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Make the EXORCIST Fall in LOVE



Make the Exorcist Fall in Love

Welcome back to Earth, Jumper.

The year is 2018.

Do you believe in God? And Hell?

Well, regardless of what opinions you held before, both are very real in this world.

In this world, demons crawl out of Gehenna in order to claim souls, cause mayhem and generally spread their twisted ideals through the world of men. Against them, the exorcists of the Holy Church stand tall and put their lives on the line to repel them using the blessings of God.

In a few years from now, Satan, the strongest of the Seven Deadly Sins and the ruler of Gehenna, will descend to Earth. To face him, God has blessed a child with incredible power. A child that has been taken in by the Holy Church already, and molded into a weapon to fight Satan.

Fearing that this Blessed Child will ruin his return to Earth, Satan will send one of his descendants, Atsuki Imuri, the original succubus, in order to seduce and weaken the Blessed Child.

Will you fight against the forces of Hell, or join them? Or perhaps, will you carve a path of your own?

But first, take these **1000 Choice Points (CP)** to spend here.

ORIGIN

Who are you? And who do you serve?

Exorcist: You are a member of the Holy Church. A priest or nun that fights against evil, using the power of miracles granted by God, or other methods that you have come up with on your own.

Witch: The rejects of society, who have found their freedom by taking away their name from the Book of Life and having it inscribed in the Book of Death by entering a contract with a demon. Witches thus become ageless and are seen as inhuman in the eyes of the Church, who can freely kill them. It is possible for a Witch to return to being human again, albeit it is a hard art.

Alternatively, you may just be a follower of a Demon Lord, but retain your humanity. You have still pledged yourself to them, but gain no magical powers from it.

Demon: Demons are evil spirits who reside in Gehenna, also known as Hell. They exist to tempt and corrupt humanity, and often gain access to the material world by creating vessels, contracting Witches or possessing humans. Led by the Seven Deadly Sins, your life is one filled with vice and violence. Demons can be quite human looking, while others can be more grotesque. As long as it fits the rest of your purchases, you can design your own demonic form pretty much freely.

You may choose your own age, provided that it makes sense for your background. For Witches and Demons, your physical age can be very different from your true age, with Witches living for centuries and demons may have been alive for thousands of years, or maybe even since the Fall.

Any of the above origins may be taken as a Drop-In, effectively giving up any previous history in this world and memories derived from it.

PERKS

Perks are discounted for their respective Origin at 50%. Discounted 100 CP perks are Free.

Exorcist

The Blessings of the Lord (Free and exclusive to Exorcists): While this is not a prerequisite for being an Exorcist, it is true that one who has been blessed with the power of the Lord will have a much higher chance of fighting Witches and Demons on an equal ground. You have been blessed with a single Miracle of your own. Choose one passage of the Bible, and you will gain a power based on it. Genesis 19:26, for example, would allow you to summon pillars of salt, including summoning it inside of other's bodies. Other miracles may involve temporarily taking the eyesight of those who lay eyes on you, or summoning arrows of light that can incapacitate witches or tear humans apart.

This miracle is not strong enough to fight against the stronger demons or witches, but it is enough to at least fight against the rank and file of the forces of evil in droves. However, if you were to be closer to a place of holy power, such as paradise, your powers would grow massively, enough that you may battle for a minute or two against a Demon Lord.

Man of the House (-100 CP): From a young age, you had to learn to take care of yourself, for life in the Church is not one luxury. Among those things you learned, you discovered a great talent in the kitchen. You have a great knowledge of how to prepare delicious food with the most basic of ingredients, and special talent with baking sweets of all kinds. Even with simple ingredients, you are able to prepare some sweets that will make most pastry chefs green with envy.

Bible Study (-100 CP): Whether through devotion, necessity or the insistence of one your superiors, you have come to know the holy scripture quite well. Not only is this a needed skill for your job as a priest or nun, but it is also a powerful tool against demons. For the Bible often contains plenty of information about demons' nature and their weaknesses in through its passages.

