

Chainsaw Man

By Rolutu & Wryvamp

Version 1.3

“So, first of all, let me assert my firm belief that the only thing we have to fear is...fear itself— nameless, unreasoning, unjustified terror which paralyzes needed efforts to convert retreat into advance.” - Franklin D. Roosevelt.

You are arriving in a modern world with some significant changes. A few major events and concepts are missing or displaced, the USSR is still around, and giant monsters known as devils roam the streets for prey- but otherwise you'll find what you'd expect in a mid-nineties Earth.

Fear rules as various entities earthly and hellish struggle for control over the world as they use each other for their own means. Society is shaken to its core as different alien threats rise and fall in a seemingly endless cycle.

You begin one year before Denji's heart is to be replaced by his pet devil Pochita leading to him being taken in by the mysterious Makima, a powerful woman who heads a notable division of Public Safety Devil Hunters in Japan.

+ 1000 CP

Starting Location: Roll a 1d6 to determine where you start. Alternatively pay **50 CP** to choose your Starting Location.

- **1. Tokyo, Japan:** You start in Japan near Devil Hunter Tokyo HQ. Tokyo has more than a thousand devil hunters and is a hub of activity where most of the events in the story take place. It will become quite the dangerous place to be in a year.
- **2. USSR:** You start in a place of your choice within the USSR.
- **3. USA:** You start in a place of your choice within the USA.
- **4. Germany:** You start in a place of your choice within Germany.
- **5. Hell:** You start in the realm of Hell, the origin of all devils. The sky is filled with doors leading to strange places, most likely the domains of stronger devils. If you're not a devil or really strong, you might have to broker a good deal to survive, much less escape.
- **6. Free Choice:** Choose any location within the world to start at.

Origin

Your gender is whatever it was in the last Jump (devils can choose their gender). Your age depends on your origin. Pay 50 to decide both within reason. All 100cp perks and items are free for their origin and all other perks and items are discounted 50% for their origin. If you're a devil your age is your apparent age with your actual age being in the thousands, if you're a fiend it's the age of the body you possess.

- **Drop In [Free]** - The standard Drop-in origin, you have nothing but the clothes on your back, appearing somewhere out of sight in your starting location. You can also choose to take this under a generic civilian origin, such as a mechanic or salaryman if it fits your age roll. Your age is $16 + 2d6$.
- **Yakuza [50cp]** - You are either a member of the Yakuza, an assassin, or some other type of independent player of the more shady sort. You have a fair bit of experience, contacts, and resources on your side as well as the skills to survive on your own. Your age is $20 + 3d10$
- **Devil Hunter [100cp]** - You hunt devils whether for revenge, money, or something else entirely. You can choose to work for Public Safety for more stability, higher pay, and good benefits at the cost of freedom and a bit of safety or strike out on your own as a private hunter. Your age is $16 + 2d10$.
- **Hellish [200cp]** - You are a prominent denizen of Hell, a powerful being with untold years of experience under your belt. You are decently feared in and out of Hell, but depending on your race may have gone through a few cycles of reincarnation. Your age is $3d20+10$. You can choose Hell as your starting location for free.
- **Origin+ [50cp]** - You can roughly choose what your origin contains and what characters you have relations with. It must make sense with your chosen origin/race, can't be too expansive or out of place, and can't give you more than a small advantage. You cannot be related (more than acquaintances) to more than two or three characters.

Race

Your race becomes an alt-form after the Jump. Races get the same privileges that Origins do for their perks.

- **Human [Free]** - You're a standard human with the capability for much more.
- **Fiend [50cp]** - You are a fiend, a devil inhabiting a human corpse. You are much stronger than a regular human physically but have lost a decent amount of your supernatural powers as a devil until you consume enough flesh. To make up for this you receive **+200cp** for use on **Embodiment of Fear** only. You have a human's physiology and appearance aside from your uniquely shaped head (whether this is horns, inhuman eyes, or whatever else is up to you).
- **Hybrid [100cp]** - You are a unique being, a human capable of turning into a Devil whether through experimentation, accident, or a contract of some sort. You have a physical trigger that activates your hybrid form, whether it's a pin on your neck or something odd like a wind-up toy's key. It takes a lot to put you down and you can regenerate from more damage than even devils and fiends. However, being in devil form will passively drain your energy and blood (this can be reduced with training or by constantly drinking blood).
- **Devil [200cp - Discount Hellish]** - You are a devil, a member of a race of monsters which range from giant beasts to beautiful humanoids and abominations from your worst nightmares. All devils originate from Hell and are given a name upon their birth that represents a fear. The fear they represent dictates their powers, personality, and appearance. The more feared and ancient the name, the stronger the devil.

