



The Idaten Doldies Know Only Peace

Eight Hundred years ago the world was devastated by the rise of Demons. Terrible monstrous giants of mindless power and fury. All the technologies and wonders of man were not enough to fight back, and the world was stripped bare by their bottomless hunger.

In mankind's darkest hour, their prayers for salvation were answered. The swift-footed guardian deities, the Idaten, descended. With their speed, might and immortal bodies, they scythed through the hordes of demons. However, the rapacious tide was endless.

In the end, four of the five Idaten sacrificed themselves in a great working, creating a seal to imprison the demons within. Only the youngest of the Idaten, a child not yet come into her strength, was left behind.

But that was eight hundred years ago.

A new generation of Idaten is starting to come into their own in this peaceful world. Rin, the now ancient guardian of the seal, devotes herself to guarding the legacy of the past, the seal that keeps the demons imprisoned. The other Idaten spend their days on their own habits.

And in the background, nation wars on nation in gratuitous displays of pointless violence, rapacious greed, and institutionalized rape. But it's not a problem for the Idaten.

They're guardian deities after all. Of all mankind. Collectively, and only collectively. If man wishes to entertain themselves with brutality and violence, it has nothing to do with them so long as it doesn't endanger the existence of mankind.

Take these 1000GP, Godspeed Points, and may your feet be swift and sure as you face the future.

Origins

Everyone is someone, in the end. When you descend to this world, what identity do you clothe yourself in?

You may freely pick any age younger than 100 as an Idaten. Demon-Human hybrids are 'newer', and so you can freely pick any age younger than 40, though they screw younger on average as 'production' has ramped up. You may pick your gender - it honestly doesn't mean much to an Idaten. Be warned, there are active efforts to breed demons among the Demon-Human hybrids, though they don't seem to be forcing the issue.

An Idaten may choose to be a Drop-In. If so, they are an Idaten that has just emerged as the jump is starting.

Idaten (1400GP)

Mental energy given form, a Idaten is born from the power of thought. But thought alone isn't enough to catalyze an Idaten to begin to 'emerge'. A prayer for salvation is also needed. And so the Idaten are Guardian Deities, though apathetic, callous, and distant ones. Humans have strong and abundant mental energy, and are quick to pray for salvation, and so Idaten take the forms of humans - oftentimes the form of the last person to pray to be saved before their birth.

Once an Idaten begins emerging, it takes years to finish. However another Idaten can 'reach' into the forming god and 'pull them forth.' Such a midwife will influence the personality of the emerging Idaten, and generally takes some responsibility for helping the new Guardian Deity find his or her feet in the world.

Idaten are gendered, but asexual - it's not clear if they are also aromantic, as they do seem to care for their immediate social circle and form bonds, but none of those bonds we've seen are romantic. It's not that they find intimacy gross, rather, they have no reaction to it at all, and don't really recognise or respond even to things a human might consider uncomfortable - they might recognize something as an attempt at torture, but it would just come across as a bad attempt, rather than something disturbing or offensive.

Idaten receive two discounts that may be individually placed at any tier. If they spend a discount on a 100 GP perk, that perk becomes free.

Demon-Human Hybrid (Free)

Demons are mindless instinctive creatures who feed and destroy without end. They start out as amorphous blobs of tentacles and eyes attached to a mouth, though it seems they eventually metamorphose into a more structured body-plan. Each demon seems to be unique though. Given enough food, they rapidly reach an age where they can reproduce.

The Demon Lord wanted better. And so he set about hybridizing Demons and Humans.

An infant human and an infant demon, one under two weeks old, are brought together and merged. The demon gains the ability to pass as a human. More importantly, it receives a human brain, and the ability to think.

Most Demon-Human Hybrids are shapechangers to an extent, manifesting various parts of their original form, or distorting their bodies with unnatural might. Others display no obvious changes, and use their demonic might in more subtle ways.

Two Demon-Human Hybrids will give birth to a pure blooded demon. It's unclear if they can have children with normal humans at all. As such, they need human infants to reproduce more of their own kind.

