



There lies a city on the faultline between Heaven and Hell. Humans of that place live under the threat of being attacked by evil spirits and demons. And yet the darkness shrouds people's minds and invades their hearts. Not one person realizes that it's consuming their city. However there are those that seek to end these manifestations of human desire. This duty could have fallen to either the messengers of God or the servants of Satan... or could it possibly be you? Since you're broke right now I'm going to give you a small allowance in order to get you started.

+1000 CP

Location: Daten City - In case you haven't guessed by now, this is that city.

Origins

You may change both or either Age and Gender for 50 CP

Drop-In (Free): You aren't of this world, nor are you from Heaven or Hell. And don't get me started on Limbo!

Gender: Remains the same

Age: 20+1d8



Rich Kid (100): Your parents have money coming out the ears so you're better off than a lot other people. Just don't let it go to your head now.

Gender: Remains the same

Age: 16+1d8



Priest (100): A Holy Servant of the Lord! Or possibly the Devil, I hear that's in with kids nowadays. It is your responsibility to lead and guide others towards the ideals of your patron!

Gender: May change to Male for Free

Age: 30+1d8 Years



Angel (400): Whether kicked out of Heaven like the bitchy Anarchy Sisters or sent down on a holy mission from God. You are to protect Humanity from the manipulations of Hell and the danger of Ghosts!

Gender: May change to Female for Free

Age: 17+1d8 Years



Demon (400): Humanity cannot be trusted to guide itself, they are violent, foolish, self destructive, chaotic hypocrites! You are to bring order, whether they like it or not. Probably not.

Gender: May change to Female for Free

Age: 17+1d8 Years



Perks

You should know how this works by now, 100 cost perks are free for their origin.

Drop In



Artistic Reality (100): Things look a bit different, in fact, it's almost as if the world was a living cartoon! Of course, this wouldn't be much of a perk if you couldn't control the animation style. From any source you wish, or even your own style if you're the artistic type. If you ever get tired of the way the world looks you can change it back to normal realism.

Slapstick (200): Hit by a car, tossed off of a plane, beaten over the head with a baseball bat. Yes, I know, who would do all of

this to their friend? You are now highly resistant to friendly fire, where "Friendly Fire" is determined as "Doesn't want to kill or maim you". The most you will suffer will be minor injuries and sore spots. Doesn't really work on enemies unless they want to take you alive. Functions at somewhat lesser power for random accidents.

World's Smartest Monkey (400): When you showed up in this world you were struck by a stray divine lightning bolt and gained phenomenal mental might! Your intelligence is unparalleled! Your wit is sharpened that you can run circles around others! Your perception such that the tiniest of details fail to hide themselves from you! Your deduction has increased to astounding levels rivaled only by Sherlock Holmes himself! You may also optionally become a talking Monkey.



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Limbo Days (600): Yours is a strange existence, a constant balancing act between Heaven and Hell, Light and Darkness, Good and Evil. Your power is that to keep things in check, to prevent one side from triumphing over the other bringing about a constant struggle. In other words, you can tip the balance between cosmic forces, this doesn't mean much in anything outside of a localized area for now, allowing you to cause all sorts of effects within a city block. Weaken order and strengthen anarchy and you can make an instant angry mob of random people doing whatever they decide is a good idea at the time merely as an example.

Rich Kid



Loser (100): You just have this aura about you that makes people underestimate you. They'll think you're completely unimportant, a nerd, or just some loser. Of course, when you need to be taken seriously, you easily can, whether by letting your hair down, taking off your glasses, or getting rid of the lisp. Whatever you did to make them take you seriously, it deactivates the perk for as long as required. Do note, when this perk is active it negates appearance perks. Great for all you pretty boys out there that want some peace and quiet occasionally.

Ghost Magnet (200): Technically this doesn't attract ghosts to you, instead, it attracts you to ghosts! You will always be able to stumble upon some supernatural plot or monster, simply by not keeping track of where you're going. Do note, that this can activate even when you don't want it to. Potentially leading you into a life threatening ambush! Although it might lead you into an Angel if you're lucky. Although there's only two angels in the city, and both of them are total bitches. So I wouldn't count on them.

