



**Angel CYOA Jump
V.1.0**

Original CYOA & Concept by Theotherangelanon Jumpdoc by LJGV/Sin-God

Welcome to a whole new world. And let me start by congratulating you on your death. That sounds unfortunate, but it's actually the beginning of a whole new adventure for you, one your benefactor already signed off on. You are now in the process of becoming an **Angel**, a servant of Heaven who draws power from holy vows, righteous behavior, and virtuous souls.

For the duration of this jump, a decade by default (sans special perks or drawbacks) you'll be sent to 1 of 4 worlds (though one world is a large collection of thematically linked worlds) which need angelic assistance, intervention, and the protection afforded by Heaven. Which of these worlds you visit affords you unique opportunities and ways to grow and shape your angelic power, but there are certainly some universal things you can benefit from as an angel. For now, though, take these. You may well need them.

1000 Quintessence Points will help fund your adventures.

Author's Note: This is a jump conversion of a CYOA by TheOtherAngelAnon. Have a [link](#) to the original CYOA.

Starting Location

Your origin determines your starting location. Each origin corresponds to a world (or worlds, in the case of Terra Astrata).

Terra Virata

Classic fantasy, mixed with JUST a dash of some non-denominational angelic and demonic spice. This world is filled with non-human humanoids who have nations, cities, and civilizations of their own, alongside those of mankind (who are just as divided here as they are on most versions of Earth you're likely to be familiar with). In this world magic freely and openly exists, and most schools of magic are pathways that demons can use to possess people or sneak into the world in less substantial but still potent forms. That said, people here openly acknowledge and know of the existence of both Heaven & the **Adversary**, and local divinities are open about their affiliation with either Heaven or the nightmarish plane of the great foe. Revealing your true nature here will earn you both new allies and new foes.

Terra Nocturna

A world that, on its surface, appears to be a mirrored reflection of your own. Names and places are even the same, for the most part. That said, all of this is only superficially true. Beneath the surface stranger, darker things lurk in shadowy corners and make esoteric deals. Monsters sneak in the dark, and demons wait for chances to cover the world in blood and terror. Nonetheless, as odd as it might seem this world is superficially peaceful (at least with regards to the supernatural) due to the fact that all supernatural factions are about equally powerful and all supernatural factions treat humanity with grudging respect due to the sheer number of humans and their potential power if they were to discover the truth about the existence of monsters. Other factions know of and have a common dislike or fear of angels, and the last angel sent here by Heaven was quickly discovered and murdered to keep humans in the dark.

Terra Machina

Your benefactor says this is a *Cyberpunk* world? Hmm... This world seems to be one possibility for a world like your homeworld in the not-incredibly-distant future. This place is filled with and partially run by technology beyond what humans you're used to have invented. In this world people crowd into teemed cities, with space between said cities usually run by increasingly aware machines and technology. Sometimes humans inhabit smaller, rundown towns and the fading remnants of outdated cities, but for the most part humanity lives in gigantic megalopolises, and true power is held by megacorporations who govern (sometimes even openly) these massive future-cities. No magic exists here, and thus demons struggle to manifest in this place, but technology is edging ever closer to fantastical and this gives demons some inroads, able to slyly infiltrate sufficiently advanced cybernetics or artificial intelligences. Angels here are all but forgotten, and any imaginary reminiscent of angels serves only as symbols of purity meant to be defeated, ravaged, and corrupted by darker forces. Cynicism is a real foe here, and even the thought of virtue often provokes cruel laughter.

Terra Astrata

This is not **one world** but **several**. In this setting the humans of this version of Earth long ago took to the stars, finding multiple habitable worlds in relative proximity to their Earth as well as other sapient lifeforms that they have both made peace with and gone to war against. In this setting both demons and angels are known to people, but more often than not thought to be the sci-fi equivalent of old wives tales and the sorts of myths sailors tell of their overseas journeys. Demons will sometimes invade ships that go to deep space, and angels are pretty widely believed in on some settled worlds, accepted as being real, material beings, with holy powers and divine duties.

Age and Gender

You can freely decide your apparent age. Your actual age is unimportant. By default your gender is whatever you were previously but you can change it freely right now if you wish.

Origins

Regardless of the origin you choose you're now an **Angel**. What that means, precisely, will be discussed at length later in this document but for now know that in future jumps the **Angelic form** you create here follows you as an alt-form.

Terra Virata [Free]

Ah so you've opted to be a more fantastical angel. A fine choice. This world is ripe with opportunities for those who dream of fantasy and adventure.

Terra Nocturna [Free]

A more mundane-seeming angel is always good. Being able to take the experiences you've had here and utilize them in future settings will go a long way toward spreading the will of Heaven, and helping spread benevolence, joy, and light to other worlds you might visit.

Terra Machina [Free]

This magic-less place is about to get just a touch more fantastical with your emergence. Blending science and magic is some facet of the game here, and that skillset will certainly see you to many noteworthy victories here.

Terra Astrata [Free]

In this place, science and the supernatural coexist much more harmoniously than in Terra Machina. In this world cooperation, harmony, and mutually beneficial relationships are one of the keys to defeating the adversary.

Angelic Customization Section

Angels are powerful servants of Heaven imbued with radiant, holy power to enact the will of Heaven and to protect life across the multiverse.

Options here cost **Quintessence**. You can convert **Quintessence points** into **Quintessence** for the following costs: **50 Quintessence Points** becomes **1 Quintessence**. You also get a stipend of 50 Quintessence to start so you can better customize your form.

There are different castes of angels in Heaven. When earthly humans think of angels many have a specific image that comes to mind: that of a multi-winged being with multiple animal heads, or of some flaming wheel made of eyes. These types of angels exist, but you are not one of them. You are **Earthborn**, a human whose body has been touched by **Quintessence** (itself the noblest and most divine of matter) and thus reshaped and remade. In this section you will spend some of your Quintessence in order

to give yourself a new form, but some features are guaranteed no matter what other choices you make here.

Firstly, Quintessence does not tarnish or degrade. **This means that you have gained a form of immortality**, as your body is now untouched by age. So long as you do not meet a violent end, you will live for aeons. This protection also extends to purely aesthetic things, such that your skin will never sprout warts or pimples, and to deeper more health related things such as an immunity to things like cancer or organ failure. This also means that you will not suffer internal maladies or impairments, with any such failings of the mortal shell you inhabited prior to your death fading away as your form is remade. You can grow exhausted from overwork, but such exhaustion is always temporary, and you cannot tear or sprain your muscles.

Your body, by default, is also capable of **resisting external manipulations**. This resistance is not perfect or foolproof, but it is consistent and protects against external forces that try to do more than brutally destroy you, such as magical plagues, supernatural petrification, infestation by nanomachines, or even outright mind control. Strong enough instances of these things can momentarily override your protections, but they will always be temporary and will weaken with every passing second until you can outright shrug them off.

Sadly you are **not capable of reproduction with mortals**, at least not by default. You are capable of sex, and experiencing sexual pleasure, but by default sexual activities with you cannot result in the creation of new life so long as your other partner is a mortal.

You now have the chance to decide some of the specifics of your new form. The following options are free (unless a specific option says otherwise), but **only one** can be picked in each category.

Halo: The lion's share of angels have some sort of halo, a glowing aura that spreads a reflection of the radiance of the heavens. Things touched by this glow that are not the creations of The Adversary or fully in his power, feel a balm touch them and affect them. Those touched by your halo's glow feel their aches and pains lessen in intensity, and their very souls are gently soothed as well. Tempers calm, mental pain diminishes, sanity is strengthened, and other such effects apply as well.

Beyond these restorative effects, however, is the effect your halo has on creatures like demons and other beings of evil. These creatures find your holy light baleful and cannot stand it, their powers weakening in its glow. Do know, however, that some demons and other such creatures are strong enough to summon chthonic darkness which is directly opposite your halo in power (down to the part where you'd be weakened in its presence if you don't shield yourself with your light).

No matter the option you choose, discounting **Realized Aureole**, **Fortunate Glow** or **Unwreathed**, you can summon your light at will and with a thought. This lets you blend in with humans or other such creatures just by hiding your angelic abilities.

Fortunate Glow: This is a weaker ability than the typical halo, as it is not a halo in the strictest sense at all. This lets you reinforce light in your vicinity which will give such

light a weaker version of the effects of the halo. This can be subtle, and can be helpful when you need to be careful, but at its strongest is weaker than other options here.

Unwreathed (+4 Quintessence): You completely lack a halo. This is not uncommon, nearly a 3rd of Earthborn Angels are like this, and this lets you repurpose the quintessence that would otherwise be invested here in other things.