Vatican Policies (-200 CP): Perhaps less flashy than the fights against demons, but not much less dangerous than them are the internal fights between the forces of the Vatican itself. Regardless of your actual prowess in the battlefield, you are an excellent fighter in the internal politics arena, not allowing others to take advantage of you. You are quite adept at masking your true intentions before others, even without the need of the sin of lying, as well as uncovering and maneuvering around the plots of others.

Evil Isn't Cute (-200 CP): What kind of exorcist would you be if you could easily fall to temptation? You are quite resistant to the temptations of demonkind, even if at times it may seem that you indulge in some of the perversions of the sins, it is actually quite hard for them to fully corrupt you or sway you from your rightful path.

The Fruit of Knowledge (-400 CP): Alchemy is the ability to manipulate the physical world via utilizing magical formulas. Through it, you may manipulate matter around yourself, such as confining water into small cubes and using them as offensive weight or shields.

While this would usually be seen as an heretical tool, you have managed to turn it into something that the Vatican can approve of. Through these formulas, you may also briefly channel the power of weaker angels, allowing you to create heavenly matter to heavily damage demons.

Be warned that just this doesn't make you a proper vessel of the power of angels, so channeling it is quite dangerous for your body. You may only be able to do so for a couple minutes in combat before needing deep rest.

No Evil May Escape My Sight (-400 CP): You have some exceptional senses, Jumper. You are able to hear and see things happening from miles away should you focus your attention. This extends also to your other supernatural senses, allowing you to quickly scan an area the size of a city for traces of evil energies.

The Power of An Archangel (-600 CP): Through history, those at the pinnacle of the exorcists have demonstrated that they beared God's greatest blessings by channeling the power of his mightiest soldiers: the Archangels. While this is not a power for mortals to easily wield, you are more suited to it than most humans, able to do so with minimal sacrifice even as a human.

By calling upon the name of an archangel, you may derive their powers from them. Each archangel may manifest different powers, from Raphael's destructive light, to Gabriel's flaming sword. If chosen wisely, these powers may even destroy the manifestation of a Demon Lord.

If faced with a sufficiently powerful threat, you may even have the archangel itself to appear from heavenly matter and aid you in battle.

Keep in mind that since this power is lent to you by the Archangels, and should you pursue a path that aligns closer to the forces of evil rather than that of God's will, they may withdraw their power until you return to the proper path.

The Hope of All Mankind (-600 CP): Just like the Boy of Hope, you carry the destiny and mission of repelling the mightiest of Demon Lords, Satan. In order to fulfill this role, your body has been blessed beyond all others among mankind. Your body regenerates from almost any kind of damage but complete destruction in seconds, even being bisected or having your organs devoured won't be the end of you. You are also beyond human needs, such as needing to eat or breathe. Finally, your raw magical power is compatible with that of angels, making you able to physically match some of the strongest demons with just your raw strength alone, and your compatibility with holy powers is unmatched.

A Stretched Interpretation of The Scriptures (-1000 CP, not discountable): Exorcists often find themselves blessed by God, who lets them channel one of his miracles on Earth to battle the forces of evil. You, however, are blessed beyond belief.

While most priests draw power from the scriptures, you do it in a quite literal way. By reciting a passage of the Bible in your mind or out loud, you can perform a miracle based on the verse you are narrating. In other words, you have the ability to perform all the miracles of God himself by simply willing it. Part the seas, heal your wounds or that of others, make it rain blood or even resurrect the dead. All of them are powers that you can call upon.

However, while God allows you to enact his miracles at your own will, the fact remains that you are not God with this. As such, you are limited to casting whatever your magical energy reserves allow you to. The greater the miracle, and the more broad or powerful the target you are trying to apply it to, the more energy it will cost you. For example, just vanishing a low powered demon is easy, but even as a Saint you won't be able to just force Demon Lords back to Hell with a single miracle.

Witch

The Book of Death (Optional and Free, exclusive to Witches): You have made a pact with a Demon and turned into a Witch. Witches get their name removed from the Book of Life and written into the Book of Death. From there on, they are no longer viewed as 'humans' by the Church, and also halt their aging completely.