They are naturally brutal people, largely unbothered by violence against those they don't know. That isn't to say they are incapable of compassion to a stranger, just that it's unusual. While many of them seem completely unconcerned with others, this is an individual trait on a spectrum. Some of it may also be cultural. Many do display concern for people they do know.

You can largely define your demon abilities, though without other perks you aren't going to be an impressive example. Such abilities usually take some kind of body horror form.

Demon-Human Hybrids receive 2 100cp Perks Free, 2 200cp Perks Discounted to half price, 1 400cp Perk discounted to half price, and a single 600 cp Perk on discount for half price. You can use a more expensive discount on a cheaper perk if you wish, but you can't stack discounts.

Porks

Swift-Footed Guardian Deity (Free and exclusive to the Idaten)

As a being that 'exists' rather than 'has a body', you have countless advantages over humans, or even demons. You don't hunger, or thirst, or even breathe outside habit.

They can find things pleasant or unpleasant, and will avoid unpleasantness. They can find a subject too boring to get into, but don't really get bored. They can become exhausted from overexertion, but otherwise don't get tired. Outside of injury or hard work, they never need to take a break or slow down, mentally or physically.

An Idaten's heart might pump blood. But they have no need of the blood it pumps. Their lungs might draw in air, but they have no need for the oxygen it carries. Blood loss, organ loss, traumatic shock... outside of mechanical damage, these mostly matter in terms of how well a given Idaten has learned to ignore them. And a more experienced Idaten can learn to ignore even kinds of mechanical damage. An experienced Idaten won't just ignore damage to their spine, they'll ignore entire chunks of it missing.

Idaten don't so much heal as revert to an undamaged form over time. How fast that is depends on experience and practice. A young one might spend hours healing a caved in chest and broken neck, with an experienced one regrowing arms and legs in seconds. The fastest healing is more an active action rather than passive recovery, however.

Idaten can choose to be invisible to mortals, though they still show up on cameras. More supernatural beings can easily see them.

Even a young Idaten is strong, but their most notable trait at the start is their great speed. An Idaten who has never worked to develop themselves can run twenty kilometers per minute (a bit under twelve and a half miles). One who's developed themselves a bit, but still wouldn't be considered a 'graduated' Idaten can run around the world in nine hours (or a bit over 46 miles per minute, faster than Mach 3).

However their greatest strength is their limitless growth. An Idaten can grow stronger through Want. This generally takes the form of training, working towards a goal, falling short and wanting it. Over time that Want lets them change themselves to reach that goal. They want to ignore an injury, and the next time they're hurt a bit less. They want to hit their enemy, and the next time they're a bit faster. They don't want to be hurt, and so their flesh is tougher. Most Idaten find it easy to make themselves much lighter, which is one of the reasons for their speed, but others learn to make themselves heavier, adding mass to their blows.

They can expand beyond this. Their clothes are manifestations of their bodies, so they learn to add other manifestations - manifesting blades is a common tactic for more experienced Idaten, while some learn to manifest darts or arrows.

But that's just scratching the surface. Technopathy, flying, telekinesis, growing wings, and more are all possible. It's merely a matter of how much time they devote to developing an ability.

While they don't seem to be able to grow mentally the way they can physically, they can fake it. They may develop superhuman skills in the same way they can develop superhuman physical abilities, becoming surgeons of such skill that they can rewire someone's brain, or take in and analyze vast amounts of data. The more mental skills are always narrow, the Idaten largely aren't geniuses. But if they need to be good at a specific mental task, they can become so.

There aren't any limits to how far they may go. This growth is mostly linear, though developing the right ability may let them leverage what they have enough for it not to look like it - fear the Idaten that has manifested a weapon, because that weapon has a specific limited purpose for amplifying their power along a narrow field, and the gods have cut open the ocean in their wrath.

Such growth is steady, but it isn't fast. An Idaten usually takes about one hundred and fifty years of training to mature into an 'adult' Idaten (though they don't change in appearance outside any shapeshifting they develop). While refining what you have is possible, actually becoming significantly stronger in a short period of time is unlikely with this alone - rather, it's growth that plays out over years or even decades.

As a jumper, you may apply this growth to aspects of yourself you developed in previous or future jumps, within the above limits (not directly making yourself smarter, focusing your want to develop your abilities, ect).