Pretty Boy (400): Well, it seems the ugly duckling wasn't so ugly after all! You get a general boost to your overall appearance. With just this, you would be seen on magazines occasionally. Although no sane man would pay 400 CP just to be a bit prettier, no! You need something to sweeten the deal. You now have the Charisma necessary to run a major multi billion dollar company, a way with words that can sway money grubbing stockholders into taking risks. But be careful, no matter how charismatic you are, it only goes so far. And you're much better talking to rich gentleman than the average person.

Hell's Monkey (600): Somehow, the universe finds you important for one reason or another. Not enough to help you on day to day business, but enough to help you when it's important. About to walk into oncoming traffic? You'll trip and fall before getting there leaving you facedown on the sidewalk. The Universe sure loves making fun of you, but don't worry, it does it only because it loves you. It can't do big things like messing with people's free will, but it can give you the edge. Although the more willing you are to humiliate yourself the better luck you'll have. Don't expect to clear out a casino or anything, it's not that kind of luck.

Priest

Verbose Speaker (100): A strong voice and magnificent speech, at the drop of the hat you can go into a speech whether it's about a heroic charge or something like getting groceries. You can be sure that it's going to be AMAZING. Do note that this somewhat enhances vocal abilities.

Glutton for Punishment (200): As with Job, all must come to pain at some point. With this perk, you will be able to bear not only immense pain, but work through it as well!

Afro Storage (400): Amazingly enough you seem to be able to carry a lot of things in small spaces. Like ammunition belts in your hair no matter how short it may be or a chaingun under your robes. It doesn't seem to inconvenience you either. Great for sneaking things past security!

Messenger of God (600): Be it The Lord or Satan (perhaps someone else?) you have been given a mission! These missions come to you in simple paper slips, a couple square inches in size with minimalistic writing. Anything from some letters to a symbol. No matter what your goal is, it will be certain to at the very least point you in the right direction. When you complete these missions, your ultimate goal will progress somehow. Generally in an unexpected, but much appreciated manner. You may find yourself with a new ally, or perhaps the key to a locked door.



Angels and Demons

Perks here are discounted for both Angels and Demons.



Greater than Man (Restricted to Angels and Demons): Your body is above and beyond mere mortal. Your appearance no longer has any bearing on your actual capabilities. When you go all out you have an aura about you, whether Divine or Infernal depending on what you are. Your muscles are incredibly dense, your bones are harder than the hardest steel, and your appearance is beautiful and magnificent to behold. You are, by your very nature, greater than Man.

Sins and Virtues (100-Free to Angels and Demons): Beings such as Angels and Demons are... Different from mortal beings. Their thoughts, and in this case in particular, obsessions can affect them. Depending on the strength of their obsessions, the stronger the effect is. As an example, an individual that's particularly gluttonous will find their choice in food not going straight to their waistline. While someone who spends every waking moment of their life dedicated to a certain thing will find that thing empowering them to surprising heights. Although one must be careful not to fall to their own obsessions.

Stylish Weapons (100-Free to Angels and Demons): Choose a type of clothing, it could be underwear, a type of sock, a jacket, or even a cape. You now have the ability to turn that article of clothing into a weapon of some sort. Depending on the quality of the clothing and the wearer greatly affects the quality of the weapon, almost always taking on their traits. Articles of clothing specifically designed for transformation are far stronger and more reliable however. And as such, should be used more often than standard clothing.

Combat Training (200): The divine forces of heaven and hell are often times trained in both physical and ranged combat. While many utilize their own instincts to get by, nothing quite beats a couple years worth of divine training. A competent gunslinger up to their standards have the precision and agility necessary to shoot bullets out of the air with their own bullets, just as an example. Of course, these Divine Martial Arts require a lot of physical ability to perform, no mere mortal can use these.

Fly away now (200): Angels and Demons do naturally begin with the ability to sprout wings and fly, but now? You can *fly*! Where others at most hover and glide, you dip, bob, dive, and rise easily. Where others ability to fly is almost always relegated to transport, you can *fight* in the air.