Racial Perks

General

- **Embodiment of Fear [0cp/100cp/200cp/500cp/800cp - Exclusive Non-Human & Discount Hellish or Devil]** - This purchase grants you the powers of a devil. All devils can regenerate from anything short of death by drinking blood. The rate at which you regenerate depends on your race, with hybrids having the fastest and fiends the slowest. You can design your general powerset, appearance, and otherwise around your tier or make the choice to sacrifice some aspects for others, such as forgoing the parameter boosts in exchange for more potent abilities.

At the start of each Jump you have the option to adjust the effects of this perk to the setting or opt to keep things how they were in this world. For example, a Ninja Devil might be massively stronger in Naruto than they would here but choose to go back to this setting's level when they visit a world without ninjas.

The first tier allows you to choose any obscure fear to represent such as the fear of tomatoes or pillows. You will be strong enough to take on most civilians and have a few unique characteristics related to your name but little in the way of supernatural powers or abilities. Any Devil Hunter worth their job title will be able to make short work of you, at least if they're semi-prepared.

The second tier grants you a more significant fear and one or two useful and decently powerful abilities on the physical side. Things like the fear of bats or leeches are included. You can bring down small buildings with your best attacks and are a tough fight for inexperienced Devil Hunters.

The third tier is when you start becoming a true threat. You represent either a universally understood fear or a more local and potent one. You are sought after for contracts from people all around your country seeking to gain a portion of your power in exchange for life and limb. Includes things like the fear of ghosts, snakes, and curses. You have either one or two extremely potent abilities or an assortment of lesser ones. You might be able to devour other devils and regurgitate them as minions later or cause instant death to those who you pierce a few times. It would take a team of experienced and prepared hunters to take you on with no sacrifices, and you can easily bring down skyscrapers and then some.

The fourth tier puts you on the scale of a global threat. You can bring cities to ruin within the hour or travel across the world in minutes. You represent something that humans struggle to confront and causes real terror in the minds of people spanning the globe. Includes things like the fear of nuclear bombs, guns, technology, the cosmos, failure, and betrayal.

The fifth tier makes you an unimaginably powerful ancient entity that even the strongest Devil Hunters cannot hope to match. You either embody a primal fear or have abilities that within time allow you to match or surpass them. Includes things like the fear of control, death, or darkness. You have abilities on the scale of hemorrhaging living beings to death with a glance or mentally dominating any beings you consider lower than yourself on the lower end. Physically, you could devastate countries on a casual walk leaving tens of millions dead. It's recommended you start in Hell for this.

- **Contract Creation [0cp/100cp/200cp]** - When you use the word “contract”, it really means something. Should you propose a contract to a willing participant (even fiends) and have them agree, you both will be able to offer things you otherwise couldn't (uses of an ability, your lifespan, whatever). Failing to deliver on your end of the contract results in death. You aren't able to force others to accept your contract against their will but it can be enforced even if mind control or other means are used for their acceptance. Both parties are allowed to offer up things that those under their rule possess as well. Both parties have to offer something, but it doesn't necessarily have to be a fair deal. This is free to non-humans for the duration of the Jump (and to humans towards Devils) but you must pay 100cp to keep it post-Jump. Humans have to pay 200cp to upgrade and keep it post-Jump. Post-Jump it can be used on any target able to give consent.
- **Devil Consumption [300cp - Discount Non-Human]** - You have two unique abilities related to the consumption of flesh. Firstly, consuming the flesh of strong beings grants you a portion of their overall power. You cannot obtain special abilities through this, but your own abilities will grow in strength as you consume powerful beings. Secondly, beings weaker than you who consume your flesh are strengthened. They gain a boost to their power in a way that suits an ability in your possession or your overall powerset. While this will not dampen your power permanently, you will find yourself weakened and the process itself is quite taxing depending on how large the chunk you give out. Having your flesh consumed by someone without your consent will not provide them with any bonus. Those who consume your flesh will find their personalities changing over time to match your own tendencies depending on the size and potency. This effect is toggleable.