Descent of a Deity (Free, or 600 for demons, 400 for Idaten)

In future worlds, you may start the phenomena where mental energy will start congealing over time and then become catalyzed via prayers and pleas for salvation leading to the birth of Idaten. Note that eight centuries of accumulation, with implied desperation, war, and hardship only produced four Idaten (with a fifth emerging shortly after the start of the story).

Outside of hive worlds or other massive populations, it's unlikely for ten years to generate enough congealed energy to birth an Idaten. Even once the Idaten starts congealing, it takes several centuries for them to emerge without outside help, and it's not easy to find an emerging Idaten. Generally speaking, you will leave a jump before that happens, during a normal ten year jump.

Alternatively, for the higher cost you can learn a process that actively causes mental energy to accumulate and catalyze, with the new Idaten automatically counting as being brought forth by you, guaranteeing that your personality and goals will influence it's beginning mindset. It will still be based on population, but will cut down the time a hundred fold.

Appealing (Free)

You have a look that's distinctive, attractive, and definitely is some peoples 'type.' Few people would put you lower than an 8, and a good number would put you at a 10. This isn't just physical appearance - you can also unconsciously put out the right mannerisms to maintain your 'image' to maximize your appeal.

Peaceful Times (free)

For the gods, it has been eight hundred years of peace and recovery. For the demons, less, but they've quietly rebuilt without ever seeing a hint of their ancient foes. Despite this, not one of either group is completely ignorant of violence. You know how to fight at a decent level. Any perk you buy here will include refinements that reflect that perk inside your skill with violence.

Potent (1-300)

You are a more impressive example of your species. For 100cp, as a demon you would be one of the heavy hitters, like Emperor Takeshita. For 200, you would be an elite, like Brandy or Cory after the timeskip. For 300, you're easily the strongest demon in the world, at least when canon starts. For an Idate, 100 puts you as most of the way to being a mature specimen - someone like Hayato. For 200, you're a mature Guardian Deity come into his own, someone like Prontea. And for 300, you're another survivor of the past age like Rin, and are her equal, though you may manifest your strength in different ways.

Infiltrator (100)

Neither god nor demon puts much effort into staying hidden. Despite this, they're rarely recognized for what they are. You benefit from this as well. Think of it as people blanking out on the unbelievable for at least one or two supernatural displays. Just don't make it three.

Over time, people will fully rationalize or forget your superhuman acts. Just don't string them too close together, and few will ever notice. This doesn't work against people who do already know about the supernatural, or the superhumanly observant. Don't bother trying against Sherlock Holmes, if you ever meet him.

Handle (100)

Everyone has them. Generally speaking, you know how good of one you have on other people. This doesn't help you get them, just know when you have. No, it shines when you use them. You have an instinctive feel for how far you can press, and how often. You know when it's time to push, and when it's time to back off. You won't always know why, but you can pick up the signs. You also understand how to press the proper way to use the leverage you've acquired against someone.

Note that it doesn't tell you when you're about to make a mistake. You know how much 'generic' pressure you can bring to bear, in a perfectly spherical cow sense. The more you know about your target, the more you can adjust that for real world conditions. You don't have to be directly interacting with someone to understand how they will react to their handles being manipulated.

Aware (100)

It's hard for you to go to a magic show. After all, every magic trick starts by making you focus on the wrong thing, and you don't. It's not that you're more perspective, just that you have a talent for always paying attention to all of your senses, and picking out which part of them you need to pay attention to. It's not really possible to overwhelm you with distractions or fents - you might not be able to see past a fent if you don't know fencing, but that will be because of a lack of technical knowledge, not because you were tricked.

This doesn't let you process more data - if you need to watch a hundred screens at once this won't do anything. But if someone starts using strings to puppet corpses to fight you, you'll notice the strings, rather than getting tricked by the fake opponents.

Innocuous (100)

While most people here have decent looks, you have disarming ones. It's really hard for people to imagine you're dangerous going by appearances. Everything about you from your mannerisms to your particular type of looks sells you as harmless.