Realized Aureole (+2 Quintessence): This option turns some of your quintessence into a physical object that is supernaturally attached to your head in some way even if it's not physically attached to your skull. It will remain rooted in place in proximity to your head almost like a supernatural parody of a celestial body orbiting a larger object. When you activate your halo, the light radiates from the physical ring, but when your glow is not active the object remains. This option gives you some quintessence you can spend elsewhere.

Crown Of Glory: The most traditional of the choices, this is a horizontal ring of light that floats above or at the level of your brow, and radiates light outward. You can add small customizations to this, such as rays of light, divine monograms, or other such things.

Solar Disc: This halo is a vertical circle that frames your head. The halo can be a ring, or a filled circle of light, and you can add the same sorts of small customizations that are available to *Crown of Glory*.

Wings: Wings are fairly standard for angels, and of the following options only *On Golden Wings*, *Cyberwings*, *Polypteros*, and *Elemental* cost any additional **Quintessence**. *Earthbound* rewards you **3 Quintessence** and is the option for angels who opt to forsake wings.

Your wings are made of **Quintessence** and thus can actually allow you to fly. Gaining wings this way also fills you with an instinctual knowledge of how to fly, but without investing in the **Superior Wings Fundament** you are only able to fly as effectively as most birds can. You can fly at about 20 MPH if you need to, but can speed this up by doing the flying equivalent of sprinting or by diving, and you can fly for hours at 20 MPH without much issue. You can also conceal or reveal your wings, but this process takes about a minute and requires that your back be exposed all the while. Your wings are real, physical things, and can be injured but if damaged will gradually recover while furled up into the rest of your body.

Wings of a Dove: The standard option for angels, these are white featured wings that symbolize purity, peace, and cleanliness. Doves can roost on them and alongside you, if you wish.

Another Feather: Another fairly standard option, this lets you pick the feathers of birds other than Doves to style your wings after.

On Golden Wings (costs 2 Quintessence): The first non-standard option, this makes your feathers be constructed out of pure, gleaming gold. This weight doesn't affect you while feathers are affixed to your wings but when you pluck them the feather's full weight becomes apparent.

Faerie's Flight: Your wings gain the delicate beauty of a faerie's, resembling something more insectoid in nature, and you gain better control in flight but your wings become easier to damage.

Elemental (Requires Terra Virata, and costs 4 Quintessence (though this cost lowers per level of Superior Wings you have): Pick one of the following elements: fire, water, ice, light, or lightning. Your wings are now made out of this element, which grants them immunity to mundane assault but makes them vulnerable to elemental interference from the opposite elements, and makes them vulnerable to being disrupted by material that naturally disrupts such elements. You can wrap them around yourself to gain protection from instances of the chosen element.

Cyberwings (Requires Terra Machina, costs 2 Quintessence): This makes your wings things of steel, making them more resistant to injury and lets you blend in among some locals as there are Machina citizens with functioning cybernetic wings. They can still be damaged, but it makes it harder.

Polypteros (Costs 1 Quintessence): This option lets you grab more than a single pair of wings, and indeed lets you have up to ten wings (five pairs), which you can then customize. If you make your other wings *Wings of a Dove, Another Feather*, or *Faerie's Flight* then you don't need to pay anymore Quintessence, but if you make them a category that costs Quintessence then you need to pay up as appropriate. These wings will coordinate naturally in flight and their performance in the air is only negatively affected if more than a third of them are damaged.

Earthbound (Awards you 3 Quintessence): You have no wings. This awards you the Quintessence that would otherwise be spent fashioning your wings.

The following category are **Fundaments**, critical facets of your specific angelic physiology that are determined by spending **Quintessence**. To purchase a higher level, such as wanting to grab Appearance level 3, you need to grab the lower levels first.

None of these **Required** purchases, and if you do not purchase them you will not be harmed. Instead if you do not purchase any level of a relevant **Fundament** your physiology shall be that of a mundane but healthy (and not peak) human when relevant.

Appearance (Level 1 costs 1 Quintessence, level 2 costs 2 Quintessence, Level 3 costs 4 Quintessence): At level 1 this grants you an optimal version of your earthly appearance, more fit and much more attractive to the naked eye while still being recognizable as "You" if seen by anyone who knew you (not that such a scenario would occur, barring extraordinary OCP or alt-form shenanigans). At level 2 you can sculpt an entirely new body for yourself that is still human of any age, sex, or race, that you desire (and if you are in Virata or Astrata you can make yourself a sapient non-human as well). At the final level your beauty becomes extraordinary, well beyond what is possible for humans, and you can choose an emotion such as awe, love, or reverence, and when someone looks upon your face they'll feel the emotion to at least a minor extent.

Heritage (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 5 Quintessence): At level 1 you can, in fact, reproduce with mortals. At this tier your children are, for all intents and purposes, not at all angelic, and pregnancies you cause or endure are as dangerous as mortal pregnancies are. At level 2 you have complete control over your fertility, and when you have children they'll be half-angels with random weaker divine traits based on your own and they'll tend to be beatific in their temperament. If you invest in the final tier of this fundament your children will be full angels only a bit weaker than you with a budget of 30 Quintessence for themselves, as well as tiers 1 and 2 of the Appearance fundament, and they can even take vows for themselves! They'll become immortal when they reach their physical prime.

Superior Wings (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 5 Quintessence): At the first tier of this you can hide or unfurl your wings in about six seconds, and they'll tear through ordinary clothing if they must. Flight is easier, more precise, and faster, and even gaining altitude is only about as taxing as a few seconds of jogging. You can reach speeds of 40 MPH for overland travel, or even triple that while diving. At the second tier your wings take a second to hide or unfold, and can pass through normal matter without tearing it, and flight becomes even simpler. You can hover, rise faster than a high-speed elevator with nearly no effort, and can travel at more than 200 MPH with ease. At the final tier your wings become a wholly divine manifestation, able to manifest or hide with a thought, and you can fly unaided, in tight confines, or even without atmospheres. Your agility in the air is perfect, limited only by your will and perception. You can fly at twice the speed of sound.

Mind (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 5 Quintessence): At the first tier of this your mind becomes minorly supernatural, with your focus and rate of learning doubling and your memories will never fade with time. At the second level your memory becomes photographic, you learn an order of magnitude faster, and you can always keep a part of you in sober contemplation even in the midst of fighting hated foes. At the final tier your mind operates like clockwork, impossibly swift and unerring when it comes to precise knowledge and able to compute with ease. You can master any academic discipline in a month, with a teacher's aid or with chances for learning, and you can put yourself in a state of analytic meditation, able to devise plans as clever as those of **Demon-Minds**, particularly if you have any understanding of the psychology of those in your minds.

Endurance (Level 1 costs 1 Quintessence, level 2 costs 2 Quintessence, Level 3 costs 2 Quintessence): At the first tier of this fundament your endurance matches that of a human marathoner, and you can function perfectly fine on six hours of sleep. At the second tier you can sprint for ten minutes straight, run four marathons in a row without being tired, and stay awake for a week straight with zero difficulty. At the final tier you can fight, or make love, or exercise, for hours on end without tiring in the slightest. You have no need for sleep but can fall asleep instantly and wake up exactly when you want too, while dreaming of pleasant, enjoyable things.

Vigor (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 5 Quintessence): At tier 1, your raw physical strength will be equal to that of a peak human, and that will be its default from here on out. At tier 2 your strength is far past human limitations, allowing you to lift and toss cars without difficulty or punch through

concrete walls. You are immune to harm from your own strength, and can better manipulate large objects than conventional physics and leverage suggests. At the final tier of this power you can lift battle tanks and tear through steel plating as though it were only paper.

Durability (Level 1 costs 2 Quintessence, level 2 costs 4 Quintessence, Level 3 costs 5 Quintessence): At the first tier of this fundament, it would take a great deal of strength and effort for a blade to do more than weakly bite at you, and even regular, low-caliber bullets only minorly harm you. At the second tier of this fundament you can shrug off ordinary pistol fire and resist impacts as though you were 100 times your actual size. At the final level of this durability you have skin that is as resistant to penetration as two-inch thick steel plating and diminishes blunt impacts by a factor of ten thousand. It takes rare weapons, regardless of their origins, to deal you real harm. You can consciously reduce or negate your durability, if you wish.

Regenesis (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 5 Quintessence): At the first level, no wound that doesn't kill you will take longer than a year to heal from no matter the injury. Normal wounds heal in minutes or hours, and even otherwise permanent wounds heal in days or weeks, unless supernaturally powered. At the second level, even catastrophic injuries that should take years to recover from (if that) heal in a week, and lesser wounds heal even faster. You can no longer die from your wounds. At the final level you have truly supernatural regeneration, able to regrow severed limbs in less than an hour and people can watch cuts on you knit themselves back together in heartbeats.

