Angel Notes

By Valeria

Introduction

The world is dead. Gaia breathed her last breath. Yet humanity lived on. The world that supported them had died and the Grain, a poisonous substance from space, was allowed to flow through the atmosphere and down onto the land. Many died but eventually, they evolved past this obstacle by force.

They created the A Rays, combining animal and human DNA, making a hundred different species, including a new version of humanity. But these creations rebelled against the true humans, starting the Great War as both sides fought for control of the dead land they were on. Against the incredible power of the A Rays, humanity seemed to have no hope. But the creation of the knights, Ether Liners, changed that. Humans with great power, 78 in total. The war raged on with both sides equal to each other.

Then something happened to ally these opposing factions. From the stars came 8 beings. When Gaia died, she sent out a plea to exterminate humanity, an unnatural species who lived on even as their home turned to ash. Answering her call were the Aristoteles, the ultimate beings of each of the other planets in our solar system. Whole continents were wiped clean of life and the Great War was put on hold as a desperate struggle for survival began against the Aristoteles.

You begin just a few weeks before the Aristoteles will arrive, just as the Great War hits its peak intensity. You have 1000 Choice Points (CP) to spend on abilities and items for yourself. You'll spend the next ten years in this land.

Location

The Land of Steel. It's the name of the corpse of a planet that used to be Earth. Grey, dead, motionless. There's very little life left, almost all flora and fauna have died out. Just about the only living things are humans and their various creations. Various cities still exist across the world, though some continents have been entirely destroyed or wiped clean of life. The world will very quickly become covered by a constant covering of thick grey clouds, at least in a month or threes time, a last ditch effort to block some of the Aristoteles from entering.

This isn't a pleasant place and it's not about to get any better. You can choose where you start in this world, though it's recommended you start in a habited city.

If you are an Aristoteles, you'll begin in outer space alongside your comrades. It's a week or twos journey from your current location to Earth, where you'll begin your mission.

Origins

Pure Human +300

You're one of the very last original humans left on this world. Maybe even the second last. It's not exactly a good existence either. You've got none of the physical or magical advantages of the other humanoid species here and you need to take constant medication to breathe the air of this world, being filled with Grain, and need to find special food that you can eat as what A Rays subsist on would explode your heart. Still, you are here. Surviving. You don't have much of a history, being one of the last of your kind, but you can also choose to have no history here at all, just dropping you into this world from nothing. The 300 CP gained by taking this origin does not count towards your drawback limit.

A Ray

You've become a member of one of the 100 A Ray species. A high ranking species as well. Your species was made with the fusion of Grain, animal and human DNA and as a result, you've come out a mighty warrior. Being part of either one of the 2-10 position solo races or the 11-20 position high ranking races, you can hit with the force of a nuclear bomb and no doubt have a special ability based on what species of animal you had mixed in with you. An Angel, a high class A Ray made from a human and a dove, can gather vast quantities Grain or other energies with their huge wings and fire them like cannon shots. You need quite a lot of energy to keep that high powered body going but the various cities have factories that dispense high calorie food for a low cost.

Ether Liner

One of the enhanced humans that became knights. You are one of the 78 such beings. Your body is empowered to the point where your blows are like nuclear bombs. You currently fight for humanity against the A Rays, some of which are even worthy challenges for your own self. What puts you apart from a mere A Ray is your Knight Arm. A weapon made by externalising the Grain within your body, it takes the form of a magical weapon. The greater your power, the greater the power of this weapon, growing alongside you. All Knight Arms even at their base are stronger weapons than anything the modern world could create but they also have unique magical abilities. See the Notes for more details on this.