Human

- **A Touch of Insanity [100cp - Free Human]** - In a world where having a reasonable response to devils only empowers them, being a bit off your rocker can be a good thing. You simply have a different response to trauma than others, able to see opportunities in dangerous situations and prioritize yourself over all others without losing any of your humanity for it. Even if you were going up against a Primal Devil unarmed and naked, he wouldn't get a tinge of fear out of you. Additionally people will admire these eccentricities to an extent and see the value in aspects of your personality they would otherwise find detestable. Similarly insane people might even flock to you if you bring something else to the table.
- **Chief Negotiator [200cp - Discount Human]** - The skills to deal with and mediate between both humans and devils are extremely important in this world, so it's a good thing you have them. You give off an impression that makes people want to hear what you have to say even if they could swat you away like a fly. You have all the skills to get

a bargain for nearly anything with a cost and can haggle with the best of them. What you bring to the table is all the more desirable and you'll often catch people when they're in a giving mood.

- **Drinking On Your Tab [400cp - Discount Human]** - The brave Jumper, helper of the weak and savior of the hopeless! With this perk, you can repay the debts of others or take on their traumas. This doesn't simply remove it from them, but rather settles it in the most efficient and wholesome way while transferring it to you. Even if the payment has already been taken, you can switch your own resources where theirs were. If you wish, they will know what you've done for them upon this occurring and probably be thankful for it. With practice this ability can be used to take on physical burdens in real time at greater and greater ranges, allowing you to tank for your companions. You can share these burdens with those who you have control over, too. One day you might be able to use this perk to spread the harm across an entire populace. If you're evil, maybe you could even learn how to force your burdens on others?
- **Prisoner of Plots [600cp - Discount Human]** - People see the value you offer and will often make their plots accommodate you at the center of its happenings. As long as you seem to be following along the general course of their plans or expectations they will often ignore/fail to account for your actions outside of it, too. You also have a rough idea of when people are using you, how their plot roughly flows, and to what ends. Large events that move the story of the Jump will often occur around you but those who plot with you involved will prioritize your safety more than they ordinarily would. As a Prisoner of Plots, the actual plot of the story is your divine path. The closer you are to following the original story of a Jump the safer and more effective you are. Furthermore, when you 'complete' the main plot, you get a bonus based on how closely you followed it (roughly of your choice what form this bonus takes). If your benefactor wouldn't be okay with that they'll excuse it to a degree now (I asked nicely) .

Fiend

- **Cornered Prey [100cp - Free Fiend]** - Your battle strategy and the speed at which you come up with new plans is boosted, especially in the heat of battle. The simpler the strategy you use, the more effective (especially on those who tend to overthink things). When you wear glasses, your intelligence is slightly boosted.
- **Sugar Mommy Magnet [200cp - Discount Fiend]** - Look at you, so cute with your brains hanging out! No matter how inhuman you are (or even act, to a degree) you always appear cute and androgynous untill you've actually eaten someone. It pains people to see you hurt and pleases them greatly to see you happy because of their own actions. The type of people who would help you out are also attracted to you in your times of need.

- **Luck of the Devil [400cp - Discount Fiend]** - Being helped out is nice, but isn't being someone's hero way more fulfilling? You just so happen to be on time whenever the people you care about are in need, and you roughly have a sense of where they are that becomes more accurate with how bad the danger they're in is. This includes companions, followers, and anyone else who would be okay with it (though it still won't inform them, just check if they *would* be). It also affects anyone you have paid for but not yet made a companion, making it that much easier to find them and convince them (perhaps by staging a daring rescue?).
- **Bodyswap [600cp - Discount Fiend]** - You're not just a fiend, you're a super-fiend! Twice per Jump you can choose to occupy any humanoid corpse in your area (20 meters at base) in an instant. You gain their body as an alt-form permanently but cannot traditionally swap alt-forms for the rest of that Jump. Perks that allow you to manifest/combine alt-form traits ignore this restriction. As you practice this you can utilize it on corpses further removed from human physiology. You can use this to automatically escape death but it consumes any available charges and doesn't work for any other chain failure condition.