But this is not the end of it. Witches gain the ability to use dark magics, gathered from their demonic master. You are quite a fearsome witch, belonging to a Sabbath that has made a pact with one of the Demon Lords. You can pick one of the Seven Demon Lords, and you will be able to use and develop spells based on them. The Sabbath following Beelzebub, the Demon Lord of Gluttony, are able to summon his mouths as a method of teleportation around the world, and can create or summon items related to Beelzebub. From creating hundreds of sweets to crushing others with the sheer weight, to summoning dozens of kitchen knives.

As the opposite of God's miracles, the magics of Witches get stronger the closer they are to Hell, such as in a Demon Lord's manifestation of their Gehenna.

Broom flying (-100 CP): While Witches can gain several magic powers through the communion with demons, the most common magic that a Witch has is the ability to fly using a broom. Whether a Witch or not, you have mastered this ability too. You can make an object of proportions and size similar to a broom, such as a giant lollipop, levitate and fly around at decent speeds, with enough strength to carry an adult human or two.

Bad Guys Have Day Offs Too (-100 CP): Bringing upon the death of God or serving a Demon Lord may be an exhausting job. So even as a Witch, you need some time off. It seems that fortune seems to favor you so that, regardless of your current situation, you are always able to find some time to spend in leisure with those dear to you. Even if you are about to bring the end of days, surely you can still go bowling for a few hours.

Luck also seems to prevent these outings from ending in tragedy or with you captured even should you be actively chased by the authorities.

Any Servant Of Mine Is My Friend (-100 CP): At the end of the day, Witches can be seen as the mortal grunts of demons. Yet you seem to be quite valued by your superiors regardless of whom you enter the service of. Even when dealing with evil and monstrous demons, you often find your masters treating you more favorably than any of their other servants, almost as an appreciated equal rather than a pawn to be discarded.

Head Witch (-200 CP): The most common path for one to become a Witch is for them to be rejected by society after some traumatic event. As such, those who become Witches come from all paths of life. It takes a really special person to actually command the respect and admiration of a sabbath of Witches. You seem to be that kind of person, having a strange charisma that blends with all kinds of people, allowing you to quickly assert yourself as the leader of the most chaotic and dispersed group, uniting them under your vision.

They Can Still Be Redeemed (-400 CP): While Witches are dangerous individuals that have abandoned the grace of God, and who are more than willing to commit atrocious acts in the name of their masters or dark goals, it remains true that they still have the potential of coming back to the correct path. As such, even while they are not considered human and are an acceptable kill-target for the Exorcists, the Church still prefers to capture them whenever possible. It seems that in other worlds, others will also extend this treatment to you. Regardless of your crimes, authorities and forces of good are very reticent to kill you unless it is on a direct flight, and even then they would prefer to just incapacitate you.

My Soul For A Pen (-400 CP): While things like money, carnal pleasures or magic are some of the common things that demons are sought after, others seek to gain something that can be shared with others. Whether you actually signed a contract with a demon to get this, or simply were born with it, you now have a near boundless talent for one of the arts that would quickly see you become one of the most well-known figures in your field's history in just a few months. You are especially great at transmitting your emotions through your works, being able to convey them to even the most broken or hardened individuals after enough exposure to your art.

Sour Apples (-600 CP): You have detached yourself from humanity so long, that even the Fruit of Knowledge no longer holds any power over you. As such, things born from the fruit of knowledge, the tools of humanity, cannot kill you. Any harm that it's done to you with the creations of man gets quickly erased from your body. Only the magic of your demonic masters, or the holy powers of the Lord can put you down for good.

The Great Witch (-800 CP, not discountable): Normally, a Witch would already have more than enough with containing the power of a Demon Lord, so making contracts with more than a single Demon Lord is normally thought as impossible. Yet, there was an exception: the Witch Baba Yaga. And now, there is another: You. You are a perfect vessel for dark powers, seemingly never hitting any stress or limit no matter how much you collect. Be it the darkness and despair of vengeful souls or the powers of Demon Lords, you can keep absorbing them. At this point, you have contracted three of the Demon Lords simultaneously, and you also have quite a fearsome raw power accumulated inside of you

due to the dark energies that you have absorbed from thousands of souls. At this point, you are a monster that even Demon Lords should fear.