Aristoteles- 800

You are one of the aliens who answered the call of Gaia to wipe out humanity. As either a replacement for any of the current eight, though you will not be the leader, or as a ninth Aristoteles, you are currently en route to that planet. You possess an ungodly amount of raw power, speed and durability. You can travel through the stars, rely on no physical sustenance, do not age and indeed, do not even possess the concepts of death and dying, though it is possible to force such things on you or bypass the need entirely. The Aristoteles differ greatly in form and ability. One is a ball of gas tens of kilometres across, with a small star on the inside of this gas ball. Another is a giant cross shaped aircraft-like organism that fires cross-shaped beams of light that can tear apart continental plates or leave battlefields covered in grave markers. Whatever strange form you take on will be around the power of your fellows, otherwise being up to you. You also emit a constant field of reality changing force around your body. This impresses the landscape of your home world on the area around you but you may eventually learn how to fully control it. The humans might refer to this as something like a Reality Marble. Lastly, as an Aristoteles, you are the Ultimate One of a specific stellar object. In your case, it would be a moon or planet in this solar system, making you a replacement, or somewhere else in the universe. You may also choose a star if wished though you

would not be any more powerful than normal due to this. This judges where you are from and may alter what environment you can create.

Your age as a Pure Human, A Ray or Ether Liner is 20+4d8. As an Aristoteles, your age is likely well into the thousands or millions of years and is thus up to you to decide. Your gender is whatever it was previously, even if largely irrelevant for an Aristoteles, though you may change that and your age for 100CP.

Perks

100CP perks are free for their origins and other perks are discounted for the associated origins.

Pure Human

Putting in the Work- 100

It's a hard life in this land for a Pure Human to get by. You do seem to manage to do it by the skin of your teeth though. Despite the bleakness of the land and the general hostility towards your type, you can't even eat the food the A Rays get, you manage to find enough food and shelter to keep on living. It's no protection against the nasty things hanging around and it'll take time but you can at least take comfort in never finding yourself without a hot meal and solid roof over your head each night.

God of Guns- 200

So what if you can't hit with the force of a nuclear bomb? You don't need to. It's the way of a savage to get in close with their fists, you're going to take this shit on from over the horizon. You've got a nigh-divine reputation for marksman skills, enough that there's pretty much no sort of condition where your skills will go below perfect. Even hanging upside down out of a falling aircraft in the middle of a solar storm won't make you miss. It'd take outright hitting your hand to make you miss with a gun. Even if your arm was mostly broken and ruined, long as you could pull a trigger and point, you're going to hit.

Valentine/Valentine- 400

There's no barrier in this world or beyond it that you can't break down eventually with your love. Just spending time with your targets of affection will open them up, little by little, to feeling the same way about you. It might just be the platonic love of friends or family or it could be of a romantic kind. Even those without the ability to understand the concept of love aren't immune. Long as you can get to them and spend time with them, they'll start to understand what those feelings mean and maybe even come to like them. If you get in a fight, don't worry, because managing to defeat someone will really increase their interest in spending more time with you, for better or worse, and give you a chance to open them up to your feelings.

Spirit of Man- 600

You don't have the evolved advantages of the A Rays or the raw power of the Liners. You're not even as good as the Human Liners. But you're still here. Humanity, pure Homo sapiens, are still alive even in this Land of Steel where the very air is poison to them. They're still striking back to the invaders. Humans like you don't just die, they don't just roll over when something strong comes round. They survive. For you, that path is always open. It'll be dirty, painful, and miserable and might even make you wish you died, but as long as you struggle onwards, you can survive. As long as there is even the tiniest chance of you living, you will as long as that is all you focus on. Winning? Not the aim of the game here. You might well lose everything. But you'll still be there when everything else is ending around you. Just hope you don't find something to fight for, huh? Might be tempted to give it all up for something more important than a life.

A-Ray

Mind of a Beast Man- 100
Being born from the mix of an animal and a human, you've got some traits left over from your less intelligent side. We don't mean the humans either! The instincts of your animal form teach you how to move your body right, how to fight well and other useful things but they also make it hard to act rationally at times and your fight or flight response is really just too extreme. You won't find yourself dealing with any of that. You'll still get all the useful knowledge from instincts like this but you'll always remain totally in control of yourself, at least when it comes to biological impulses like this.