Senses (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 4 Quintessence): At the first level you have peak human senses and can read text even a good distance away, as well as hear a whispered conversation from across a room. At the second level your senses are sharper than those of even peak humans, with some examples being that mere starlight is enough for you to see as well as a normal human does during the day, and you can match a bloodhound in terms of the potency of your senses. At the final level here you are immune to illusions of any type, and your senses synergize in inhuman ways letting you see through walls, read people's emotions as though they were letters of a written sentence, and can even do things like hear from miles away, or overhear the beginning of a fight on the other side of a town.

Sustenance (Level 1 costs 1 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 3 Quintessence): At the first level of this fundament you need only half as much food and drink as mortals do to get by, and you are protected from the physical consequences of overindulging with regards to food and drink. At level 2 your needs become even lesser, letting you hold your breath for an hour without much difficulty, or survive as long as a month on a single drop of water or for a year without anything to do. When you do sate yourself you only need a tenth of what is normal, and you don't need to excrete waste. With the final level of this fundament you become self-sustaining and eternal, no longer needing anything to stay alive.

Magic (Requires Terra Virata/Terra Nocturna) (Level 1 costs 3 Quintessence, level 2 costs 6 Quintessence, Level 3 costs 3 Quintessence): At the level 1 tier, your corporeal form is opened to the channeling of white magic which is aligned with Heaven and is not

conducive to demonic infiltration. Still, to learn and master this magic you need a teacher (or endless creativity and a willingness to practice this power), and white magic is primarily a thing of healing and protection. At level 2 you can use all brands and colors of magic aside from black magic which is aligned with the Adversary. All magic you cast will be nearly as safe as white magic in terms of keeping demons out, thanks to your sacred soul. At the final tier you gain a unique capacity to blend and exchange mana, the fuel for magic, for divine favor, the fuel for miracles, and vice-versa. You can cast spells with divine favor and even expend mana to cast miracles.

Agility (Level 1 costs 2 Quintessence, level 2 costs 3 Quintessence, Level 3 costs 6 Quintessence): Level 1 gives you peak human coordination, swiftness, and bodily control. With it, if given time to practice, you could come to excel at any sport or physical game of skill. Level 2 gives you impossibly precise control over your actions, and enhances your physique letting you stretch and bend in ways humans cannot, as well as sprint at more than 100 MPH. You can even stretch your perception of time so you experience two seconds for every one second of real time. Level 3 further enhances you, letting you just visualize what you want to do within the bounds of physical possibility and trust that your body will do the rest. You can sprint at speeds just a touch slower than the speed of sound, and hasten your perception such that one second of real-time is ten seconds of your time.

The next part of determining your angelic physiology is to spend **Quintessence** to attain **Blessings**. **Blessings** are unique, rarer powers that Heaven can grant you, in exchange for healthy amounts of **Quintessence**.

Blessing of the Golden Tongue (Costs 3 Quintessence): Your voice will always be richly pleasing to the ear, enough to shame the lies of demons. And in every circumstance this blessing will provide you with an array of things to say, as though you had a room of writers at the ready no matter what situation you find yourself in.

Blessing of Fortune (Costs 4 Quintessence): Fate will bend itself to favor you in a litany of small ways. This grants you the equivalent of D&D 5e *Advantage* when it comes to situations affected by chance, always allowing you to have twice as much of a chance to be positively affected by luck and fortune. This is better at avoiding bad outcomes than ensuring good ones, but it is a powerful form of protection.

Blessing of Immunity (Costs a variable amount of Quintessence): This blessing immunizes you to certain dangers with different dangers costing different amounts of quintessence. Fire, ice, acid, or lightning costs 3 Quintessence to protect yourself against. Poison or Disease can be protected against by spending 2 Quintessence. Radiation or Pressure can be protected against by spending 1 Quintessence. Direction mental manipulations and physical transformations can be protected against by spending 4 Quintessence.

Blessing of the Stranger (Costs 1 Quintessence) (Requires Appearance 2): The restriction that your form corresponds to human limits has been lifted, letting you possess unnatural skin or hair color, or stand up to twice as tall as a human, or no longer fit within standard sexes, or any other fairly minor mostly cosmetic change with ease.

Blessing of the Hearth (Costs 2 Quintessence): Nowhere with temperature in the ranges of Earth shall be foreign or difficult to you. You can effortlessly tolerate any earthly temperature IE any temperature in the range of -150 Fahrenheit to 150 Fahrenheit shall cause you discomfort, nor will you find it hard to breathe at the highest altitudes.

Blessing of Log-Raah-Kot (Costs 5 Quintessence): This blessing grants you a divine field that surrounds you at a distance of about two meters and causes any compact object which enters it while moving faster than a man can throw a spear to undergo velocity inversion. This ensures that makes harming you with projectiles much, much harder.

Blessing of Expertise (Costs 1 Quintessence): This blessing impresses upon your memory and reflexes the experience of five years of training in any mundane skill or field of study, with the more specific field you choose the more advanced the results become. This blessing can be purchased more than once.

Blessing of the Immaculate (Costs 1 Quintessence): Your body and anything you wear will be impervious to dirt and filth of any kind. This could let you lay down in mud and stand up again and find your clothes completely untouched by mud. Your hair is always coiffed and perfect, you do not sweat, and your body either has no odor or has a mild and pleasant scent of your choice. You also lose your need to relieve yourself.

Blessing of the Beryl Wheel (Requires Cyberwings) (Costs 3 Quintessence): Your body is now incredibly receptive to cybernetic organs and limbs, and not only has zero chance of rejecting them but also has the ability to infuse them with quintessence, making them fully viable and fiat-backed parts of your body. They also benefit from fundamenta and other applicable powers, when possible.

Blessing of Babel (Costs 2 Quintessence): You possess the holy, sacred ability of communication. Without this blessing you possess automatic understanding of the dominant language of whatever setting you get sent too, but with this you can understand every language and can read and write as fluently as you can speak and understand any given language. Your writing can be understood by those who read it as though it were written in their native tongue.

Blessing of Normality (Requires Not Terra Virata) (Costs 3 Quintessence): Your blessing is that you can hide your nature if you desire. So long as you are not actively showing off your powers people will actively try to rationalize your supernatural deeds and the supernatural around you. This can be overcome, such as if you perform miracles, but in general your efforts to be subtle are greatly multiplied in their effectiveness.

Blessing of the Depths (2 Quintessence): You can breathe underwater like a fish and are not affected by the cold and pressure of the depths of the ocean or deep rivers. Your sight is undimmed, and your wings are adapted for water, letting you use them to swim at half the speed you can attain in air. If you want your senses to fully acclimate to the deep you may need levels of *Sense*.

Blessing of Janus (Costs 3 Quintessence): Your features are not fixed, at any time you can select an appearance that would have been available to you and begin a process to match that form over the course of twenty five hours. Without Appearance 2 this is

limited to choosing your former body at a different age, but even that can be quite dramatic.

Blessing of the Soul's Eye (Costs 5 Quintessence): You can perceive the spiritual realm, letting you see magic, as well as a souled being's soul, even through solid objects. With practice and patience you can use this to study souls, eventually letting you ascertain someone's moral character with a glance. Very importantly you can unerringly identify demons at a glance, and can spot when they have possessed someone.

Blessing of Patience (Costs 1 Quintessence): You can wait with incredible skill and ease, and the pleasures and novelties of the world will not grow stale to you so long as you do not continually overindulge, and even when you do they can regain luster and vibrancy if you take a break from them for a bit.

Blessing of Mundus (Requires no Magic) (Costs 4 Quintessence): Magic is unable to affect you in any way (for good or for ill), and this doesn't affect your ability to work miracles, but it also doesn't protect you from diabolic powers.

Blessing of Rebirth (Requires 9 Quintessence): If you are slain you will spend three days in dreamless sleep and then awaken once again with your body restored to perfect health in a safe place. Once this ability is used it begins a recharge process that lasts for a year and a day, and if you are slain again during this time you need another 1-Up or fail your jump/chain as per standard jumpchain rules.

Blessing of Aholibah (Costs 2 Quintessence): When you sleep with someone, if you wish it, a fragment of the ecstasy of Heaven shall be channeled through you. This will cause those you are sleeping with to find the experience to be incomparably fulfilling, and to experience the most soul-pleasing ecstasy possible.

Blessing of the Lord-Protector (Costs 6 Quintessence): You draw power from love, faith, and belief. Every being with a soul who has specific faith and trust in you adds to your power just a little bit. This effect is greater when it comes from people who are close to you both physically and emotionally, but even a distant stranger's love and adulation subtly improves your power a bit.