Finally, this also has granted you an incredible ability, taught to you by Satan himself: Your essence has been mixed with that of the dark powers so thoroughly, that it is possible to bring you back by using parts of Demon Lords as a sacrifice. Normally, two or three parts would be enough to do the deed. However, if you die and are brought back with the parts of Demon Lords that you have not contracted, you may also take a portion of their powers with you. If you were to use this ritual to incarnate through a portion of each of the Seven Deadly Sins, a power that may eclipse that of any of the Demon Lord's will appear. One that may even replace Gods' primacy.

For the purposes of your Chain, it won't count as true death as long as you are resurrected in this matter during the duration of your current jump.

Demon

The Gates of Gehenna (Exclusive to Demons, Free during this jump, 300 CP to keep): As pure spiritual beings, demons are pretty much immortal. If your body is destroyed or sufficiently damaged while on Earth, you will be dragged by the mouths of Leviathan back to your own domain (or that of your lord) in Hell in the form of a child version of yourself, where you will gather power again from the sins of humanity for some years before being able to incarnate again. Thus, the more depraved humanity becomes, the faster you will incarnate again. While it is possible to incarnate from hell on your own, it is usually easier and faster to have your witches bring you back with a sufficiently grand ritual. It may be possible for a sufficiently strong individual to delay your return to Gehenna by forcibly keeping the mouths of Leviathan from claiming your destroyed vessel.

You have this immortality for Free as a Demon in this jump, but you will need to pay 300 CP (not discountable) to keep it in future worlds. Should you do so, you will either respawn in the local version of Hell, or if such a thing doesn't exist, you will travel to an empty version of Gehenna. Those with the **Demon Lord** perk get the 300 CP version of this perk for **free**. In the case of Demon Lords, they go to their own domains in Gehenna.

Possession (-100 CP): The easiest way for a demon to gain a way into the world of humans is to possess a human to act as its vessel. As one, you also have this ability. You may take over the bodies of humans to act as either your temporary messengers or as a permanent way for you to be in the human world, provided that they are compatible enough with you. Those with strong wills or faith will be able to reject you, unless you greatly outclass them in power.

Unique Demon (-100/400 CP): You are not a regular demonic grunt. Instead, you are some kind of demonic subspecies, such as succubus who has the power to steal life energy from men. Other examples include having black feathered wings, or being a small sea monster. You are not especially powerful, but there is some use in the variety of abilities granted.

If you want to up this, you may add an extra 300 CP (making the perk 200 CP for Demons), and thus become a powerful demonic monster instead, such as the massive ship-sized Krakens serving under Leviathan.

Vessel Preparation (-200 CP): The other way to come into the human world is through the creation of a vessel of your own. Unlike with possession, creating your own vessel allows you to pick and design how your human form will be. A vessel will quickly change to match your true demonic form if you start using your demonic powers while on it.

You start the jump with a vessel of your own, of your own design. Recreating a new vessel is costly, taking a couple years even for a Demon Lord. But this process can be greatly speeded up with the help of others.

Hiding Among the Sheep (-200 CP): A trait found among the strongest of demons or the weakest of them, you are able to hide your demonic presence pretty well. Not well enough that a deeper analysis of samples of your body won't reveal you as a demon, but well enough that even the most potent sensory abilities won't detect your demonic aura. In future jumps, you will be able to be quite adept at hiding your true race. And if you grow powerful enough, you may even be able to conceal others of your kind.

Witch Contractor (-400 CP): Creating Witches is a natural thing for demons. By taking the name of the Witch from the Book of Life and writing it into the Book of Death, along with a short ritual involving an exchange of bodily fluids, demons turn a human into a Witch, who can now express their demonic power through their magic. You are able to create Witches in the same way, allowing them to channel any of your supernatural powers, regardless of their nature, through the same process and ritual, allowing you to create powerful agents in the world. You may decide to allow them partial access to just some of your powers, or access to all of them. Keep in mind that the power they can manifest is still bound to their innate potential, so most Witches will end up with a very degraded version of your powers.