This doesn't make other people dumb, it's purely internal. Prove yourself not harmless, or be around the sufficiently paranoid, and it won't help. Still, few people are sufficiently paranoid. You'll probably never be pulled over for a random search again.

Lucky (200)

People pray to gods for luck, does that make you having this ironic, or blasphemous? You are guided as if by providence. Your enemies will make major moves near you before you're even aware of them, leading them to reveal themselves. You'll be attacked right after you acquire a poison to use against a foe, rather than right before. People will decide to call you right when you're kidnapped, leading them to realize what happened almost instantly. These and other such lucky coincidences will generally play out. While it won't flip the table, the deck is always stacked in your favor.

Organized (200)

There's a right way of going about things. It matters some on a personal level, but when you move to an organizational one, it becomes key. You are good at it on a personal level, but you shine when working with big organizations or on big schemes. Not only do you not get lost in the weeds, but you can join many streams of data into a coherent whole, keeping other people on task. Your personal organization is able to even overcome other people's disorganization to an extent.

Respectable (200)

If you're not just doing things through pure power then you need people to believe in you. Whether it's from cool confidence, visible brilliance, and charismatic appeal, you have what it takes to make people invest themselves in you. People rarely doubt your leadership, and even 'deserters' are likely to hold you in esteem, even if they put their personal survival above the cause.

This doesn't actually make you good at leadership, but at convincing and maintaining others in the belief you're the leader they want.

Curious (200)

The will to learn is a useful thing for anyone. You're naturally curious, good at asking 'why', and keep asking until you either get a satisfactory answer, or it becomes obvious that such an answer is unavailable. Even if that happens, you won't forget that something is an open question, or fall to unsupported dogma - you'll move on, not deceive yourself. And then you can move on to the next question.

As a side effect, you'll find that you are constantly picking up all kinds of trivia and odd skills. Rarely at a very deep level, but it's constant. So that you never forget a question you've answered, this comes with a perfect retroactive memory that cleanly indexes everything you learn.

War God (400)

Many people here can fight with technical skill, and some can fight smart. You fight well. You know how to use minimal force to maximum effect, not only how to feint but when to feint, how to control the flow, and how to pick up on what other people are trying to do. Your timing is preternatural, your targeting on point, and your judgment impeccable. You're both a technician and an artisan when it comes to fighting, and it shows.

Analytical (400)

There are limits on how many things one person can pay attention to at once, how many times you can divide your attention, and how fast you can absorb data. While this doesn't break those limits entirely, it makes you about as superhuman in these aspects as a young Idaten is in speed compared to a normal human. You are far more likely to be bottlenecked physically rather than mentally - it's physically hard to be exposed to that many sources of data at once in a way that doesn't reduce them all to noise.

Genius (400)

Both the Idaten and the demons have a small population at the current time, and neither side has any natural mental advantages over normal humans. All things being equal, they probably shouldn't have any real mental giants. But they do, and you've joined them.

This isn't some inhuman mental trick like superhuman observational power or an incredible ability to split your attention. You're observant and can juggle better than most, but that isn't what this is. This is true general intelligence. You learn fast, reason well, and make sound directions. You aren't pigeon holed into excelling at some individual skill - any Idaten could eventually become a superhuman engineer, or doctor, or some other limited skill. You're good at most things people think of as being part of intelligence, but also at social intelligence.

This comes with one last blessing. You have the kind of cool needed to apply your intelligence even in the most trying situations.

Observer (600)

Your senses are better than others, more discerning and analytical. You see, hear, taste, touch, and feel more than other people. All the other senses that the body has... they're also stronger, better than they were before. But that isn't what this perk is all about.

No, you get more from what you see. You see, and *understand*. You understand, and *put that understanding into context*. You have context, and the illusion of choice starts breaking down. You start seeing people, groups, societies as made up of their component urges. So long as no outside factor is introduced you can start predicting how complex systems will play out years in advance as friends, enemies, and bystanders play out their petty schemes in the palm of your hand.

This perk lets you pull off impressive tricks on it's own, but it explicitly works well with greater intelligence and with other abilities that give you social insight.