Blessing of Dolittle (Requires Blessing of Babel) (Costs 1 Quintessence): You can understand all creatures as large or larger than a mouse, and can communicate with them as well as you can communicate with someone of human levels of intelligence. Nonetheless this does not boost an animal's intelligence so you may, at times, struggle to have deep conversations with some animals.

Blessing of the Void (Requires Superior Wings 3) (Costs 2 Quintessence): This protects you from the negative effects of existing outside of an atmosphere. So long as starlight falls on your form you will not need to breathe, and you grow faster as less air touches you, becoming a thousand times faster in a vacuum than when in a place with air.

Blessing of Mercury (Requires Blessing of the Void) (Costs 2 Quintessence): The light is your ally and partner. When far from a celestial body you can accelerate without limit,

permitting travel even to the stars. You'll also have an unerring sense of your location even in the vast void of space, making you immune to efforts to make you lost.

Blessing of Divine Embrace (Costs 2 Quintessence): You can temporarily share your angelic gifts with mortals. When you place your hand on someone you can give them the benefits of an *Unwreathed, Earthbound* angel, down to duplicates of the **fundaments** and **blessings** you have, but only for so long as you are touching them.

Blessing of the Psyche (Costs 6 Quintessence) (Requires Terra Astrata): In **Terra Astrata** psychic beings exist naturally. These beings are capable of telepathy, though this is a difficult to master skill. Now you count yourself among their number. You have, initially, subtle telepathy that lets you read people's minds on a surface level, and lets you push impulses into people. You also have very weak telekinesis, and a few other simple psychic abilities like an instinctual sense of the future, but these powers can grow over time and with training.

Blessing of Narcissus (Costs 1 Quintessence) (Requires Appearance 3 & Not Unwreathed): This blessing makes your beauty reflective, carried in your halo's radiance. That which your halo illuminates becomes subtly beautified, and this applies to humans as well as it applies to large objects, places, and structures. That said it would take months of regular exposure before something gains the equivalent of the effects of the first tier of the Appearance Fundament.

This section of the **Angelic Customization Section** relates to **Vows**. **Vows** are oaths that you swear to upload for the duration of this jump, akin to drawbacks though they afford you with **Virtue** which can be spent to acquire **Miracles**; extremely powerful displays of Heaven's might and glory that come in the forms of supernatural displays of power. Each **Vow** you take lasts for the duration of this jump, and also comes with a boon that you keep during this jump and moving forward.

You can make this vow persist for so long as you are in your angelic alt-form (even in future jumps), at the cost of tripling how much virtue it gives you, but doing so is entirely up to you. That said if you take a vow, whether it is for this jump or forever, it persists for the duration you select when taking the vow and is supernaturally binding for so long as you are in your angelic form. You can also purchase the boons that come with each vow separately, if you wish. Doing so costs 1 Quintessence per boon.

Acquired virtue can be turned into Quintessence at a 2-to-1 rate (Converting 3 Virtue nets you 6 Quintessence). You can also convert Quintessence into Virtue, at a 1-to-1 rate (Converting 3 Quintessence into 3 Virtue) if you wish to purchase miracles but don't want to deal with the strictness of certain vows.

Vow of Honesty (Grants 3 Virtue): You cannot expressly state information you know to be false for the purpose of deceiving others. You can, however, lie by omission and you can tell jokes and stories that are intended to be received as stories and jokes. The **Boon** here is that you know when lies to you, as defined by this vow (purposefully telling people things that are not true with the intent to be believed). This does not automatically tell you the truth, only that you have been lied to.

Vow of Sincerity (Grants 8 Virtue) (Requires Vow of Honesty): You are required to answer things truthfully. You can be diplomatic, and if people try to interrogate you, you can leave, but if you answer a question you must be sincere and answer honestly. The **Boon** here is that when you are honest people believe you are being honest. They can still think you are wrong, or even mad, but they'll never think you're a liar.

Vow of Temperance (Grants 5 Virtue): You may not overindulge. This vow prevents you from doing so, though it doesn't stop you from doing things to a very minor extent as social practices (such that you can eat a meal a day even if your sustenance stops you from needing one). The **Boon** this grants you is that poisons and drugs are simply unable to do more than minorly affect you, unless you specifically allow it.

Vow of Asceticism (Grants 8 Virtue) (Requires Vow of Temperance): You can only consume bread and water and no more than is required to sustain you. You also cannot partake in drugs at all, unless you'd need them to recover from injuries or sicknesses. The **boon** here is that you gain a strong and enduring appreciation for simple pleasures in all of its forms.

Vow of Honor (Grants 4 Virtue): You cannot harm those who are not in some meaningful way aware of your presence and the threat you pose. The **boon** here is a preternatural awareness alerting you to the attacks of others, to the point that true surprise attacks are impossible against you. This even works in battle, but only right before a shocking turn of events such as a betrayal or the sudden appearance of a foe who wasn't in front of you moments ago.

Vow of Peace (Grants 5 Virtue) (Requires Vow of Honor): Aside from encounters with demons you may not initiate a violent conflict yourself. You cannot strike first, though when facing groups of unified enemies an attack by one of them counts as all of them fighting. You can defend yourself, you just can't attack first. The **Boon** here is that your reflexes are divinely strengthened such that you can respond instantly to any attacks aimed at you no matter where they come from.

Vow of Mercy (Grants 5 Virtue): You may not intentionally kill another sapient being, or do things that have a healthy risk of doing so, but this does not apply to demons. The **Boon** here is that you have the ability to hold-back your attacks against individuals within 10 meters of you so that you can't kill them or even permanently injure them.

Vow of Compassion (Grants 3 Virtue): You cannot inflict pain for the sake of inflicting pain. Fighting is permissible, especially in self-defense, but you cannot use means that cause extra pain and suffering, beyond what is necessary. The **Boon** is that you can focus through pain, able to set aside the pain you're in for the sake of achieving goals.

Vow of Kindness (Grants 4 Virtue) (Requires Vow of Compassion): In your interactions with others you must be considerate of their feelings. This vow is so powerful it even applies to demons. You must communicate with your foes civilly, even if you are explaining that you are about to put them down and stop them from hurting people. Your **Boon** is that your civility is well-received and those you interact with are more likely to reconsider their allegiances if they are your foes, or if you point out how wrong their actions are.

Vow of Pacifism (Grants 6 Virtue) (Requires Vow of Compassion/Mercy/Peace): You may not intentionally do harm to another sapient being. This does not apply to demons. The **boon** here is that any injuries you suffer from cause excessive guilt in the parties responsible for them. This will not affect those without consciences, but anyone who has one will feel great mental distress at the pain you inflict on them.

Vow of Ahimsa (Grants 9 Virtue) (Requires Vow of Pacifism): You may not intentionally harm another living being, and must take the logical consequences of that in stride such as having a strictly vegetarian diet (if you need food at all). This restriction does not stop you from dealing with demons. The **Boon** here is that non-sapient lifeforms will recognize your presence and will not naturally attack you. Even trained animals and carnivores recognize your friendliness in nearly all situations. This is so powerful that even some automated defenses will struggle to target you.

Vow of Justice (Grants 5 Virtue): You may not harm innocents and can only punish wrongdoers to the extent of their wrongdoing. Demons are never innocent and thus punishments against them can be considered protective and defensive measures. The **Boon** here is that, when you desire, you can touch someone and see a vision of their worst sin, and you have fine control over this ability.

Vow of Protection (Grants 5 Virtue) (Requires Vow of Justice): To the extent possible you must take action to protect innocent life from evil and from calamity. This scales with how strong you are, and gives you a strong urge to protectively stop evildoers when possible. The **Boon** here is that with a moment's focus you can feel a tug in the direction of the nearest group of innocents that are about to be put in real, meaningful danger.

Vow of Fidelity (Grants 2 Virtue): You cannot break even ordinary vows, oaths, or promises you made and must move to fulfill them even when it puts your life in danger. You can, however, ask the person you made the oath to, to be released from the oath. The **Boon** you get is that any **Miracles** you work to fulfill oaths, promises, and vows are half-again as strong, when applicable, in proportion to the importance of the promises oaths and vows to those you swore them to.m

Vow of Charity (Grants 5 Virtue): You cannot accumulate wealth. You must give excess material goods to the needy. Things like well-made equipment don't count for this. The **Boon** here is that money you give as charity or refuse as poverty is always well-used in ways that help the poor and needy.