Normally, Witches are the junior side in this relationship, for humans are usually much weaker than demons. However, should you find a willing Witch that stands on an equal power to yourself (or even surpasses you), you would be able to massively amplify your power by forming this contract. A Demon Lord, who usually would only be able to cover a city upon awakening, would be able to instantly cover the entire world if they were to find a Witch that matches them in power.

Femme Fatale (-600 CP): Just like a certain descendant of Satan, you are seduction incarnated in a way that even the Demon Lord of Lust cannot compare. You are not only naturally extremely attractive, enough to make most people turn their heads when they see you, but you are cute in a way that starts to twist people's perceptions. Others have a very hard time distrusting you or staying mad about you, quickly opening their hearts and very beings to you. The more time they spend with you, the more they fall to you, even the toughest shells cracking over time. And once they come to love you completely, ruin follows after, for your love is a truly dangerous thing. Their powers wane away and doom soon befalls them.

Of course, you may opt out of that last part. But what kind of demon would you be if you were to do so?

Purified Wings (-600 CP): Not every angel that fell from heaven was completely denied from wielding the grace of god. Whether it was due to God caring specially about you, or due to some twisted application of your powers or nature, you have become able to wield the miracles of the Lord's servants again without fear of your contradictory powers damaging your body, mind or soul. You can call down the swords of light of angels, manipulate heavenly matter and call upon one of the miracles of the lord of your choosing.

In future worlds, you will be able to wield contradictory powers, and you will also be able to preserve your powers even should you 'switch sides', such as a redeemed demon retaining his dark powers, or a fallen angel keeping their holy abilities.

Demon Lord (-800 CP, not discountable): You have become a member of a very select group. The pinnacle of demonkind. The majority of this group were mighty angels that fell from grace and became the embodiment of the Seven Deadly Sins of mankind, but other types of being can also climb up to this pinnacle of demonic power, having both an incredible physical strength and magical powers that far exceeds that of other demons. Each of the Demon Lords is a threat to the whole of mankind, and can only be stopped or driven away by the greatest of exorcists, and usually only by working together and sacrificing themselves. A raw power you now share.

First, the Demon Lords are the embodiments of the sins of men. You may take the place of one of the existing sins, or if you want to, you can become a new Demon Lord who embodies a sin outside of the traditional Seven Deadly Sins. Perhaps you will represent Acedia, or maybe you will become the Vainglory, or come up with something else. You are empowered by feelings of humans related to your Sin, and you can also manipulate the hearts of humans and demons alike by using your sin. You will also gain and be able to develop powers based on your sin. Mammon created a set of rings that allowed him to call down the embodiments of the desire of mankind, such as giant diamonds or all technology made by humans. Beelzebub could gain the powers of anything he ate, and create disembodied mouths to move things from one point of space to another.

Finally, all Demon Lords can call down a 'world' of their own. They paint over the real world with their own domains of Gehenna, which slowly expands if the Demon Lord is not exorcized or decides to stop it willingly. They may also create their own personalized closed dimensions.

When their bodies are destroyed, Demon Lords are not dragged back to Gehenna by the mouths of Leviathan, but instead they have their own personalized Gate of Gehenema to carry them back. You can also invoke it at will if you decide to return to Hell after your vessel has been damaged enough, even if not completely destroyed. Keep in mind that unlike other demons, it is possible for fragments of yourself to remain behind (with your heart being indestructible), making you lose a great deal of power for every piece of yourself that you leave behind. These lost fragments may still be a weak point to exploit even if you regain them, should they have been separated long enough for you and if your restoration was a recent event.

Items

*You receive a 200 CP stipend to spend on this section.
No discounts.*

Smartphone (-50 CP): You can't live in this day and age without one of these. A brand new latest model smartphone to help you communicate with all your friends. It seems to always have perfect reception. Somehow, it has connection even in Hell, and is also able to call there. Provided that they have smartphones down there.

Iconic Battle Dress (-50 CP): You have a very iconic and durable set of clothes that perfectly exemplify yourself in this jump. You can summon these at your person at any time and regenerate any damage done with some of your magical power. If you also get turned into a child for some reason, such as a Demon Lord being destroyed on Earth and forced to regenerate, these will resize with you.