Hybrid (300 - Undiscounted): Not sure what you're supposed to be. But apparently you're a stable hybrid of both Angelic and Demonic power. How in the hell that happened is likely an adventure in and of itself. No matter the case, you can now use both Angelic and Demonic abilities, resulting in a minor, but notable increase in capability with your physical abilities due to the hybridization. Hybrids are incredibly rare after all, and it is quite possible that Angelic and Demonic abilities will combine in unique and unexpected ways. In exchange for obvious persecution and scorn from your peers that are in the know. You're likely not gonna be allowed in either Heaven or Hell anytime soon.

Archetype (800): There are 14 attributes that Demons and Angels are most influenced by, while they are not the only ones, they are the most commonly known. The Seven Deadly Sins and The Seven Heavenly Virtues. Unlike others of your kind however, you are not merely *affected* by them, you, for all intents and purposes, might as well *be* one of them. The more you embody your aspect, the more powerful it becomes and the more it in turn influences you. Right now you have the seed of power, given time, it will bloom into greatness and you will be able to stand side by side with even the most powerful of archdevils and archangels.

The Legendary Rivalry

Unlike other origins, Angels and Demons gain their 200 CP perks for Free

Angels and Demons are as different as Night and Day, however, for all their differences and hatred of each other. They mirror each other in a sense. Like Matter and Antimatter. Let's just say that attempting to combine both Angelic and Demonic powers will result in nothing more than suicide.

Angels

Everyone Wants To Be Me (200):

Knowing exactly what you want is surprisingly rare these days. You know what you want, you know how you want to get it, at most you'll spend some time thinking of what you want next when you achieve it. Someone attempting to leverage what you want against you are going to have problems manipulating you, because you'll know if they're actually being honest about it.



Devil's Advocate (400): Sometimes, rules are meant to be broken. And as you have a rather 'unique' position in heaven, you have that responsibility. Because sometimes, an exception occurs and you need to do something regardless of the rules. Whether that be that someone doesn't deserve punishment for their crimes, or even if it means determining someone should be killed without given the chance for mercy. They know this, and they accept it. Well, tolerate it more accurately. Merely because you hold a special position does not mean you are immune to the consequences of your actions, merely that you act as a special exception to the rules in any organization you are a part of. Don't try to push your luck though.

Spirit of Anarchy (600): Free Will. The ultimate Gift from God given to his children. And now, you embody it. What does this mean? Why! It means you're a remarkably spirited individual that takes shit from nobody! Nothing can control you unless you allow it. Your mind is a sanctuary and you won't let anybody fuck around with it. You can spit in the face of a God, and you have the willpower to back it up. What's better, is that this spark of freedom is infectious. Allowing your mere presence to cause mental manipulations to waver, allowing others free will to blossom forth. Why, with a bit of effort you may even be able to defeat outright spiritual mutilation! Although this is useless to those who willingly give themselves up.

Demons



I Want You (200): Demons are well known for their gift of gab, their ability to speak and convince mortals to do what they wish. Of course, where does this come from? Their ability to read someone's deepest, darkest desires as if they were plain as day. After all, isn't it easy to control someone when you know what they want?

Infernal Rules Lawyer (400): Very few beings understand law as you do, even fewer can enforce those laws upon you. For you see, it is rather obvious you never broke any of them. You have an instinctive, and even supernatural ability to follow the law as it is, and as long as you do not defy it in the technical sense, you can get away with almost anything. Unlike some fey beings however, this intimate knowledge of the laws that govern the world does not come at the cost of being forced to follow said laws. This doesn't let you break physics, but it does let you get away with a convincing argument for why you didn't *technically* steal a child's soul when you gave them a piece of candy

Spirit of Domination (600): Lucifer, the First of the Fallen. You are a direct Descendant of this being, and hold within yourself his will. Your soul is as a sword, it tears down the wills of others like cattle. Your very presence can bring mortals to their knees, allowing you to bend their very souls into whatever shape you so desire. Whether that be fanatical soldiers, loyal worshipers, or obedient slaves even after their deaths. Resistance is futile, for eventually even the greatest of wills will crumble before you.

Items

100 Cost items are free for their origin.

General

Sweet Threads (Free): What would you be without a signature outfit? It's well made, it fits you, and you get multiple. Anywhere from a work uniform to a suit all the way to something out of a dominatrix film. Go nuts.