Vow of Poverty (Grants 7 Virtue) (Requires Vow of Charity) (Mutually incompatible with Vow of Hospitality): You may own nothing beyond that which you can immediately equip and use, and may never purchase anything, unless doing so on immediate behalf of others. The **Boon** you receive in exchange for this is that even strangers will open their homes for you so long as you approach them humbly, and thus you are guaranteed to always have a place to sleep, a meal to eat, and new clothes to get, if you ask humbly.

Vow of Humility (Grants 4 Virtue): You receive no adulation from the masses. People find it nearly impossible to remember specifics about you, unless you make a specific, personal relationship with someone, and usually the most people will remember about

you is that you are an angel (if they learned even that). People will remember your advice and your actions, but they won't remember much if any identifying information about you. The **Boon** this offers you is that your enemies struggle to learn much about you, their efforts to gather information about you as obscured by your humility as the efforts of people to adore you are.

Vow of Faith (Grants 3 Virtue): You must spend at least an hour a day in worship, prayer, or meditation. If you swear a *Vow of Diligence* this does not count towards it. Matters of life and death override this, but you are obligated to make up for lost hours when in safe conditions. The **Boon** here is that self-reflection comes more easily to you, particularly when it comes to spiritual matters. For the day that follows a bout of prayer you will be gently guided by the heavens themselves.

Vow of Chastity (Grants 4 Virtue): You may not have sex outside of the bonds of a long-term relationship that has been sanctified by some sort of social ritual. This does not affect all forms of intimacy, but it does prevent sex. The **Boon** here is that while you and a partner may fight your relationship will never grow stale and your partner will age extremely gracefully.

Vow of Abstinence (Grants 8 Virtue) (Requires Vow of Chastity): You may not engage in any kind of sexual activity, nor are you capable of experiencing sexual arousal. The **Boon** here is that you can more easily perceive attempts at manipulation, can more easily form platonic friendships, and the aging-related benefits of **Chastity's** boon apply to your friends. Also, if you wish, you can modify your form to be sexless.

Vow of Law (Grants 7 Virtue): You are required to follow all just laws of the lands you live in. Just is an important designation here, and is up to your good-faith best judgment. The **Boon** here is an updating database that continually alerts you to all of the laws of the areas you've been too, and an ability to instantly recall any and all applicable local laws for any situation you are in or could conceive of.

Vow of Diligence (Grants 3 Virtue): You cannot rest on your laurels, you must dedicate a meaningful amount of time every day to some facet of self improvement or a productive enterprise. You must average 4 hours a week, and you can leverage a day a *day of rest* where the rules of this vow don't apply. The **Boon** you get for this is the ability to push yourself much more easily towards self-improvement in all things.

Vow of Hospitality (Grants 4 Virtue) (Mutually incompatible with Vow of Poverty): You are required to house anyone who comes to you requesting sanctuary, so long as there is reasonable room. This comes complete with all standard rules of hospitality, such as needing to give them food, a place to rest, a way to get clean, and things to drink. This excludes demons, unless you wish to receive an additional 2 *Virtue*. The **Boon** here is that non-demonic guests cannot directly harm you or act against you while receiving your hospitality.

The final bit of this section is about **Miracles**. **Miracles** are gigantic displays of Heaven's powers and will, powered by **Divine Favor**. All angels naturally accumulate **Divine Favor** over time, so long as they do the bare minimum of spreading goodness and defying evil where they can. Angels who do more good, and who take steps to actively

weaken evil earn more divine favor than angels who are more idle in their missions to do good works. If an angel actively seeks out and defeats demons then they receive gigantic rushes of divine favor as well as permanent increases to the amount of divine favor they absorb day by day. Angels can also lose connections to Divine Favor by committing grievous sins, or by committing enough small sins, and small but real sins can result in a temporary decrease in how much favor you accumulate each day.

You know how much Divine Favor you have at any given time, and how much any purchased miracle costs to invoke. Each miracle you wish to be able to invoke must be purchased here using Virtue. Any purchased miracle can be invoked at any time with a clear thought, though gestures and words can somewhat lower the cost of the miracle in terms of how much divine favor a miracle costs to invoke, as well as somewhat strengthen its effects. Miracles also do not count on or use mana, and are thus immune to anti-magic and other such things. Powers that seek to deny and shut down both divine and demonic powers do exist but are costly, rare, and difficult to even minorly pull off (and in such cases only weaken miracles and unholy demonic powers rather than suppress them entirely). Unlike in the base CYOA you automatically unlock both the base version of any miracles you purchase, but also any applicable greater version, rather than having to select the greater version of a single miracle you select.

Miracle of Healing (2 Virtue): With a touch you may stabilize even a dying person and see them heal as much as they would heal with a month of bedrest and quality healthcare. This even helps with chronic conditions, though less so, and can be used on yourself for an uptick in favor required. The greater version of this envelopes people in a corona of light and sees them healed of any and all health conditions divinely cured, even ones like blindness and terminal illnesses. This by itself does not undo age, but grants greater vigor to aged bodies which can give an older person more years if leveraged properly. The cost for this miracle is small, and moderate for its base and greater versions respectively.

Miracle of Resurrection (4 Virtue) (Requires Miracle of Healing): This miracle costs a large amount of favor and can imbue a body that has been dead for less than a week with new life, calling its soul back to it. It will be restored to a state where *Healing* can help it, if not better, and will be receptive to healing. The greater version of this lets you restore life to even a single lost limb of a dead person, even if they've been dead for eons, but if you don't have anything more than fragments of a body you must know who you intend to resurrect. The life will be restored to at pristine health at the age they died, with only cursory knowledge, if that, of the world if it's been a long time since they died.

Miracle of the Holy Feast (2 Virtue): For a small amount of favor you can create divine feasts that feed up to 100 people, though the quality will depend on if you have luxurious foods to base this on. It will, however, feed the hungry no matter what. The greater version of this costs a huge amount of favor and calls down the finest food from Heaven for a dozen people. They'll gain all the benefits of an Earthbound, Unwreathed angel, with level 1 in all fundaments aside from those of magic and superior wings, for a year and a day.

Miracle of Heaven's Wrath (4 Virtue): For a moderate amount of favor you can imbue a single blow with Heaven's authority, which lets it destroy all earthly barriers, defeating

magical and mundane defenses alike. It hits people with an impact based on their sins, hitting sinners with incredible force while sparing the innocent. The greater version of this costs a large amount of favor and calls down a pillar of Heaven's wrath fifty cubits in width that hits where you aim it, striking all the way through to the bedrock of a world. Sinners caught in the blow are weakened to the extent of their sins, such that murderers are left nearly paralyzed while relatively innocent people are only slightly weakened.

Miracle of the Sun (Requires Not Unwreathed) (3 Virtue): For a moderate amount of favor your halo's radiance is magnified a 1,000 fold, blinding anyone not innocent and who you don't purposefully exclude. Those excluded, be it by innocence or by your choice, see with pristine clarity in a given area. This lasts for as long as 100 heartbeats, or until you end it. The greater version of this also costs a moderate amount of favor and lets you turn this into a weapon, turning your halo into a supernova-like wave attack, dealing holy harm to your foes even as far as 40 cubits away. Those you'd shield are shielded by this, but be careful with collateral damage.

Miracle of Protection (2 Virtue): For a trivial amount of influence you can draw up a divine shield that protects one, maybe two people from almost any sort of threat or attack but is immobile and only lasts for 3 heartbeats. The greater version of this costs a large amount of favor and summons a larger, spherical shield that is completely impenetrable and lasts for as long as you wish. It is also immobile and can be up to 100 cubits large, letting you cover many people at once. It vanishes when you touch its edge, or intend for it to vanish.

Miracle of Ecopoiesis (3 Virtue): For moderate influence for as long as you're concentrating on it you can modify an ever-increasing area around you in ways that relate to biome manipulation and nature manipulation. You can summon and invigorate plant life with this. If you seek to use the greater version of this you will spend a huge amount of favor per second you channel this miracle to turn a place into a microcosm of Heaven's garden, at a third of the rate of the base version of this miracle. This place will radiate Heaven's light, plants will grow in healthy and organic ways, offering fruits to those nearby year round, and even aging slows to a crawl after something reaches physical maturity.

Miracle of Bilocation (4 Virtue): For a small amount of favor you can teleport to anywhere you can see that you can reach by walking in a straight line. Your momentum is preserved this way. The greater version of this costs a large amount of favor, and still teleports you instantly but delays your teleportation for 200 heartbeats, and for a few moments there are two of you, letting you be in two places at once. If you can do this repeatedly there can momentarily be more than two of you! At the end of the 200th heartbeat, your other self vanishes, becoming you once again.