Familiar (-100/400 CP): Ideal for a Witch, you have a small animal familiar connected to you that you can control, and which can have some small magical ability of its own, such as being able to store large objects in its own mouth regardless of its size. If taken by a Demon, you may use this familiar to communicate with Earth through it even while you are trapped in Hell.

For 400 CP instead, this is a proper hellish beast, such as a Cerberus or a giant Mandrake. They are still loyal to you as a puppy to their owner, but their potential for destruction is quite formidable.

Daily Outfits (-100 CP): Perhaps a single outfit is not enough for you, unlike those priests and witches. But do you really need that many clothes? You seem to have a nigh endless wardrobe attached to your Warehouse or another property that you own of your choice, with sets of clothing for every occasion perfectly matching your style. Never stop looking fabulous.

An Artist's Retreat (-200 CP): A luxurious house located somewhere in the wild, but still relatively close to a major population center. Along with the expected amenities and stocked pantry, it also comes equipped with a large studio for an artistic discipline of your choice.

Private Resort (-200 CP): Why does the Church have its own private beach complete with its own small resort? That may be something that you asked at some point, so you decided

to get your own. You are the owner of a private tropical resort somewhere in the world of your choice.

Jumper's Gate of Gehenna (-400 CP, Free to 'Demon Lord'): A large heavily decorated stone door of your design that connects directly to Hell. It can be summoned at any time by your own will, allowing you to traverse into the underworld. It can also be summoned in the Gehenna to traverse back to Earth. In future worlds, it will be able to connect you with the local Hell, if such a place exists. If no place exists, then it will connect to a nebulous empty fiery cavern.

If you are a Demon, it will automatically appear whenever you are sufficiently damaged and automatically drag you in. If it is destroyed, then the Mouth of Leviathan will carry you instead. The Gate will reappear in a few days in the event that it is destroyed.

Sabbath (-400 CP): A group of Witches that has come under your service. If you are a Demon, then this group worships you and has signed contracts with you or the Demon Lord you serve. They can do your bidding around the world, and if you are destroyed, they will work hard to bring you back. If you are a Witch instead, then you are the leader of this group, and you hold more power over it than whatever Demon Lord it is contracted under, with all the witches gladly following you to whatever endeavors you point them to.

If taken by an Exorcist, this instead represents a small team of priests and nuns that will support your actions. They are not among the strongest of the Exorcists, but at least they can use their bodies to buy some time against a Demon Lord.

This group counts as followers. Losses get replaced from random people among the local populations who will ask to join the group and then gain the appropriate abilities.

Infernal Choir (-400 CP): But maybe it's not humans that interest you. Maybe you want to take something else? You have gained the loyalty of a large group of demons from a Gehenna of your choosing. These could include a small group of Krakens and other sea monsters from Leviathan's sea, a large host of succubi or some of Greed's black winged demons. Or perhaps something more unique and attuned to you, provided you are a Demon Lord yourself. They are of middling strength and could fight against your average exorcist or witch, save for a lieutenant who is comparable to a strong witch or an elite exorcist.

Whatever the case, this group counts as followers, and whenever their bodies are destroyed they will be returned to Gehenna and be able to be called back some years down the line. However, if they are purified and erased by a holy power, they instead will be replaced by another similar individual spawned from the same Gehenna.

Fragments of the Demon Lords (-600 CP): A collection of three fragments of three different Demon Lords of your choice. They are not anything as important as their hearts, but they still contain a great deal of power. Some of the basic uses involve ingesting them as a Witch to enhance one's magical powers, or summoning the matching Demon Lord to Earth in hopes of getting some rewards. But perhaps, they may also have a strange usage in the correct hands.

In future jumps, you will receive a collection of three small pieces of the most powerful demonic or monstrous entities of your choice.