Hybrid

- **Pure Survivalist [100cp - Free Hybrid]** - All you need is three meals a day and a decent pay to get through. You don't suffer any effects from malnutrition and you can sleep in any position on solid concrete for a few hours a day and wake up feeling nice and refreshed. You retain fluid really well and don't need to drink much water on top of having far more blood than the average person and suffering less repercussions from blood loss.
- **Run Away With Me [200cp - Discount Hybrid]** - Isn't it annoying when people doubt just how great you are? From now on people will take your goodness at face value, not doubting that you're their perfect partner or you just want the best for them and their country when you get rid of all their worries and whisk them away on a journey through the multiverse. This perk is massively less effective if you *actually have* different intentions for them, but you can butter up the most untrusting characters and they'll quickly learn to love you for it. Those who are unselfish will also accept your gifts more easily with this perk. People can't even bring themselves to be jealous of you, you're just that good of a person!
- **Pull My Devil Trigger [400cp - Discount Hybrid]** - I get it. You appreciate the little things in life but love to hoard all those great perks and awesome powers. With this perk, your Hybrid trigger (if you aren't a Hybrid then you gain one) gains an additional, highly potent function. When you pull it, you switch between a suppressed state and a full-powered state. In your suppressed state you are absolutely indistinguishable from a base human (or equivalent standard race chosen at the start of Jump) within the setting.

Your powers, parameters, and energy are limited to the level of a normal human and things like charisma, attractiveness, and skill are limited at just barely superhuman levels. Your intelligence and knowledge are unaffected. Regardless of how powerful and great you are, living in your suppressed state will ensure that you remain grounded and enjoy the little things you might not have been able to. Even in your suppressed state you will never feel weak, helpless, or limited more so than before. You also gain an acute danger sense when you are suppressed that utilizes all of your sealed senses. A final failsafe ensures that if you are put in jeopardy or die you will instantly regenerate to peak condition and automatically release your trigger. All of your sealed energy and power is contained within an infinite 'theoretical storage' at the rate you would regenerate it, as are the limited uses of any abilities (daily abilities, etc.). When your trigger is released you gain access to your full power and the ability to draw from that stockpiled energy for use, as well as a permanent bonus that covers any training or other cumulative power gain you would have missed. Any mental effect that would occur due to you unleashing your full power is increased, so expect people to be feeling either great awe or dread when you mask off. Your presence perks are boosted for a short time afterward, just to rub it in. There is no limit to time spent unsealed and the trigger merely serves as a toggle. Over time you will be able to roughly customize what is limited and by how much as well as learn to utilize your trigger mentally. The more you limit yourself with this, the greater your returns. Other people can 'pull' your trigger if they have your consent.

- **There Are Good Devils [600cp - Discount Hybrid]** - What's so great about being feared? You can pick one emotion this Jump's perks and items are based on instead of fear. You still count as a devil of hellish origin regardless of what you pick. Post-Jump, you can pick one perk each Jump to swap an aspect of around. For example, you could opt for a perk that makes you stronger the faster you are to instead be faster the stronger. The end result can't be inherently better by itself than what it was before and must be a direct equivalent to the original.

Devil

- **Devil First, Jumper Second [100cp - Free Devil]** - You wouldn't be much of a Devil if you weren't evil, right? With this perk you can shrug off the mental repercussions of committing and witnessing evil acts and enduring physical pain. You will be able to act without any emotional or moral bias as much as you wish. This rubs off on those around you if you desire.
- **All of Me for All of You [200cp - Discount Devil]** - Aren't you sly! You have a talent for scamming and misleading people with your words and convincing them to give you what they otherwise wouldn't even think of offering. Additionally, contracts you are a part of are more likely to be interpreted in your favor, whether they're in paper, magical, etched into your soul, or even the rules of the world itself (as long as they're up to interpretation in the first place).