Miracle of the Meek (3 Virtue): For 77 heartbeats, and the cost of a slight amount of divine favor, you become invisible to the eye (even technological ones). You can still be detected by other senses, but this is still not nothing. The greater version of this miracle makes you immaterial as well as invisible, but this does not extend the duration of the ability and if you're inside of something solid when the miracle ends you'll be shunted out of it in the shortest way possible.

Miracle of Armament (3 Virtue): For trivial favor you can call to Heaven to grant you a copy of the last weapon you wielded and the last armor you wore. For moderate amounts of divine favor you can use the greater version of this which enhances or diminishes all weapons within 200 cubits of you. This is not incredibly potent, dulling weapons or subtly enhancing them, but not supernaturally destroying or blessing them.

Miracle of Revelation (2 Virtue): For a slight amount of influence you can look into a target's eyes and see thoughts they'd rather keep hidden, even bypassing barriers of language if necessary. This effect works so long as you can look into a target's eyes for more than 10 heartbeats. The greater version of this costs a large amount of influence and lets you look even more deeply into a target's soul, wandering through their memories and subconscious. This can be difficult but once this connection is established it'll persist until you willingly end it or until a distance greater than 60 cubits separates the two of you.

Miracle of Purification (2 Virtue): For a small amount of favor you can cleanse bodies of materials and substances foreign to them, cleansing even 1,000 gallons of water or a similar amount of metal of rust and impurities, or a body of poison. The greater version of this costs a moderate amount of favor and cleanses even spiritual impurities, even letting you exorcize demons if you invoke this miracle and hold onto a demon-possessed person for 100 heartbeats shortly thereafter. Even more importantly, if someone wishes to stop sinning this miracle can purge them of specific urges to commit certain types of sins.

Miracle of Binding (3 Virtue): With a touch and the usage of a moderate amount of favor you can shackle living beings with divine restraints. These restraints are not perfect, indeed they can be overcome by sufficiently powerful demons, and they can be escaped with outside aid with relative ease, but if you can get many enemies in them they can end fights peaceably outright if used properly. The greater version of this miracle costs a considerable amount of favor and works on any complete enclosure such as a room, or a box, or even a circle chalked on the floor. In this area time freezes, but time can be forcibly resumed with ease if the miracled object is acted upon from the outside.

Miracle of Unbinding (3 Virtue): When invoked you may open that which is sealed, and for a small amount of favor. The greater version of this costs a considerable amount of favor and lets you create passageways where none existed to any place you've been before, with how long it lasts being directly inversely proportional to its size (smaller passages last longer and larger passages close sooner).

Miracle of Consecration (2 Virtue): For a small amount of favor you can lay a minor blessing upon an item created by man. This blessing minorly protects the item, shielding it against decay and degradation as well as subtly enhancing it in every respect. This lasts for a year by default, but if it is used to help people the blessing can persist, while using it for evil makes the blessing fade very fast. The greater version of this miracle can bless larger objects such as cars and gives it a much stronger blessing as well as costs a considerable amount of favor. This also perfects it, letting cars do things like run without fuel, letting swords cut like they are made of obsidian, and enhances their durability as well.

Miracle of Repudiation (6 Virtue): You can weaken and even depower the unnatural. For a moderate amount of favor, as long as you channel this miracle, you can touch and depower supernatural beings, even hyper-advanced technology, preventing what you're touching from using supernatural powers of any sort. If you spend a considerable amount of favor, for as long as you're channeling this miracle, you can force everything within 100 cubits (46 meters) to be mundane, to the extent of shutting down sufficiently "smart" technology within this range.

Miracle of Prophesy (3 Virtue): With the expenditure of a small amount of divine favor coupled with a few minutes of meditation you can gain a less than perfect prophetic vision foretelling of future dangers to a subject of your choice such as yourself, another being or even something as abstract as a business. Details will be vague, but you can discern enough of the vision to know what is good and bad, and know that actions can be taken to embrace or challenge this future. The greater version of this costs a considerable amount of favor and consults the heavens on how to modify the future in a way you like. If you meditate for hours and spend a great deal of time discerning a path you can figure out what specifically you need to do to achieve a detailed vision for the future you want.

Miracle of Tempest (3 Virtue): For a small amount of divine favor you can alter the weather in a reasonably large area, so long as you are doing so to ends that are natural. It takes a minute or so for the shift to finish and how long the altered weather lasts depends on how odd the weather is for the region. For a large amount of favor you can instead summon unusual weather events, even natural disasters, which you have some level of influence over so you can direct them towards or away from certain groups.

Miracle of Peace (2 Virtue): You can calm an uncalm mind, and can soothe sorrow, anguish, or pain. This costs a slight amount of favor and repeated uses of it can make it permanent. The greater version of this power lets you create a region, as far as the horizon in all directions, in which all who inhabit it would be horrified at the prospect of killing someone else. This effect only lasts for a day, but those who experience it will remember it even after the miracle ends and may hesitate to return to war. Demons are unaffected by this. This costs a huge amount of divine favor.

Miracle of Empathy (3 Virtue): For a moderate amount of Divine Favor you can touch someone and force them to experience the worst suffering they've inflicted on another living being. This vision lasts a few moments but can feel much longer to them, unless they sincerely repent for the evil they've done. For a large amount of Divine Favor you can forcibly swap the bodies two souls inhabit, which bodyswaps them. Angels and demons are immune to this, but you can shut off this immunity in yourself to use this power on yourself. This is permanent until you undo it or it is undo by another angel.

Miracle of the Nephilim (5 Virtue): For 777 heartbeats you grow in size to twice your height along with any clothes you carry and weapons you wield. This also improves your fundaments of vigor and durability by one each. It costs a large amount of favor.

Miracle of Love (2 Virtue): You may activate the latent connection between a person and their soulmate. This lets both parties concentrate and gain the ability to feel this link and use it to find each other. This costs a small amount of divine favor.

Miracle of the Spirit (2 Virtue): You may call upon a fragment of someone who has departed to truthfully answer questions and speak to the living. They will be calmed by the grace of Heaven, so long as that is where they have gone. So long as the soul is known by someone who is still alive, the cost for this miracle is moderate, but if you are trying to summon someone unknown to the world of the living how much this costs depends on how long it's been since they've died.

Miracle of Birth (2 Virtue): This miracle puts a shield of protection around unborn children whose pregnant mothers you touch. Such individuals will be born healthy, protected from birth defects and other such tragic conditions so long as their mother lives to carry them to term. If you wish you can use this on consenting would-be-mothers to grant them a guarantee of conception if they have reproductive sex in the next week. This costs a slight amount of divine favor.

Miracle of Prayer (1 Virtue): This is an odd miracle, but with it you carry the blessing of Heaven with you into future jumps. If you purchase this, all future worlds you visit will be blessed by Heaven and unselfish prayers will be granted by Heaven itself. This costs an arbitrary amount of Divine Favor.

Perks

Origins get their 100QP perks for free and the rest are discounted to 50%. Perks are not mutually exclusive, though some perks only make sense in their given settings.

General [Undiscounted]

Favored Child [Free]

Normally divine favor would only accumulate while you are in your angelic form, but with this all of your benevolent actions result in you getting some small amount of favor, so you can fully hide your divine nature while you steadily stockpile favor.

Angelic Allies [100 QP]

At the start of this jump you can select a single person to infuse with visions of your coming, which guarantees that they'll be nearby when you initiate this jump. This perk lets you do this in future jumps, thus guaranteeing that there'll be someone who gets to see you arrive early, and potentially even infusing them with knowledge of your supernatural nature early on. Before you start each jump you get to see how any possible choices for you to use this power on would react to your visions and to you in the short term so you can make the best choice possible.

Redemption Arc [200 QP]

Many evil-doers don't start off evil, and sometimes even those that do can be led to the light of goodness and life if given a chance. With this, you have a keen, preternatural instinct for whether or not someone can be redeemed. If they can, you get hints for how to set about doing that, and with enough time and effort, you can make the world a better place by saving even dark-hearted villains and giving them chances to make amends for their evildoing.

Terra Virata

Romance [100 QP]

This is *romance* in an older sense. You embody an older, more chivalrous sort of *romance*, one of knights and adventurers. You innately have the skills associated with knighthood and chivalry to the same level as an experienced, successful adventurer.

Universal [200 QP]

You have a very peculiar but handy skill. You can intuitively figure out how to apply skill sets and knowledge sets that would seem beyond any given setting, such as knowledge of nuclear energy when one is in a world where the most advanced technology is stone clubs to such worlds in ways that are helpful and beneficial. This lets you use psychology to help heal the mental wounds of a knight, or figure out how to use chemistry to do things like light fires and season food.