Power Through Inequality (-600 CP): You are the proud owner of a massive multinational conglomerate, which extends its tentacles to almost everything in society, from art to politics. It would be hard to find something that you don't have at least partially some investment and purchased pockets through your global assets. You could influence the course of even the most powerful nations with just a couple of right calls and collecting a few favors. Your hold over your conglomerate is also iron-tight, with most of the higher ups being fanatically loyal to you. Among them, there is a young directive of your preferred gender that is above the others in terms of competence, looks and zealotry towards you, who counts as a follower, but may be made into a Companion if you choose to import them.

Michael's Sword Replica (-600 CP): A replica of the Archangel Michael's very own flaming sword. This is a weapon made entirely by holy light, and thus it is incredibly effective against demons, tearing through them as if the power of an archangel was directed against them. Even Demon Lords would find their match against an user of this weapon, provided that the user can survive long enough to stab them with the sword.

In addition to its holy power, this also carries two special traits: it can summon a large amount of replicas of itself, and both the sword and its replicas can move on their own, being commanded telepathically by yourself. Thus, even a Demon Lord can use this weapon without fear of being destroyed by its holy energies, as the user doesn't even need to touch it.

Companions

There is no need to spend your time here alone.

Highway To Hell (50 CP per): You may import or create a companion for 50 CP per individual. They will receive an Origin, as well as 600 CP for their purchases in this jump. They may not take any Drawbacks, but you may individually transfer them your own CP at a 1:1 rate if you are feeling generous.

Staircase to Heaven (Free or 100 CP per): Want to take someone from this world with you? Provided that you can convince them, you may turn them into companions at no cost. For 100 CP per potential companion, you can give yourself a past history and pre-existing relationship with them of your design, or be granted a series of extremely favorable first meetings.

Drawbacks

Do you wish for more suffering? You may take as many of the following as you wish to, in exchange for more points.

Invite Only (+100 CP): Long ago, you were forced into pacts with many of the ancient peoples of this world. As such, most of the civilized world is barred to you, unless you manage to convince one of the locals to explicitly invite you over to come to their land. People may probably confuse you with a vampire if they learn about this.

Not Used To This (+100 CP): My, it seemed that for all your powers, you didn't work very hard on your social skills. You are quite a social disaster. You are incapable of holding long conversations with most people without getting heavily stressed out, you are easily tricked into divulging more information that you should with simple questions and you cannot take almost any social cues at all.

You Talk Too Much! (+100 CP): You just can't help it. It seems that you have quite some strong ideas about your views in life, and you can't help but to go on a rant about them whenever you can. Be it your allies, your friends or your foes, you won't just shut up about them. And may God have mercy on whoever dares to interrupt you.

Where Is Your Tragic Backstory!? (+200 CP): You can't be a proper main character without your own dramatic past. You are plagued with memories and dreams of several traumatic events in your past, making you quite an unestable person. Maybe you were abused by your family in the past, or assaulted in the streets. Or perhaps both. Whatever it is, it makes it hard for you to trust others, and it will make your experience here quite miserable, as your enemies will come to know of this mental weakness and how to use your traumas against you.

Everyone Is Too Weak (+200 CP): Why do you have to live in a world where nobody seems to be as strong as you? Even a novice Witch or Exorcist could easily kill humans if they don't hold back. And it seems that you really struggle to hold back at all. Even if you are weak, expect applying more force than you should on everything that you do, leaving behind broken furniture and bones. And if you are more powerful, such as a Demon Lord, expect just your casual greetings to cause the downfall of entire cities.

I Am Man's True Nature (+200 CP): The Demon Lords are not simply demons that are not simply the rulers of their Sin, but they also embody it in a quite literal way. Just like them, your entire thoughts and actions are governed by one of the Seven Deadly Sins. Someone affected by the sin of Lust will have little regard for the consent of others, and will only

seek to bring 'liberation' through carnal pleasure to others. Greed will see others as possessions and subjects. And so on.

If you took '**Demon Lord**', then the sin that you choose is the one governing your personality.

Negative Demonic Power (+300 CP): A quite common drawback. It seems that you have zero magical energy, and thus you are unable to manifest any supernatural ability during your time here. As such, you will be more than a regular human during your stay here, no more durable or strong than one. At least no priest will be able to identify you as a demon even if you are one.