- **Hellsent [0cp/400cp - Discount Devil]** - For the duration of the Jump, dying in Hell sends you to Earth and dying on Earth sends you to Hell (if you're a Devil). This functions as a one-up, so any other Chain Failure condition will revert and send you away as well. For 400cp you can keep it in future Jumps. In Jumps where Hell or Earth don't exist, a setting-appropriate Hell and its inhabitants are generated (that can't affect the main setting in a noticeable way without your intervention) and Earth is just the main dimension the story takes place in.
- **Didn't Bring a Blood Pack [600cp - Discount Devil]** - Requirements and upkeep on the level of drinking blood, sleeping, and it being a full moon are removed from any of your abilities of hellish/demonic origin (and reduced greatly on those that aren't) as long as they'd be possible for you to fulfill otherwise within the current Jump's world. If you *still* manage to fulfill the requirements after the perk does its work then the bonuses you get from them are improved half again and the perk develops. This development allows the perk to work for more and more non-hellish abilities and cover for larger and larger requirements. There is a limit to how well this perk works in a sort of theoretical storage that ticks down as you draw upon resources you don't have. This "storage" increases in capacity as you use the ability and grow stronger. After that runs out you can choose for it to automatically draw resources from your warehouse/properties to satiate you without going through the normal process.

Origin Perks

Generic

- **Fujimoto Flair [50cp]** - A standard art style toggle perk. You can apply the visual characteristics of Tatsuki Fujimoto's works to the world at large or even just your warehouse. You also get a unique style and flair that makes you fit in perfectly on the cover of a manga as even candid photos of you resemble renaissance paintings.
- **Murderize Mode [50cp]** - Don't you hate it when blood and guts ruin your nice clothes or you have to clean up after a hard fought battle? Well, too bad for you. This perk makes it so that you leave behind absolute disaster scenes in your wake. Brain and bone are exposed and everyone seems to have gallons of blood to spare as they paint the walls scarlet when you so much as graze them. The people around you seem to treat your brutal fighting style as they would any other. As long as you're in the right using lethal force you can rip and tear your enemies in whatever manner you wish without any consequences. Even outside of that you have much more wiggle room in your use of force than others. You can freely toggle on and off this perk's individual aspects or apply them to the world at large if you wish.
- **Extra Contracts [300cp - Exclusive Human & Discount Devil Hunter/Yakuza & 1 Free Devil Hunter]** - For each purchase of this ability you gain three canon (or OC companion) devil powers in the form of a favorable contract with that devil. They are free to use but overusing them will draw the ire of the devil and going beyond the capabilities of the devil is impossible (you can't use the ability more often than the devil can) however you can opt to take on the costs yourself to continue using them. The soft and hard caps are increased with your strength in relation to the ability. These abilities count as the abilities of a nearby ally so they don't get stronger with perks that increase your power. The more the devil favors you and your actions, the more uses you will be allotted. You receive a discount on devils as a companion if you obtain one of their abilities through this. Maximum of three purchases.

Drop-in

- **Touch Those Boobs! [100cp - Free Drop-in]** - No matter how ridiculous your goal, as long as you pursue it with diligence and resolve people will respect it as much as any other. Fighting the strongest devils to impress girls is just as good as fighting to avenge your family or save the world in the eyes of the people as long as you're just as hyped up for it. The more fervently you pursue your goals, the more confidence you feel and project on top of this.
- **I Know You [200cp - Discount Drop-in]** - If you so choose, people will have a good understanding of what kind of person you are and acknowledge you as a natural part of the setting. They will get an accurate 'vibe' from you, whether it's your scent or aura, inserting you into the setting in their minds without questioning your sudden presence.

While you can't give people completely false impressions with this, you can choose to show only one part of your personality/history or toggle its effects off entirely.