Shounen Protagonist (600)

The Gods may have limitless potential, but that's in the long term. They don't just become an order of magnitude stronger when a week long training monta... and there you go. Right. While determination can let you push through your injuries, no amount of willpower will let you just ignore... OK.

While this world wears the skin of a Shounen Battle Anime (it ambushed one on the way back from work), it doesn't cleave that close to most of the tropes. Except for Hayato. Like him... the world finds a way. At the base level this increases your determination, your will and want to succeed, your tolerance for injury and ability to bound back from harm and exhaustion (and not just with local resources - you'll shake off curses sooner, recover from magical burnout more easily, and otherwise stay in the game longer and be back in it faster).

Second, you'll find that you can manage a shounen hero powerup occasionally, even if you shouldn't be able to. Maybe you were fighting subtly wrong all these years, and so your old overwhelming strength was actually you holding yourself back. It won't happen all the time, but even if everyone else has to climb by inches, you'll occasionally get to surge forward by feet.

Third, you make the world follow a brighter trajectory. Foes find their inner knight, their fundamental decency stirred, and make sure the fighting doesn't hit bystanders. Good people on their last leg reach deep and find that spark of defiance needed to keep going. For a little while, you can make it so everything isn't shit.

Finally, any emotion based power works better for you. Whether it's willpower, desire, or of some softer nature, your emotions are your power, and they work enough better for you that it's noticeable and undeniable, though it isn't massive.

Devil King (600)

So this world is pretty shit. All three nations in it are pretty shit. The best of the three (and it really is the best) is a capitalist hellhole with massive exploitation and economic imbalance, pure Gilded Age. The second nation is an insane theocracy ready to declare a genocidal war against both of its neighbors, whose leaders openly talk about how they're defrauding the people, like a council of televangelists if they were being honest with each other. The last is run by demons who have literal baby factories using captured civilians seized in border raids.

There are people who want to be better, to build something better. As they say, a chump is born every minute.

You become more successful the more monstrous your approach, while idealistic methods become less successful, almost cursed when used against you. You could easily build an empire simply by being willing to be terrible enough, and anyone who opposed you on moral grounds would find everything going wrong at every step along the way.

On the flip side this won't help much against an enemy happy to just murder the entire population of your nation to get you.

Items

Rank (Free Demon and exclusive)

Demon Hybrids are a product, and that product is deployed in the service of expanding the demon race. As such, you have a place within the Empire of Zoble that fits the perks and drawbacks you have taken here.

Connections (50)

You have a network of connections in some community, one that lets you marshal a great deal of resources at least once or twice if you just want to use up the connection, or repeatedly if you work to maintain it. This item may be bought multiple times, and can be reassigned at the beginning of each jump.

Marginally useful devices (50)

You have access to high tech. What high tech? What do you need? This is a mix of plans and actual technology. You can think of it as three ~~Deem~~ Oobami Bots, two ~~Deem~~ Oobami Bots and the plans to make more, or an equivalent mix. It isn't limited to Bots, of course. You could pull out a next generation jet, or a couple satellites, or everything you need to set up a surveillance state for a single city.

Every jump this 'bucket' of random technology refreshes. It's always cutting edge, too. Still... it's conventional if impressive technology in the end. How you use it will decide if it makes a difference before the wrath of the gods. This item may be bought multiple times.

Empire (300)

You have your own empire, the equal of the other three (minus the demon army of Zoble). You can largely determine its nature within that limit. It will follow you to future jumps.

Companions

Guardian Deity (400)

A young Idaten has latched onto you as a friend and anchor. He or She respects you greatly, and will generally follow your lead. They have the Idaten origin, and about two years of growth.

Demon Posse (200)

A group of eight Demons Hybrids joins you as your crew. They're loyal, but by default a little dumb unimaginative, and unimpressive. Each of them has 600cp to change that.

The Friends you made along the way (free)

If you can convince someone to come with you, you can take them.

Drawbacks

Maybe you're ready to make your own life harder? In return for taking some of these, you'll receive more GP. Just don't regret your decision, you'll have no one to blame but yourself.

Less Peaceful (0-100)

You may start earlier than canon. Any time before canon but after the war against the demons 800 years ago is available, though it gives you no points. If you wish to start ten years before the demons were sealed, you can, and you will receive 100 for your troubles.