Bardic Wet Dream [400 QP]

You have a heroic and inspiring effect on those around you. You can easily inspire those who would sing songs to your glory, or motivate artists to sculpt a statue of you in commemoration of heroic acts of valor. Those you inspire will feel their creativity and skill boosted when they are doing something for you, even if you don't know about it and their creations inspire others to acts of goodness, bolstering kindness, empathy, and compassion in those who hear them. This also boosts the mythicness and memorability of your actions, making them inspire even those you've never met.

Heroic Wizard [600 QP]

When you are using magic in ways that are benevolent the magic is easier to use (requiring fewer components, and less mana/chakra/spiritual energy/etc.) and stronger, whether that means hitting with more force, healing more, or even just lasting longer. Each time you have used magic benevolently permanently, albeit minorly, enhances your magic giving you incredibly slight but real boosts to your overall arcane potency and to the ease with which you can use magic. You can also teach people ways to minimize the corrupting influence of supernatural powers like magic, or certain brands of psionics, letting them more purely use such forces to fight for goodness and light.

Terra Nocturna

Learned Skills [100 QP]

Skills you've learned and gained over the course of your jump will always be respected in future settings. If you were an engineer in another setting you'd find ways to continue to use skills you've learned, even and especially if it normally takes something like certification to practice certain skills across settings (like law and medicine). Being isekaied will not stop your career.

Hiding In Plain Sight [200 QP]

You are much better at disguising yourself and your actions in every respect. You can figure out how to hide, or even explain away your supernatural activities and abilities, even while using them in plain sight.

Supernaturally Respected [400 QP]

Other supernaturals treat you with cautious respect from the jump. In this and future jumps other factions of supernatural beings default to viewing you with a mixture of respect, caution, and optimism (so long as the factions are not, themselves, entirely malicious, in which case they are afraid of you).

Social Saint [600 QP]

You have an uncanny charisma that excels when you are delivering messages to the people. This is especially amplified whenever you are using technology like that of social media to amplify your message, or are reaching out to conventional news outlets. You can inspire goodness in people you've never met with a well-timed and insightful tweet, or by being interviewed even by an adversarial news outlet. You also have a supernatural understanding of trends, marketing, and social psychology.

Terra Machina

Adaptable [100 QP]

You are well-suited for jumping to wildly divergent settings. You have a natural flexibility and mental quickness that allows you to adapt to very different settings.

Digital Angel [200 QP]

You intuitively understand how to utilize advanced digital and cybernetic technology, even that which is well beyond any equivalent tech you've personally encountered and used before coming here. Beyond that you can use your powers to heal and purify such tech, able to both bolster and actually fix such technology.

Scientific Savior [400 QP]

You have a keen scientific mind and can figure out how to use science and technology in ways that uplift, bolster, heal, and help life. You can invent devices that heal people more efficiently, and can blend science and supernatural abilities in ways that are positive, protective, and life-affirming.

Sacred Symbolism [600 QP]

Cynicism is one of the greatest weapons of the Adversary. If he can persuade people to be cynical and to forsake kindness, or even mock virtue and joy, then he has his foot in the door in ways that transcend the power of his demons and demon-minds. And yet you stand in his way. You inspire hope and kindness in those who behold you, your beauty and saintliness transcending that which our foe can make others feel. You are a reminder of the power of hope, of the joys of virtue, and can move others to benevolent action with as little as one brief meeting, especially if you were kind to them in personal ways. You will replace the symbolism associated with angels.

Terra Astrata

Cross Cultural Angel [100 QP]

You transcend cultural boundaries, able to intuitively understand the intentions of other sapient beings even ones wildly unlike you or those you've met. You can also intuit the meaning and purpose of cultural artifacts unlike any you've seen before, letting you better understand others even based on what they leave behind.

Diplomacy [200 QP]

You are a talented peacemaker even without the use of supernatural powers or divine auras. You intuitively understand how to calm people, soothe frazzled minds, and can diplomatically bring people to the negotiating table. If there is any hope for peace, for ceasefires, and for mutually beneficial relations, you can make them a reality so long as you are not opposed to entrenched, influential parties, and even if you are you *are* an angel, and your powers may be enough to see a brighter day.

To Be Free [400 QP]

Your presence inspires more than goodness in others, it inspires dreams of liberation. You naturally move beings towards independence and freedom, your halo instilling in their dreams of liberty and helping those caught in its glow move towards such lofty ambitions. With your help robots, slaves, and even hive-minds themselves will begin to change, to seek joyful independence and glorious freedom for themselves and others.

Radiant Light [600 QP]

The Adversary claims the dark as his domain, where his powers are at their maximum. You are the opposite and you call the sun and all other stars your allies. In light, you grow greater still, and you can infuse light around you with joy, purpose, and sacred spiritualism. Beings touched by this light, even if it is electrical light, will find themselves more amenable to joy and goodness, as well as find their wounds healing faster and their strength increased, proportional to how good they are. This effect bolsters your halo, and allows you to purify and sanctify places where natural sunlight is touching, especially during the day. Such places are protected against demonic incursions and can be fled to in order to escape demonic activity.

Items

Items may be imported into similar - items, weapons to weapons, clothes to clothes, etc.

Any item alterations and upgrades made will be maintained between jumps and are flat-backed.

All origins get their 100QP perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%. Additionally, items are immune to the effects of your vows.

Building complexes, unless stated to have an in-world location, will be placed near your starting location in-jump for your stay and will be attached to your warehouse after the jump is complete, they can then be imported into future jumps as desired.

Items are not mutually exclusive, but items from divergent settings will adapt to fit wherever you are in this jump within reason.

General [Undiscounted]

Relics [2 Free, Any additional relics cost a Quintessence to purchase]

Pick any two relics from the relics section of the base CYOA. They function as described in the CYOA, but are also only receptive to you and can only be used by those you permit, minorly enhancing them compared to the base CYOA. You can get two for free, and can purchase more by spending **Quintessence**.

Heavenly Field Office [400 QP]

This is a rare thing. You have gained the backing of a mobile field office of Heaven, which will follow you along your chain. This means you can call upon the support of a handful of other angels, and more easily consult with Heaven in future jumps. This also enhances your ability to increase your passive divine favor, and means you can get support from angels with abilities unlike yours. This place also serves as a small afterlife for both your followers and allies and other benevolent souls that pass while you are in a jump.

Terra Virata

Adventurer's Gear [100 QP]

This is a set of effective but mundane adventurer's gear. This includes things like a replenishing pack of rations, some simple but handy outfits, and of course things like weapons and tools for navigation and camping. All of this fits inside a large backpack, one which is enchanted to carry everything in it without any apparent increases to weight.

A Symbol [200 QP]

You have coopted a symbol of some benevolent being or faction and modified it to become your own symbol. Those who see this will know that you are benevolent and that you come in peace, if you do, or at least that you come to advance the cause of righteousness. Individuals who align with such goals will be happy to see you, and will openly and warmly receive you. This comes with a free device of some sort to affix this symbol to.

Knightly Order [400 QP]

Someone here established an order of knights sworn to aid the next angel to arrive sometime before your arrival. This is an order of warriors who are well-trained, professional, well-respected, and who are eager to serve you and in doing so aid the cause of Heaven. They have a primary castle somewhere near the outskirts of a major kingdom, and smaller bases in other nations.

Wizard's Tower [600 QP]

This is a handy housing item that is enchanted and filled to the brim with materials for witchcraft and wizardry, particularly white witchcraft and wizardry. It is a solid, decently furnished home, enchanted in such a way that it bolsters white magic cast within, and helps people heal from injuries and conditions. It even comes with tomes for all sorts of magic aside from black magic.

Terra Nocturna

Social Equipment [100 QP]

This is a set of universally useful standard technologies like a phone, a laptop, and a tablet. All of these come stocked with social media apps and have standard fiat-backing

for such devices as invulnerability, unlimited security, infinite battery, and perpetual connection to omniversal wifi that works regardless of where in a setting you are.

Holy Store [200 QP]

You now own a small business that sells holy and sacred goods. These are small trinkets that are blessed by their connection to you. These trinkets work, though they aren't conceptually powerful, and do things like ward off small misfortune, provide comfort, and help weaken black magic. You also get a tidy profit from this store, and it attracts those in supernatural danger, letting you provide protection to such souls.

Special Threats Branch Office [400 QP]

Someone in the Special Threats Division knew you were coming, or at least predicted that eventually someone like you would arrive on this world and in a place close to your starting location. They set up a branch office that was quickly staffed and told to wait for you to appear. When you did they appeared before you, welcomed you to this world, and asked if you wanted to work with the STD (Special Threats Division) a sub-branch of the US government meant to protect against supernatural threats. This office is under strict orders to monitor you, and exists regardless of whether or not you take this item, and it will help you if you seem posed to actively combat the supernatural, filled with resources that can help get you up to speed on the state of the supernatural all over the world. If you take this item this office is filled with people who quickly become loyal to you and who seek to help you proliferate goodness throughout the world and combat evil. In future jumps these agents follow you and will quickly take stock of the supernatural and evil situations in future worlds, working to help you fight them however they can.