- **Twenty Dollars is Twenty Dollars [400cp - Discount Drop-in]** - There's always money to be made if you're willing to make sacrifices, but wouldn't it be better if you were guaranteed a degree of safety in the process? Twenty bucks for swallowing a lit cigarette is now free money for you, Jumper. From now on, any time you are promised a reward for completing a task you will find it that much easier to do so. On top of that, the larger the reward is the greater the effect. If the reward is a result of a contract forged with Contract Creation, this effect is even more pronounced. A devil that would undoubtedly kill you would only have a coin flip's odds if you were promised a truly great reward for it.
- **Exceptional Exception [600cp - Discount Drop-in]** - Regardless of how well you plan things out and ensure your own safety, some things just can't be accounted for. With this perk unless you are specifically targeted in an attack or ploy you will hardly see your convenience or safety threatened by events out of your control. Even your place of work or the friends you meet with once a month will receive a degree of protection from this. Conditional attacks and effects will also often fail to include you. If a devil targets those with specific birth months it will very rarely include yours, for example. Even if they initially wanted to directly impact you they would find themselves second-guessing the value of doing so, downplaying the positives and overthinking the negatives. As long as you mind your business you'll rarely find yourself in a pickle.
- **Conceptual Consumption [800cp - Discount Drop-in & Chainsaw Devil]** - When you kill and eat something it pierces through one measure of immortality, whether it be ignoring all the bound dolls they have taking damage for them or their divine immortality. Furthermore, if you cause their final death and consume them in a timely manner then the things they stand for will be considerably weakened. Depending on their power, authority, and fame, this effect is bolstered. If you were to consume the BBEG who stood for world domination and racial superiority those ideals wouldn't find hold in the populace for centuries and those following his banner would find themselves second-guessing their allegiance and forgetting what they stood for in the first place. If you were to kill a powerful being that was the literal embodiment of a concept (such as a devil) then you would find that the concept is entirely forgotten about or even erased from existence altogether in the setting, causing sweeping changes throughout. When used in tandem with Devil Consumption you will gain a degree of governance over the concept they represented, taking their place as its embodiment if you so choose and forgoing its erasure. You can lower and toggle the effects of this perk as you wish. If you can't or don't want to actually eat the being, killing them and performing some other sort of ritual will suffice (painting your face with their blood, burying them and praying, etc.).

Yakuza

- **Necessary Evil [100cp - Free Yakuza]** - Despite your often less-than-pretty actions, people will respect and adore you the more effective you are. Even if you've put to death dozens of women and children, people will admire you as a good man who protects his family. If you actually directly benefit them on top of it? They'll idolize you more than their actual leaders.
- **Rent Free [200cp - Discount Yakuza]** - You now leave long lasting impressions on those you meet. People will have trouble forgetting you even from normal day-to-day actions, and if you've actually done something to draw their attention then you might just dominate their thoughts for weeks. You can limit this to positive (or negative) impressions or disable it at will. For an additional 100cp undiscounted, your presence perks will be applied to a degree when people think of you, with just remembering your name and face carrying a feeling similar to actually looking you in the eyes. Seeing a depiction of you, hearing your name, or looking at you through a screen will carry a similar effect with potency dependent on its vividness.
- **Foreigner-Proofed [400cp - Discount Yakuza]** - You make sure the people are safe from those dirty foreigners, so who's to complain if you take a little off the side here and there? Any area you have at least a semi-legitimate claim over is much easier for you to find success in and inversely harder for your enemies to. Unexpected variables will frequently pop up for your enemies as they constantly underperform on your turf. If they were to actually charge into your base or dare to enter your precious warehouse? They could hardly get a coin flip to go their way given a few dozen tries and might actually begin to feel some physical repulsion.
- **All Take and No Give [600cp - Discount Yakuza]** - Between those who give and those who take, isn't the winner clear? With this perk you won't give an inch to the fools who would dare try and take from you. Whether they're stealing your property or moving on your girl, it just won't work out if they're any weaker or less established than you. Vampires can't suck your blood, ghosts can't possess your body, reapers can't take your soul and so on. Even lifesteal effects don't work on you. The same applies to your companions and followers' property too. Those greater than you will be able to bypass this but not without increased difficulty and massively lowered returns to the point it's not worth it unless they just really want to spite you. The effect is reduced if you owed them the item in the first place or they have a stronger claim to it than you, as that's more earning than taking. You can freely give/loan your things or allow others to take them. This perk is especially effective when you're using it to set a trap.
- **Corpses Are Talking [800cp - Discount Yakuza]** - You are probably closer to being a reaper than the Death Devil given your talent in the art of taking lives. You're an expert at sneaking around in and out of plain sight, parkour, disguising, and so on but you're more built for the "kill everyone and escape before anyone notices" route. You're fast enough to run circles around those who took the **Hero of Hell** option below and strong enough to compete with high-tier devils. You pretty much ignore the effects of friction

when you break into a sprint. Your perception and reactions scale off of your movement speed to ensure you can always act efficiently no matter how ridiculously fast you're going, and any damage and fatigue that would occur as a result of your speed is massively reduced. You have a unique, self-designed martial art that perfectly incorporates your superhuman attributes (but not powers, yet). Finally, any enemy you could defeat with overwhelming odds (at least 95-5) given a minute or two is automatically sliced to death at no cost or cooldown when you activate this ability within a few meters of them.