You may also extend your time here by any amount. Laze away the eons as you wish. You receive no points for the privilege.

Disgusting (100-200)

You have habits and behaviors that aren't socially acceptable. This drawback isn't really about how bad those habits are, merely how disadvantageous they are. At 100, your habits mean that you might accidentally offend people even when you are careful. You might know what you shouldn't do, but it's a constant need and temptation. Humans find many of your behaviors disqualifying, but you can keep anything criminal behind closed doors out of practicality. For 200 GP, you can't really keep a lid on them for more than a few hours at a time. You can still hide, but it will only be among your own kind, or by living as a NEET.

This drawback is cheap because... humans don't really matter here.

Disconnected (100-200)

Your mores and behaviors aren't in lines with your wants and wishes. You will find that your learned habits and instinctive reactions will sabotage what would actually make you happy. It will be a struggle to align your wishes with your reactions.

For 100 GP the disconnect is minor, if persistent. You will often find yourself either pursuing goals you don't desire out of habit, or undermining your actual wishes, but it's not so bad that you can't pull back and refocus if you think about it. It's just that it will be a constant effort.

For 200 GP, you're more fucked up. There's a break in your thoughts where you just can't quite figure out how to get where you want to be. Your basic assumptions are wrong in a way that you can't fix from the inside. I hope you can find someone to help you, if you ever wish to know peace.

Evil in a Bottle (100)

The seal that Rin guards was supposed to contain all the demons, making the world safe. A few slipped through the cracks it seems - demons are capable of surviving being frozen, and there may be other hibernation-like states that allowed a handful to slip the net, but most were caught.

And there they died.

It wasn't intentional - gods, lacking bodily necessities, are bad at remembering other beings have them. Rather than four sacrificing themselves entirely by turning themselves into the seal, they could have made a smaller sacrifice to just seal them for a year, and... they would have all been dead.

What they did do is seal all the mental power of four gods down there, along with all those wishes from the demons, praying in their animalistic way for Salvation. And so was born the Demon Lord, an Idaten barely aware of his own physical body, its location, or that he is himself an Idaten, a ghost interacting with the world through his magics. He merely seeks to save the demons just like other Idaten vaguely wish to preserve humanity.

Yeah... that would have been the case. Now all those demons are hibernating, and are quite alive. If the seal is ever cracked... Well, there's enough demons to destroy the world by crashing every ecosystem on the planet.

Weak (100, **Potent** forbidden)

You are a particularly weak example of your species. A demon-hybrid would be weak enough to be threatened by a human - still stronger than one, but more like a bear than a natural disaster. An Idaten would be moving at closer to car speeds and as strong as a bulldozer, rather than being a physical demigod.

This weakness doesn't go away post-jump. It reduces what those origins gave you, though it doesn't stop you from getting stronger if you can.

Follower (100)

You just aren't a leader. You don't really show much initiative - if you want to accomplish something, you'll find someone else to tell you how to do it. This doesn't mean you won't work towards the causes you care about. Just that you'll find others to direct you. You don't need someone to hold your hand every step of the way or anything, you're just... well... a follower.

Worst Foot Forward (100)

This is a world which has... Well, lots of terrible people in it. And you'll be meeting them. Whether they're be soldier proudly proclaiming how they're going to use the people they conquer, to demons whose greatest joy in life is training humans like pets, to Guardian Deities seriously considering murdering all of humanity because it's too hard to separate the demon-hybrids from the true humans...

People will keep putting their worst foot forward. It will be easy to stop caring. But then, that's how we got where we are, isn't it?

Painful (100)

You don't like pain. Humans generally don't, but demons deal with it much better. They still aren't happy about it... but better. And Idaten? Idaten literally grow stronger by working past the

pain. You can't. Pain is something you may endure, but never overcome. It wears you down, and wears you out. Torture can break you. This negates any perks or powers when you would help you ignore or deal with pain.

Godly Viewpoint (Idaten exclusive, 200)

You aren't human, so why should you think like they do? You don't really empathize with humans in general. Maybe specific individuals, but they would have to do something to make you care, and you would likely be condescending. This doesn't actually give you a broader, higher, perspective, but it does make you incredibly aloof and make you feel like you have such a perspective.