Huff and Puff- 200
The A Rays were made to survive the air and land of the new world. They can breathe in the toxic grain and survive on food that should leave any normal human dead, from grain or from ultra-concentrated calorie counts. You didn't stop evolving like that and soon enough, you found that you just aren't harmed by things that you eat or breathe in. Even the most poisonous of inhaled gases won't harm you, though skin contact ones still would and the most rotting, dangerous of foods won't give you so much as an upset stomach, though living beings that you swallow could attack you from the inside out even still.

Grain Fed- 400
A Rays absorb the grain in the air to power their supernatural bodies, granting them abilities and raw strength to outmatch anything the modern world could have mustered. You've gone beyond that and learnt how to take in almost any material or energy in the surrounding air towards your body and convert it to power. It won't work on things used as attacks against you but you can draw energy or charged material, such as Grain or magical energy, into your body and convert it to either more magical energy for yourself to use or into a direct boost to your physical abilities that lasts a short time. Depending on how dangerous what you're taking in is, it may still harm you, so be careful to not take in anything too innately dangerous without toughening up first.

Six Siblings- 600
Why fight alone, when you can fight as six? The Six Jumpers here to protect all of humanity. You're able to split off from yourself six separate people, each a clone of yourself with some slight difference. Like siblings, one could say. They are all you, clones of you in fact, but are a fair deal weaker in almost all areas. The one exception to this is one ability or area in which they have significantly increased power compared to you, their specialty. Each sibling is unfailingly and utterly loyal to you, though their personalities may differ enough that they don't always get on with you without arguments. If one dies, they'll be back a week later, same as they were before.

Ether Liner

The Equality of Power- 100
Power brings fame, rewards, achievements and more. But it also brings fear and suspicion. Even if you truly, honestly wish to fight for good, your allies may still fear the chance of you going rogue. No more. For your power, your legendary feats and your work, you'll no longer be unfairly judged. So long as you do not prove through words or actions that you are a threat to be dealt with, no ally or neutral party will take you as being such. You won't be locked up for being too strong or sent away to a distant battlefield for making your co-workers look bad in comparison.

No Curse Zone- 200
The dead don't always stay dead. Those killed don't always die. But at least you can make sure that the process of trying to beat them six feet under is one with much less collateral damage. You killing something or defeating it, successful in making it stick or not, will prevent any death or defeat linked effects from occurring. Creatures won't give you a death curse for killing them, they won't be able to let loose one last curse with their final breath, no final explosions to destroy the entire continent around you. They just die. Of course, they may come back to life but…if you did it once, you can do it again, eh? At the very least any of that death-linked 'grow stronger every time I revive' stuff won't need to be dealt with. Nasty shock for the bad guy.

Knight's Armoury- 400
The legendary Knight Arms, weapons of the Ether Liners, are made by externalising the Grain within the bodies of each Ether Liner and forming it into a solid weapon in the outside world. While you no doubt have your own Knight Arm, given you are a knight, now you've become able to use a similar process on other internal energies. Any supernatural energy or material that is produced from within you can now be externalised into a unique Knight Arm based on that energy. The stronger the base you choose to work with, the stronger the resulting Knight Arm will be. You can make a single such Knight Arm for each distinct supernatural energy or material produced from within your being.

Truth of the World- 600
They come to your world, bringing death and terror. They say they have no concept of death, that they cannot even comprehend what failure is. That's alright. You've always been a good teacher. With your fists and blades and weapons, you can force these concepts and many others onto an enemy, making them part of their very being. The undying can die. The eternally victorious can lose. Those fated for a single path in life are given freedom. Each of your blows can imprint one such concept onto something it successfully strikes. What limits you is that you can only teach what you yourself comprehend. If you cannot die, you cannot introduce death to a being that does not have it. If you don't weaken to old age, you can't make something weak from age either.