Local Housing (Free-100): Need a place to stay? With this, you'll wake up in either an apartment, or something else relevant to your origin. Drop-Ins get a boxcar on a currently moving train, Rich Kids get a penthouse, Priests get their own church and for Angels you can stay at my church. If you're a demon you'll probably live at the Mayor's mansion. Of course if you pay a little bit you'll get to pick and choose, your background will likely change to fit. Yes, that means you can be a demon and live in my church, might piss off the girls already living here though.

Drop-In

Sweet Motorcycle (100): This old girl is a classic, fast and smooth riding. Goes from 0 to 60 MPH in less than 2 seconds, and can hit 120 in just under 5 with a top speed of 250. With the depiction of angel wings on its sides, you'll always know that you're in safe hands with this old bird. If it wrecks, you'll find it back in your garage, or your warehouse at the end of the day safe and sound. Won't run out of gas either, but outside of that it's a pretty normal motorcycle.

Police Siren (200): A small blue and red attachment to any vehicle, turn it on while pursuing someone and other, relatively mundane police cars will help you in your chase, almost suicidally ramming them off the road. They won't break the law however, so they won't run over people. In worlds where there are no police, they'll just sort of show up for a bit, if there is police, it will use local resources. Using in the air is ill advised unless you can dodge falling motor vehicles.

Military Armory (400): You have a regenerating stockpile of any weapon made on 21'st century Earth that can be used by infantry. You can give AK47's to everyone if you want, or leave shotguns lying around like some kind of irresponsible wizard. Each weapon comes with a couple spare magazines, as they do have limited ammo by default.

Literally all of the XXX (600): Fine, fine, alright, I know what you came to this world for. Well, here it is. You get a box, anything that is primarily designed for *that* industry can be pulled out from it. It's limited to what can be produced on a regular Earth. No, no, I'm not jealous. Go have fun. Really. I don't care. Enjoy your infinite porn.

Rich Kid

Spending Cash (100): Generally speaking not every parent gives their kids an unlimited budget, however, you still get an allowance like many teenagers. From now on, you'll get the equivalent of 10'000 USD to spend per week, no, this doesn't build up over time so you can't take the lazy route of achieving wealth. Rich Kids however get 100'000 USD instead. Can only be purchased once.

Headphones (200): These all purpose high quality headphones can interface with just about anything and have audio quality rivaling a live band. But that's just the frosting on the cake, the real meat of it is that it has a musical generator, creating scene and situation fitting music wherever, whenever.

P.K. Meter (400): Looks a lot like a metal detector actually, but what it does is detect the supernatural. Normally it would be fairly vague and only able to detect ghosts, but you can tune it to detect damn near anything. Ghosts, Spirits, Demons, Angels, and even things that aren't quite as easily explainable, said things tend to be covered in tentacles and send crazy people crazier.

Private Helicopter (600): Look at you, flying around in your very own private helicopter. Even have a chaperone, I bet you have champagne in the backseat too. You can call this in whenever you want and have it take you places, it's a helicopter, a private one. What more do you want? Alright, so it gets fueled for free.

Priest

Bible (100): An ancient tome written over thousands of years, this book contains deep insights into the world around you and helps sharpen the mind. It also helps you learn metaphors and translate divine speech, especially prophecies.

X Mask (200): With but this simple mask you can disguise yourself as the legendary Mr X! Nobody will recognize you! It is utterly foolproof!

Divine Bell (400): This six foot tall bell may be hung up anywhere, and when it rings, it signifies that your foe has been well and truly eliminated! It works best on supernatural threats of course, but this is incredibly useful for telling you when the evil shit is dead and not just faking!

Black Card (600): This is given to very few people. The Heaven's Express Black Card has a near endless credit limit for Heaven's Coins, allowing you to purchase nearly anything from Heaven's stores. Of course you will likely have to pay it back eventually, but hey, at least Heaven has a *far* better interest rate than most banks.