People dying, even lots of people dying... doesn't bother you. Nor does exploitation, torture, mutilation. You could hear about atrocities being committed and it would just be data, a natural process that you wouldn't make a moral judgment on. You have the moral compass of an asshole "True Neutral" god who sees no real difference between someone defending themselves with violence, and someone being the victim of violence. Both are natural and normal, like day turning into night, and not really any of your business.

You can still care about humanity on a collective level - you're able to want to make sure the nations don't get into a war that would tank the population enough to threaten humanity's hegemony. But you don't care about people as people. This lack of empathy doesn't extend to other Idaten.

On the bad side of Average (200)

So... most people are average. No shame there. They aren't *exactly* at the average, of course, that itself would be exceptional. And about half of everyone is on the bad side of that divide. While demons aren't actually more intelligent than humans (with two outliers), they have a small population, but enough of one that actual smart people have had the opportunity to rise to the top.

There aren't that many Idaten, however, and they've been sort of unlucky on average for brains. Ysley is a proper genius, yes, and Prontea is pretty average but curious enough to always be working and developing himself in some way.

The rest find cellphones to be black magic.

You're about equal to Rin. You aren't truly dumb, but you are below average. Not by any great amount, just... slow. More, you have no drive to work past that. You tend not to think things through, and you don't enjoy trying to think things through. You are incurious, and will default to what you know works rather than trying to develop new approaches even if new approaches are needed. If you're as powerful as her, that may work. Just don't expect to be the person making the decisions, even if theoretically you're one of the people who are supposed to be in charge.

Dark Secret (200)

So the Demon Lord... much of the mental energy that makes him up came from the Idateen who forged the seal. He has habits, mannerisms, and behaviors inherited from those old guardian deities. In some ways he's their reincarnation. Rin... never got over how they died 'protecting her.' The revelation of the Demon Lord's identity broke her, knocked her for a loop, and then shut her down for years.

There is a secret out there, one for you, just like the demon lord's identity was for Rin. It will find you, and not at a good time. And you won't take it any better.

Human (200)

You don't gain your origin or any superhuman perks until the end of this jump. Instead, you're born as just another random human on this planet. Hope what you're bringing from elsewhere is enough.

Gullible (300)

Not a lot to it - the best way to beat someone stronger than you is to turn their own strength against them, whether metaphorically or literally. Like Rin, you simply are blind to even the most obvious of traps, and you won't learn. You'll fall for every trick someone pulls, every misdirection. The only way you're getting past such deceptions is with overwhelming, mindless brute force. I hope you have enough.

Patsy (300)

Were you literally brainwashed, or just taken advantage of? Someone who sees you as nothing but a tool has your unconditional loyalty either way. Better hope that you're more useful as a living tool, rather than spent ammunition.

Only Human (400)

That's all you're arriving with. This locks out all perks and items from previous jumps. If Hayato needed nothing but what he got here to kick ass, why should you need more?

Sealed (400; Incompatible with Evil in a Bottle)

You start out sealed away with the Demon Lord. You can't free yourself directly. If you're still sealed at the end of the jump, it's game over, and your chain is done.

End Choice

You've now spent ten years in this realm of brutality, callous cruelty, and apathetic protectors. It's time for you to pass judgment.

I'd like to go back: Did this place make you miss human kindness? Understandable that it could put your priorities in perspective. You can head home with all that you've gathered, your chain over.

A Peaceful World: Or perhaps this place gave you a perspective of another kind. If you have found peace in these lands, who am I to judge? Your chain ends, but you keep all that you have earned.

A chance to emerge again: Was there ever really a question. Onwards, ever onwards, to the next world in the chain.

Notes

Heion Sedai no idaten-tachi/The Idaten Deities Know Only Peace/Idaten Deities in the Peaceful Generation is a seinen Manga and Anime. This jump is based on the anime version of the story.

The anime is Not Safe for Work, and has enough rape and sexual assault as to... frankly, go from a bit offensive to just tiresome. So if you decide to watch it, keep that in mind.