Aristoteles

Bridging the Worlds- 100
As an Aristoteles, you lack certain concepts. Some of this is the nature of what you are, some of it is the nature of life on your world of origin. It is not impossible to come to understand some of what you do not possess, though only you seem to be able to do so without taking that into yourself. You have a knack for understanding other beings, no matter how alien they may be to you, but that understanding will not change you unless you allow it. Knowing what Death is will not make Death a part of your being unless you wish it to be.

Beloved- 200
There is a deep, intimate bond between you and your planet of origin. The relation between you and your stellar object, be it a planet or moon or star, is like that of parent and child. It fiercely protects you so long as you do not turn against it and you may always remain in contact with it. Other planets are more like distant cousins. You retain your ability to speak directly with the spirit and consciousness of any such stellar object and to be treated at worst as a neutral party, if not given some degree of favour from the beginning. It isn't difficult for you to cultivate close relationships with such titanic beings, so long as you continue to prove you are on their side you will grow closer, though such feats may be very difficult for something less than an Aristoteles to accomplish. Eventually they too might give you their aid, influence and even power, should you earn it.

Feathers of God- 400
You didn't bring any other race with you when you travelled across space to come and cleanse Gaia of the filth on her corpse's skin. You had no need, given you carry an army with you wherever you go. You are able to create tiny, comparatively, and weak, comparatively, variations of whatever kind of being you are, to an extent. At their very weakest, they would simply be ordinary humanoid beings, similar to humans, and be produced at a rate of up to a few dozen every day. Loyal, willing to die for you but not terribly intelligent. That's what something the size and strength of a human could do. A great being like yourself, an Aristoteles, could produce millions to billions of alien beings each day and have each be capable of slaughtering modern military units en-masse, though they remain fodder compared to the powerful A Rays and Knights. The larger and stronger you get, the stronger, larger and more numerous these fragments of you will become.

Ultimate One- 600
The strongest, greatest, absolute rulers of their worlds. Unconquerable god-beasts whom serve entire worlds. An impossible power that breaks all reason and logic. You are the very greatest of your kind, you wouldn't have the title of Ultimate One without being such a thing, and you will remain such no matter what you can become. Whatever kind of being or species you are, you are the greatest and most perfect example of such. Your authority over the other members of your species is near unbreakable, only those who have somehow gained more personal power than you can resist completely, though even then you can still exert grant influence, and even the greatest willed beings will find it a struggle to disobey you if they possess less power.

Items

No discounts.

Grain medicine- 100
The necessary medicine for Pure Humans to survive breathing in the grain filled air of the Land of Steel. All Pure Human origins get for free a years' supply of this stuff, anything beyond that must be acquired by working for money and buying it or stealing it. Those who buy this option however, will gain a lifetime supply of Grain Medicine that will not only n ever run out but also act as a cure for any other poison you encounter in the future.

Factory Food- 100
An A Ray has to eat, lots and lots. Most get their super high calorie food from factories, which give daily handouts in exchange for killing monsters. Each meal has enough calories in it to literally kill a human being, though it keeps an A Ray going all day long. Taking this will ensure you have a lifetime, limitless supply of Factory Food. It's not tasty, but it's light, portable and always fills you up.

Witch Shaft Umbrella- 200
A gigantic prison-castle, made from solid iron and covered from outside to inside in massive chains. The Witch Shaft Umbrella prison is a very special prison, in that it only holds a single prisoner but that prisoner, so long as they are subdued and cannot fight back, may be imprisoned without regard to size or power or abilities. They cannot break out, even once they've awoken, but it is potentially possible for others to break in. As the warden of this prison, you'll be unable to be imprisoned within and can decide what being is held captive if you can bring a subdued creature to the castle.