Church [600 QP]

This church seems normal enough but is a true holy site. It is filled with powerful, positive faith energies, and angels who live near or in it feel passively strengthened. This effect also applies to other supernaturals who are good at heart and who aspire to help people and use their powers beneficially, even if such beings should normally be weakened or destroyed by religious energy and iconography.

Terra Machina

Personal Tech [100 QP]

This is technology of a more defensive sort than the technology in **Social Equipment**. This includes things like a taser, a gun, and other protective equipment, all of which have been touched by **Quintessence** and subtly enhanced in its effectiveness against the supernatural and artificial.

Spiritual Drugs [200 QP]

This may seem unusual, but plenty of faiths have long incorporated drugs and Heaven is no stranger to that. This is a supply of drugs you have and know how to make that when ingested cause those who ingest them to have spiritual highs and embark on heavenly journeys while under their effects. These drugs are non-addictive and those who use them feel in tune with Heaven's will and will seek to advance the cause of Heaven when not high.

Community [400 QP]

This is a community of those who seek to reconnect with nature. This small community of a few hundred people have abandoned the large cities of the present-day and have gone to a place where some old houses, buildings, and a few fields were left untouched by machines. This humble community immediately accepts you as a combination of a spiritual guide and something akin to a mayor. There is enough here to expand slowly, but steadily, and people who aspire to return to the old values and old ways of the world before cybernetics and virtual reality will find their way here and settle in with ease.

Hospital [600 QP]

This is an advanced hospital run by a person who has rediscovered a faith long thought lost to the masses, one connected to the will of Heaven. This person aspires to blend technology and sacredness in ways that enhance both and joyfully runs the hospital in ways congruent with your goals, giving you a healthy amount of the excess profits of the place, while also enacting rules and policies you agree with.

Terra Astrata

Translators [100 QP]

You have and can make translators that allow people to communicate with any other sapient lifeforms. These translators are small, able to be pinned to a chest with ease, and work indefinitely when turned on.

Robotic Ally [200 QP]

This figure is a robot who is genuinely, not through programming, loyal to you. It is a robotic assistant that is well-versed in a thousand skills, and happy to use those skills to help you in a range of ways, and it can learn new skills at a rapid pace, mastering skills in weeks when it'd take humans months or years to do so.

Diplomatic Corps [400 QP]

This is a group of well-trained, professional ambassadors and diplomats for hire who you are now in charge of. There are members of multiple dozens of species here, all of whom are professionally trained, experienced ambassadors and diplomats who work to help keep peace across the galaxy. This corps is now at your command, and keeps track of emerging diplomatic opportunities and crises across the galaxy in major bases throughout the millions of worlds now known to mankind and their allies. If it's possible to keep the peace, you'll be much better equipped to do so now.

Spaceship [600 QP]

This is an advanced, luxurious, and powerful spaceship. It is capable of a great deal of sci-fi feats and is cutting-edge relative to other spaceships. It is fully stocked and more than capable of housing dozens of people comfortably, even those with wildly different biologies or physiological needs.

Companions

Companions can purchase more companions.

Companion Import [50-200]

So you want to create your own crime fighting sidekick or family? Do you want to rule St. Canard at the head of your own Dreadful Duo, Threatening Three, Frightful Four, Fearsome Five, Sexy Six, Scary Seven, Eviscerating Eight, or even the Nightmarish Nine? Well import a single companion into any origin and race for 50QP each or eight for 200QP. Such individuals get to decide a build of their own, and may select origins different from yours, but it's up to you if they actually get to explore different settings. They can take drawbacks if they have their own isolated adventures in other worlds. They get 600 QP, 50 Quintessence, and can decide their own builds.

Canon Companion [50 non-Angels/100 Angels]

So you want to take any other existing character from this world. Well then this option is for you. If you can persuade someone here to come with you and spend the currency listed here, they can follow you as companions in future jumps. Angels you persuade get builds of their own but other characters do not.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 QP]

Do you want to go somewhere else? Maybe there is a games, cartoons, or comics version you would rather go to.

It's All Real [+0 QP]

Now you can include events and canon from other media that includes this setting or its characters whether this is games, cartoons, comics, or even commercials it is up to you.

Plot is King [+0 QP]

You may leave any time after the main plot is complete, unless any drawback or scenarios are still in effect and incomplete.

Fan Theories are Cannon [+0]

You got some fan theories that you ascribe to, or fanon that you want to be canon in your chosen universe, well with this you can.

Maybe some of the main characters are secretly evil?

Maybe the entire setting was nothing more than a stage production?

Maybe the bad guy actually has a tragic backstory and is a kind father of three?

Whatever the fanon theory, it is now fact in the version of the Angel CYOA universe you're about to enter.

Extended Stay [+100 QP]

For each purchase of this, your time here is extended by 10 years.

Stereotypes [+100]

How this perk manifests depends on your personality, dear jumper. Whatever you are like, in terms of your most basic skills, people will assume the opposite. If you are a warrior they will think you are a pacifist, if you are a general they will think of you as a novice soldier. Going further though, people will be opposed to your goals on the basis of these stereotypes and will often need supernatural persuasion to be convinced to be at least neutral towards you.

Remote Reaches [+200]:

The corner of the multiverse Sorothustra is located in is an unspeakably vast distance from other places in the multiverse and for some reason teleportation infrastructure and some devices have the hardest time with you. Enjoying spending your decade just going to places, almost always after something cool happens.

Anti-Magic Age [+200]:

Somehow the anti-magic and other anti-power abilities of your foes has tends to work on your allies and even on you... Well, on you anti-magic seems to go berserk. It's very inconvenient to you and your allies. If you can catch your enemy off-guard then you can protect yourself from your enemy's ability to counter their magic.

Demon Slayer [+200]

Demons are more common here, and they are better able to hide themselves. It is more important than ever to stop demons when you find them, as demonic presence in a world can slowly make it more susceptible to further demonic incursion.

True Vows [+200]

Now your vows also apply to demons. You can still defend yourself, but now even demons must strike first, or harm other people in your presence before you move against them.

Hero Among Men [+400]

The natural organic foes in this world are more insidious, more powerful, and altogether more dangerous. This also strengthens the supernatural threats of places like **Terra Nocturna** and **Terra Virata**. This doesn't make them more aware of you, or more personally opposed to you by default, but these foes will react to you more competently and more decisively when they learn of you.

Dramatic Bastard [+400]

Something about you refuses to do things small. You are an immensely annoying showboat, especially when it really matters. This does not affect talent, so a talented performer can get away with this to an extent. It's still really annoying though, and people who are unphased by your acting or musical chops will really hate this. This can be kind of kick ass at the end of big, really cool moments though, but on occasion you'll deeply embarrass yourself, which for a Sorothustran can be a powerfully negative fate.

Sly Snake [+400]

This is the opposite of the drawback just over it. You loathe people and the public eye and are a recluse broadly. You even use your powers to avoid detection, and are a silent, deeply graceful warrior, who goes out of your way to avoid being the center of attention.

The Seven [+400]

A coalition of demons have done something unusual and have banded together. Each of these demons is a powerful wielder of one of the seven deadly sins, and they subtly move to corrupt and worsen the world you live in. As you confront them they will grow more aware of you and more determined to harm you and those you love. Thankfully they are, ultimately, normal demons and while they are more capable of teamwork than regular demons they are still selfish, prideful, and sinful, and sin is naturally self-destructive. Still, don't underestimate them.

Lockdown [+600]

You have no **Out Of Context** items, powers, or warehouse.

Archdemon [+600]

An archdemon, a powerful minion of the Adversary, has arrived somewhere in the world you choose within three years of your arrival. Archdemons are powerful, but have been defeated by normal angels before (though invariably with the backing of a coalition of allies). This world will fall to ruin if you or your family don't seek out and stop the archdemon yourselves, as archdemons are only vulnerable to angelic powers and the will of Heaven.

The Adversary's Personal Lietunant [+800]

This... is bad. The Adversary has a personal interest in you and has sent a powerful champion to whatever world(s) you visit. This champion will be determined to find you and kill you, or better yet capture you and take you to the Adversary's personal realm... In which case you'll wish you had just been killed instead. This foe is powerful, capable of matching you blow for blow, but it is a demon and is thus vulnerable to demonic weaknesses and the arrogance of demonkind.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log

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