Devil Hunter

- **Badass Bombshell [100cp - Free Devil Hunter]** - Not only are you attractive and interesting-looking enough to give the average person pause, your actions are infused with a layer of coolness and efficiency that mesmerizes the common folk especially so if you're in the process of saving them. Comes with the level of training and conditioning required to fight the more common devils as well as the skill and patience to deal with all the related paperwork and mental stressors.
- **Super Competent Pretty Boy [200cp - Discount Devil Hunter]** - There's more to life than just killing devils. Someone's got to take care of the house, something you know all too well. You're an ace at cooking, cleaning, sewing, and other household duties and in general give off the impression of a great lover, spouse, and friend. People instinctively know you're the one to rely on come hell or high water.
- **Call Me Master [400cp - Discount Devil Hunter]** - When it comes to taking apprentices you're simply unmatched. Any efforts to teach someone will go over much easier, especially if it's related to combat and the methods are a bit brutal. People are safer and happier under your tutelage. After a training session ends, your students enter an enhanced period of reflection and recovery with a duration depending on how effective the session was. All studying, healing, and introspection will be multiplied in effect during this period. Your students will quickly learn to rely on you and come to appreciate your company, as well. Finally, when someone "graduates" your training and you've taught them enough to strike out on their own they gain a greatly weakened version of all your teaching perks, a pinch of plot armor, and a much easier time progressing onwards from there.
- **Mad Dog [600cp - Discount Devil Hunter]** - You're at retiring age despite your occupation, a sign of your resolve and strength. You are strong enough to casually wrestle mid-tier devils and shatter their necks with ease, fast and quick-thinking enough to counter an ambush from several of those devils before they know what happened, and durable enough to be thrown off a high building onto a car and continue fighting right afterwards. You have an additional free purchase of **Extra Contracts** which doesn't

count towards its max limit (meaning you can have four total). You are a master of practical, lethal knifemanship (or similar killing art if you wish) and hand-to-hand combat. You seemingly have 360 degree vision and fantastic situational and spacial awareness. Your body and abilities seemingly adapt to any situation they're in so even if you were missing a leg, an arm, and half your organs you'd still be at only 80% of your overall effectiveness. Your pain tolerance is enough to shrug off being in this state, too.

- **Makimind [800cp - Discount Devil Hunter]** - You're supernaturally talented at role-playing and manipulating in both the short and long term, enough to seem almost prescient and *never* break character unless you mean to. To go with this, you are unparalleled at improvisation with no split second decision of yours being worse than one you could make with twenty-four hours of quiet contemplation. When that doesn't work and people find out what you've been doing and planning, you're charming enough that they still love you anyway. Those who are destined for greatness swarm to you, practically begging for you to dominate and use them for whatever you fancy. *No one* is above your charms, as you can convince an eldritch being or semi-sentient blob of slime about as well as you could a human of similar stature. Abilities gained from **Extra Contracts** and similar methods (borrowing from another person who still lives) counts for boosts under your personal perks, their personal perks, and your perks that empower allies. Finally, you are extraordinarily lucky when it comes to actually having your plans work out. Even better than just having your plans more likely to be followed to the letter, this perk makes it so that events more often than not occur in a way that allows you to amend and modify your plan for a far better outcome than you ever expected.