Black Barrel- 800 (Discounted to Pure Humans)
The Second Original, found next to its sibling weapon. This Black Barrel is an immensely powerful conceptual weapon, one of the few things that can reliably defeat even the Aristoteles. It is an enormous black rifle that is made from a special anti-grain material. Any being with grain in them cannot even touch the gun, regardless of their power, though you seem to be the single exception. Known as the God Killer, the gun fires a single bullet that becomes more powerful the more grain to be found in the body of its target. Against one of the Aristoteles, it can defeat them in a single shot, though it should be noted the difference between defeat and kill is quite large indeed. In future worlds, this grain will instead count as any supernatural being or energy. The greater the power of a supernatural target, the greater the bullet will become.

Companions

Import- 100

No one fights alone, not even in these wastes. Even the beasts that came from the stars did so in a group. For every 100CP you spend here, you gain the option to import a single existing companion or create a single new companion. Whichever they choose, they may take the Pure Human, A Ray or Ether Liner origins for free and gain 800CP to spend on perks, along with any freebies or discounts their origin grants them. They may give up all CP, Freebies and discounts that they gain to instead pick the Aristoteles origin. You may give any single companion more CP on a 1:1 basis, this must be done separately for each companion you wish to give some to.

Canon- 200

Those with names are few and far between here but they do exist. If you feel the desire to take one along with you, this will give you a chance to do so. Every time you buy this perk, you may pick one canon character within the setting of Angel Notes to have a chance to convince to come along with you. If they accept, they become a companion. You'll be able to meet them at least a few times in favourable conditions to help you out, though favourable may have different meanings for different beings.

Drawbacks

You may take up to 600CP in drawbacks from the following list.

I Survive For a Chance at Living- +100

A grey world, a greyer life. Even if you can survive, it's hard to feel like there's much point to. What do you have to look forward to? Dying on some distant battlefield? Being crushed by an unthinking alien god? It's hard for you to even gather the motivation to get out of bed and take care of yourself here, much less do more than the very basics of living. Without a light in your life, you feel like a robot most of the time.

AI Failure- +100

It's a dangerous place out there, even as grey and featureless as it may appear, and all sorts of creatures and hazards still abound. It's lucky that life on Earth has access to a great variety of transportation technology, especially when it comes time to fight the countless flying creatures, including the Aristoteles. Unless you're on board. No form of transportation works for you. Even if it somehow gets off the ground, it'll crash in seconds back down. Even if you have some method of flying on your own, you'll find it very difficult to move properly. It'll work, but don't expect to be moving very fast. The only way you can move around is by your own two legs. You can still jump though.

Grain Support- +200

Even if you're not a human, you don't deal well with Grain at all. You have to rely on the same medicine and support machines that the Pure Humans need to survive. Running out of medicine and breathing in grain? That's the end for you. Your physique is awfully delicate in other ways too, so try to avoid any poisons or sicknesses. They might not kill you but they'll make things a lot more unpleasant. A Pure Human who takes this must be hooked up to large, delicate life support machines constantly as their resistance to Grain is lowered to nil.

Too Great For You- +200

Your side, human or alien, is aware of what you truly are. They fear your power and your nature as a traveller of worlds and that fear has unfortunately been allowed to fester for too long. Paranoia and hatred has driven your side to see you as an enemy, treating you as the worst criminal of this time for that race. As a Pure Human, A Ray or Ether Liner, these Earth-bound races will see you as someone to be pursued and killed on sight, though they will not do so in suicidal situations, such as if an Aristoteles is bearing down on them. If you are an Aristoteles, you'll be treated as a traitor by the others of your category of being and actively hunted by at least two of your cousins at any one time.

Earth Rage- +300

Gaia hasn't died just yet. She's on death's door but she still clings on, powered by a ferocious hatred of the things on her surface. Her power has faltered greatly from her prime but she is still able to summon armies of nasty beasts and direct nature and the environment to attack and rebel against all of humanity and its creations. It will support the efforts of the Aristoteles, attacking from the below as they attack from above. If you are an Aristoteles, this is rather different. Gaia is far more healthy and has forgiven or chosen to ignore humanity, deciding instead to expend the last of its life in doing as much damage to the rest of the solar system as it can manage, starting with the Aristoteles. She has a particular focus on you however and will pursue if you attempt to simply flee.

