime behind Hamamatsucho's eastern Abscess