Angel and Demons

Weaponized Stylish Clothing (100): Besides appearances, Heavenly and Infernal weapons are rather similar outside of a few key traits. Heavenly Weapons cannot harm mortals, but are far more effective against ghosts and otherwise spiritual beings. Infernal weapons on the other hand can *empower* ghosts, while also having the ability to harm mortals. This is one such weapon, hidden in the form of your chosen article of clothing, this is incredibly high quality and designed for transformation. It will keep itself in good condition, and won't lose track of you. If it's a type of weapon you can feasibly use two of, you can combine them in their weapon form for a single more powerful weapon. If you have other clothing you spent CP on, you may combine them with this option for free for all you hat collectors out there.

Doll Companion (200): A doll like creature in a facsimile akin to an animal of some sort. They're durable, self repair, and aren't really all that clever. But they're loyal to a fault, know basic skills such as driving and cleaning. And are generally speaking one of the most commonly owned commodities in both Heaven and Hell. As they are artificial beings, they technically don't have a soul, and over time they build up energy, eventually allowing them to "Unzip" and become a larger, monstrous form.



Angel

Box of Vices (100): Every Angel is allowed to enjoy themselves from time to time, pick a Deadly Sin. Anything you could get from spending a day out and buying things from a mall can be found inside, aspected towards your preferred Sin. Lust can grant sex objects, Gluttony can grant food, Pride grants makeup and mirrors. You can't sell anything you pull out of it though, it's all for personal use.

Heavenly Catalogue (200): Heaven Coins are the golden currency of the Heavens, and while you may need them to buy your way back in, they are a currency. You now have a magazine filled with all sorts of things that are on offer from beyond the Pearly Gates, anything from scrumptious foods to other fine luxury items. However, they DO require your hard earned Heaven Coins to buy which can be gained by slaying ghosts, granting wealth dependent on their difficulty to defeat.

Angelmobility (400): A Heaven built Angelic Vehicle, nowadays these take the form of cars, often highly capable and well designed. Can go from 0 to 60 in a second, excellent acceleration, and has a top speed of 700 MPH. It has incredible grip, can safely drive on everything from ice to oil slicked ice. Primarily comes in muscle cars but can also come in jeeps or even a chariot if you feel particularly old school.

The Ultimate Weapon (600): A legendary weapon forged by the greatest smiths in Heaven! This mighty cannon fires an incredible beam of energy capable of piercing dimensions! However, the beam is not the important aspect of the weapon, for when fired into the sky it allows for something far more powerful. It calls to aid the immense power of an Archangel to perform a single attack! This attack is capable of easily, casually crushing the greatest of ghosts, one the size of a mountain. However, it takes a full year and a day to recharge.



Demon

Demon's Rulebook (100): This book, a copy hand written by Scanty and Kneesocks, is filled to the brim with rules and regulations, turns out they were right about one thing. These rules really do lead to a life of health and fitness, gifting you with a trim and lithe figure and a well toned body. This book also helps sharpen demonic abilities that you may happen to have.

Demon Catalogue (200): Demon Tokens, also known as Havocs for short, are a shadowy black coin known for being used in Hell and other places of dark inclination. From the pits of hell, this simple catalogue is simply filled with products and sometimes services on offer for a price. Everything from chains to hold down human souls to serums that cause zombification of the dead. Demon Tokens, unlike the chaos of Angel Coins and their bounties, are gained through a salary based on a Demon's position and how much they aid Hell in their mission of suffering and domination.

Hellish Limo (400): Forged in the pits of hell for comfort and utility. Goes from 0 to 60 in two seconds, and has a max speed of 500 MPH. And don't think it's length is a drawback to its maneuverability, it will bend and curve like a snake if it has to turn a tight corner. Outside of it's functions as a vehicle, it's interior is luxurious and easily modifiable for personal tastes.

Soul Stone (600): An ancient sphere, containing God knows how many spirits compressed into a single orb. It can be used as a power source, or even something to produce massive amount of ghost minions. It's uses are potentially endless for the entrepreneuring Demon.



Companions

You don't want to be alone now do you?

Stalker fans (Free - Optional): I'm not sure why you'd want these, but they'll pop up in every jump from now on to cheer for you incessantly. They'll often times try to steal stuff from you as they're your "Biggest Fans". They're sort of just there, and can't be used for anything useful. They don't count as companions for things that affect them, except for drawbacks.