Worlds Wide War- +300

When the plea for help was sent out, the Aristoteles did not come alone. Their planets came with them, orbiting the Earth and allowing the many races on each of those worlds to invade alongside their Ultimate Ones. It's not just 8 great foes but many billions of lesser beings that now fight against you, some out of devotion and desire but some out of fear of what would happen if they refused. Thankfully, the races are far weaker than their Ultimate Ones. In case you are an Aristoteles yourself, each planet's population will now rebel against their worlds like humanity has and seek to aid humanity, their long lost cousins, against the Aristoteles that invade Earth. They'll travel in great numbers across space to bring new magic and technology to aid mankind. They seem to believe you are the leader and treat you as a high value target.

Scenario

All the Lights in the Sky

Drawbacks Cannot Be Taken

The 8 Aristoteles that appeared are the greatest enemies of all life on this world. They are not invincible, they can be killed, and they can be stopped. They bring countless deaths and endless destruction but they have been slain and each is a day for celebration when that is so.

But one day, during one of the few celebrations to mark the defeat of one of those eight beings. You notice that the night seems far too bright. What should be a feast softly lit by torches and starlight is becoming brighter and brighter with every second.

You look up into the sky and see the cause. There are so many stars out this night. So close too. Every moment, they seem to draw closer. 1,000,000,000,000,000,000,000,000,000 lights surrounding one dead world.

Gaia's call reached far further than just the local solar system. Her death plea resounded throughout the entire cosmos and beyond. Normally this would be ignored. What is one dying world in the grand scheme of things? The sibling worlds would respond but the rest would live on. A single beings presence has somehow brought a change to this.

You, Jumper. A threat that cannot be ignored. An ultimate foe that is truly believed to be a harbinger for total destruction. It was your presence that convinced the Aristoteles of every single celestial body and formation in existence, from each moon to each planet to each star and larger things entirely such as the Aristoteles of solar groups and galaxies and so on, to move against you. The Ultimate Ones of this universe seek your utter destruction. They won't stop, they literally lack the concept, and thus your only path is clear.

Prove yourself as the True Ultimate One. Defeat all the foes that seek your death.

Those octillion lights that approach you now and all the foes that will come from other timelines that this call has passed onto. Your opponents are mighty and many but they are not infinite in power or number. You must prove your supremacy over the greatest beings of this multiverse, through death or utter defeat.

Succeed and two rewards await you. One, a Spark. Your essential reward for successfully completing your journey that will allow you to travel freely amongst the omniverse. The second is a unique gift for your deeds here.

As you have proven you deserve the title of True Ultimate One, you will be granted access to a very special place with a very special title. Akasha, the Root, is that title and the Akashic Records of existence is that place. The source from which all things and phenomena flow from into existence. You are now the administrator of this place, able to browse at your leisure its' world and control what is found within as you wish. It is yours and its reach extends beyond the setting of Type-Moon and into all other places that you have or will visit.

While these two rewards are great, they also mark the end of your journey as a Jumper. It's time to move onto bigger things.

Ending

Time is up Jumper. Long as you didn't decide to go for the end, it's time for you to make a choice as to your future.

Do you want to *Go Home* to your original world?
Do you want to *Stay Here* in this grey land?
Do you want to *Continue On* to another time and place?

Notes

Special thanks to my adorable little honey bee for all the love, help and support he gives.

For some examples of what the Knight Arms you will have at base can do, look at EX rank Noble Phantasms that Servants can wield in the Fate series. You may eventually have yours grow to be as strong as Real of the World or Slash Emperor but that will take time.

Truth of the World only works if you have the capability to do what you are teaching to another. Even if you understand death, if you can't die yourself, you won't be giving death to others with this.