The Adversary (+300 CP): You may not be the Antichrist, but the Church seems to threaten you with the same zealous hate. Your arrival into this world has been made known to the Vatican, and they seem to consider you a threat equal, if not greater, than the revival of Satan. Exorcists all over the world will come to take you down, throwing their lives if necessary, and no amount of convincing will make them stand down.

And if you start killing too many of them, it may be that even the angels of God start to join the fray.

The Never Ending Cycle (+400 CP): What a kind soul you are. It seems that you have decided to spare the Boy of Hope, also known as the Strongest Exorcist in the World, of his battle against the Demon Lords. As such, the Demon Lords will begin to target you from the moment of your entry, in order to either destroy or corrupt you to the point that you become their mindless toy.

But be warned, to fight the Demon Lords, who embody the sins of humanity, is akin to fight humanity itself.

As such, regardless of your powers, neither you nor your companions will be able to permanently destroy the Demon Lords, nor the source of their power, humanity as a whole, during your time here. Not only that, but their influence will quickly start to expand around the world, making the incarnate faster and faster each time. At first, you may have some months of reprise if you manage to kill a Demon Lord, but as time goes, they will grow stronger and regenerate faster, up to the point that they will be able to affect the entire world upon manifestation, and the destruction of their vessels will only last for a couple of weeks at best.

Prophecy (+500 CP): At some point in your life, you caught a glimpse of God's plan. Your vision was incomplete, for you only saw things that concerned you in God's plan. What you saw was an unavoidable spiral of tragedy and betrayal with you at its center, culminating in an apocalyptic event before the end of your ten years that will pose a great danger even to beings as powerful as the mightiest of archangels.

As this was God's plan, you will find it nearly impossible to avoid following his laid script, as it was fate set in stone. Should you prove strong enough to try to deviate from it, you may find that angels and even God himself will descend to correct your attempts to change the events laid out in the plan.

Will you fall into despair as you are forced into a never-ending tragedy that you can't stop and accept God's will, or will you let pride take over as you carve a path for yourself that escapes God's designs?

Ending options

Your ten years are now over. Assuming that you survived, what will you do next?

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Notes

-The Gates of Gehenna: While there is no known way to permanently put down a demon in this world even with the power of Archangels, it may be possible that in other worlds there may be a way to permanently end you.

-Michael's Sword Replica: As of the making of this item, Satan has not shown to directly wield the sword. It is unknown if he can't touch it for fear of being burned by its holy power, or if he just chooses not to.

-On Lucifer and the strength of the Demon Lords: As of the making of this jump, five of the demon lords seem to have around the same strength as long as it pertains to their domains. Leviathan seems to be the strongest physically Demon Lord, while Lucifer seems to be on a league of his own due to retaining much of his angelic power. If you are taking the Demon Lord option, you are free to consider what kind of strength you have by taking this option. If you go for someone like Belephor, you will have more exoteric powers and be able to overpower, but you will be physically weaker. Meanwhile, Satan and Leviathan are quite strong physically, but seem to lack the more varied arsenals of other Demon Lords.

Lucifer has described himself as the second mightiest being after God and the angels, and he may be right considering that he was able to hold off the Boy of Hope and two Demon Lords at the same time, as well as an army of lesser demons empowered by the Boy of Hope. All of this while limiting himself to only using one hand.

If you want to replicate Lucifer's power, you would need to at least take the following perks: A Stretched Interpretation of The Scriptures, Demon Lord and Purified Wings.

-On the 'Prophecy' drawback: Following God's plan doesn't guarantee your death, as your vision doesn't reach what your end will be, but it will be a massive struggle to survive even for someone as strong as Lucifer or the Boy of Hope if you decide to follow that path.

Deviating from the plan is not impossible, but consider that even Lucifer was not able to do anything to exit the plan no matter how much he struggled or to whom he shared his knowledge.

-On taking perks from Exorcist origin as Demon: unless you are taking Purified Wings, using such powers will weaken your body due to the incompatible mix of energies.

-Drop-In and God's plan: If you are not taking the Prophecy drawback, you are free to interpret whether your entry as a Drop-In was part of God's plan or you are the first unscripted event. Taking the drawback locks you as part of the plan.