Friendly Ghost (100): Like Casper, this phantom has made peace with humanity and is willing and happy to live alongside people. He will be nice, polite, and overall friendly, as he is the spirit of a dog that waited at a train station for years, until he died of old age, waiting for his master to return. He believes you are his master, returned to him after his death, he will be eternally loyal.

Single Canon Character (200): It takes a bit of convincing to bring someone from their home all on their own, so your benefactor will need a bit more effort to convince them to come along. Although higher beings such as Judgement or Lucifer will refuse outright.

Panty and Stocking Anarchy with Garterbelt (300): Bringing them along as a group of course, is cheaper. Two bitchy angels, one a blond haired blue eyed sex maniac and the other a bondage obsessed goth, they got kicked out of heaven for, well, being bitchy angels. I on the other hand am a perfectly normal man of God and you have nothing to worry about from me. Chuck is coming along too if you care, a ratty green doll hound. Basically indestructible, but he's the property of the Anarchy Sisters over there and doesn't technically count as your companion.

Scanty and Kneesocks Daemon (300): A pair of rule obsessed demonesses that you better be careful of, and I'm not kidding on *rule obsessed*. Highly trained and disciplined, they are some of the most competent demons you can have on your side. They come with their servant Fastener, a creature similar to Chuck, although more intelligent and physically capable. Even if only somewhat so.

Partner (300): Just want to take an old friend in with you instead of getting someone new? That's fair. With this you may import a single companion, granting them the same origin as you, and all relevant perks up to 400 CP and items free to their origin. If you take with Angel or Demon origins, your partner may only have one 200 CP perk.

Drawbacks

800 CP max

Obsessed (+100 - 300) You gain some form of character defining obsession, whether this is control, order, sweets, or various other things. There are three ranks of this, the first is a minor, obsession that you can live without, although you will always desire it. The second makes it challenging to not go through with it, and the final rank makes it practically the only thing you can think of.

Animated (+0 - 100): Everything looks like something out of a cartoon except on rare occasions. This includes you by the way. If you take this again the animation quality takes a significant drop to the point where it might as well be using paper cut outs.

Fanservice (+100): No matter what you do, you can never seem to escape it. On a daily basis fate will conspire against you to turn you into eye candy for everyone around you.

Annoying Fans (+100): The locals like you. A bit too much actually. They like to take pictures of you and watch you while you sleep. Keep your windows locked.

Zombies! (+100): The apocalypse has happened! No wait it seems the undead just really hate you. Hope you like being laid siege by them every night. They are also considered mortal as far as **Stylish Weapons** are concerned.

That's Against The *Rrrules!* (+200): You've made an impression on Scanty and Kneesocks. A bad impression. They want you dead and through hell or high water they're going to kill you. Good luck, because they'll come back even if you kill them.

Little Tokyo (+200): A depressing and boring place west to Daten City, your starting location is set here and you cannot leave for your ten years. I'm also going to take your powers away, not like you're going to need them here.

"Phantom" (+200): Panty and Stocking, the local angels, believe you to be an extremely dangerous ghost potentially worth *thousands* of Heaven Coins. So yeah they're out for blood and money. Also they always seem to get away whenever you're about to win.

Transformation Sequence (+200): Your powers are locked for this jump, in order to use your powers you need to go through a lengthy transformation sequence. No you are not protected during this transformation sequence. On the bright side you get a cool oath to recite during it.

Cursed to Earth (+300): You need to collect a certain number of heaven coins before the jump ends or else you will be trapped in this world forever. Look on the bright side, these coins only drop from extremely dangerous demons and ghosts. I never said it would be bright for you.

I'm actually a Demon (+300): One of your companions will betray you in this jump and become a powerful Demon when you are at your most vulnerable. In addition, you will forget you took this drawback, and as such it will come as a surprise. Don't worry! If you survive this jump you get to enjoy the awkward silence that is sure to happen with them.

Powered by Virginity (+300): Unlike a certain local Angel, your powers stem from your virginity. No it doesn't matter if you've had sex before this jump, as long as you don't do it here you won't lose your powers. Although, even then you only have your local powers. But don't worry! If you have sex you won't lose the jump, you'll merely lose all the powers you have here until the end of the jump. You get the appearance bonus of Pretty Boy for free for the duration of the jump, stacking with all other beauty perks you've ever collected in your chain. If you manage to maintain your virginity for the duration of the jump, you'll even get to keep it.

Revelations (+600): It seems to be that time. Hope you read up on your bible studies because the world is ending now, not that reading the bible will actually have helped all things considered. There's four horseman running around wreaking things and causing chaos, the legions of Heaven and Hell are walking the Earth and are converging on Daten City. Soon you will be at the center of this conflict. No you cannot bunker down in your Warehouse for this, because that won't be interesting for me.

Chew Toy (+600): The universe hates you. It will conspire against you to make your life miserable, you will feel agony and torment on a daily basis. Every waking moment will be suffering: You will fall off your bed, break your toothbrush, trip on branches, have birds poop on you, get your stuff stolen, mess up at crucial moments especially in combat, disturb bee nests, and get a ton of papercuts. On a good day. If you can think of anything bad, multiply that by cancer and tears and it will happen.

Gainax Life (+600): The ending of the first season was merely the beginning, from there things will start to escalate in intensity and insanity, making the end of season one seem reasonable in comparison. You will *Not* be prepared, probably *Not* be ready either. Your most powerful abilities may end up getting countered unexpectedly. You will need skill and strategy to survive. At least be happy that there are limits on this, things will be foreshadowed and nothing will come out of absolutely nowhere. You may end up fighting God if you're lucky.

Goodbye
It was fun.

Fuck you all I'm going home.

If you really feel that way, so long. You'll find yourself back home right as you left it. As a souvenir, I'm going to host a barbeque before you leave.

I want to stay.

Didn't feel like moving on huh? You sure do know how to warm my heart, don't you? Why this calls for a celebration! I'm going to spend the next three days cooking for the party, and you're the guest of honor. Eat up!

I have places to go, worlds to see.

So long then. It was nice knowing you. Hey! Before you leave how about I host a goodbye party barbecue? There will be steak~

Notes

Made by Malbutorius.

Thank you to Knight Butters for helping a bit early on. Thank you for support from the IRC over the course of this jumps creation. And most importantly, Thank You Jumpchain for inspiring me to create.

Thanks you Eager Digger for suggesting the Devil's Advocate perk and the Heavenly Catalogue and Anon for mild Archetype clarification wording help.

Fanart Credits are as follows

[Angel Origin](#)

[Angels and Demons pic](#)

[Angel Coins and Havoc Coins pics](#)

No, if you actually manage to grab the Ultimate Weapon in jump it won't work outside of this jump. So no horribly abusing money or theft perks to get a 600 CP Item. Same with the Soulstone.

The Catalogues are required to access those services and forms of wealth outside of this jump. Heavens Coins and Demon Tokens are generally valuable to supernatural beings, however they're more valuable to some than to others.

The Priest's Black Card needs to be paid off eventually, unless you, I don't know, dodge your debt somehow, such as jumping to a new universe. It can be used for anything that accepts credit of course.

Being a Hybrid will cause Angelic and Demonic perks to interact, boosting their overall effectiveness. As an example, Spirit of Anarchy and Spirit of Domination together will allow you to turn any attempts at mind control back at the source, forcing them to resist both their own domination and yours.

Literally All of the XXX is assuming you're taking it for pornographic material, and what it's primarily designed for, if you're against that sort of thing you can use it for something else. Prude.

Archetype is meant to be more thematic than have any hard numbers. I'd love to see people come up with really unique ideas, so fanwank whatever is appropriate for your story or jumper. Don't feel limited by the deadly sins or heavenly virtues either, go nuts. Want to be the archetype of Coolness? Go ahead! Although depending on how much you give yourself over to it, it will affect how others see you (In a literal sense) both physically and mystically. And although it's a rare effect, it can cause a recursion loop where you act more and more like what you represent, but the chances of that happening are on the level of something like "Authorial Fiat" being needed, especially for one such as you.

Archetype strength drains down by about half when you act off the script for an extended period of time. However when you go back on script the time it takes to get back up to full power is a few days to a few months depending on how vigorously you jump back into your role.

If you buy the Anarchy Sisters but don't want Garterbelt, you don't have to take him. But he'll sure feel lonely. Poor Garterbelt, name is in the title of the jump and jumpers don't want him. What a cruel world this is.