Hellish

- **(In)Human GPS [100cp - Discount Hellish]** - You gain a rough idea of where any portal or similar gateway leads when you draw near it and have fantastic navigation skills that improve the further your surroundings are removed from a normal human world
- **Jumper Of World Fame [200cp/300cp - Discount & Required Hellish]** - You can channel your global reputation into an imposing local aura. It's not quite passive but it's very low cost to maintain. The greater and further reaching your reputation, the stronger the aura. The second tier allows you to stack this from Jump to Jump.
- **Understand Your Powers [400cp - Discount Hellish]** - You can't just swing your weapons around, you've gotta apply yourself! You know this well, often finding new ways to utilize your abilities that others would think impossible or impractical. If you'd think it'd work that way, it probably will. Not only does this make you more creative, it actually expands the possibilities your abilities have within a sorta reasonable limit. You might be able to use your chainsaw arm's chains to grapple even if you couldn't control it before,

or propel yourself with a contact explosion ability in a way that'd be physically impossible or just impractical.

- **Jumper Man [600cp - Discount Hellish & Exclusive Jumper]** - On top of your chosen Embodiment of Fear you have now come to represent the fear of the Jumper itself. As you grow in infamy and become more feared, so too does your power grow and your form change. There is essentially no cap to this.
- **Hero of Hell [800cp - Discount Hellish & Requires Tier 3+ Embodiment of Fear]** - You aren't just well known in Hell, you're an absolute legend. Every devil or similarly inherently evil being knows you and fears you in all worlds you go to. As long as they were born evil, every fiber of their existence screams of danger in your presence and so much as looking at you through a computer screen takes a considerable amount of energy and resolve from them. You will often find even evil divinities look the other way or send gifts to appease you as they desperately try not to draw your ire even if you're weaker than them. Those around your level or stronger's survival instinct will win out and they will dare to challenge you if they must, but even still they will find their capabilities impacted by facing their greatest natural fear head-on. Of course, you'll need some things to fit this reputation.. Any racial perks and benefits you have in this Jump are greatly boosted in effect alongside powers of hellish origins in and out of Jump to a lesser degree. Your strength, speed, durability, and devil abilities are also almost peerless in this world. You could fight hoards of high-tier devils for days and then take on two Primals at the same time back to back with just Tier 4 Embodiment of Fear and this perk (with even odds). Like most other perks here, aspects of this are individually toggleable.

Items

You can import these options into similar items if you wish. All items regenerate in a week after depletion/destruction unless stated otherwise (staff regenerate monthly). All improvements to properties are retained from Jump to Jump.

Generic

- **Jumper.. Jump? [50cp]** - Tales of your adventurers are serialized in Weekly Shonen Jump format in the style of any published work under it. With another purchase all of your companions receive their own side stories in the same vein. High paneling, character development, etc. is guaranteed and you can decide the amount of embellishment. At the start of each Jump you have the choice to insert this manga into the world with no possibility of it being connected to you (toggleable) or somehow giving useful clues to anyone who you wouldn't want to have them.

Drop-in

- **Contractual Implement [100cp - Free Drop-in]** - A decently well-made mundane item of your choice that increases the potency of any borrowed ability you use through it. It can also store one ability channeled into it willingly for the use by its wearer (though they have to provide the energy and other requirements). The stored ability can be replaced at any time with another.
- **Noncon Contract [200cp - Discount Drop-in]** - Once per Jump you can show someone this adaptive contract with a proposal for something they have and you want. They are forced to assign you a job in exchange. The more willful and powerful they are in comparison to you, the more valuable and difficult the job can be in relation to what you request. Upon completing the job they will be forced to honor your reward and everyone will accept this exchange. You cannot use this to ask for things that are impossible to give and everything you ask for must be under a single general theme. How much they personally value what you request also impacts the difficulty of the task.
- **Café Chainsaw [400cp - Discount Drop-in]** - Your very own Café, this modest establishment hosts a variety of locally favorite snacks and drinks and is staffed by three delightfully attractive humans of your rough design. The Café is extremely difficult to find and enter without your permission (could use a whitelist or blacklist) but those you want to meet there are drawn to it and are more likely to listen to you within its walls. The menu always contains at least one food and drink option that each customer will find refreshing and satisfying, regardless of who and what they are. There's a backroom which you can live in with enough room for a few others and some more illicit action. Post-Jump this will become a warehouse attachment that can be magically visited by people from previous Jumps you didn't take along with you. They won't be able to exit its

walls or help you with anything beyond what a normal human could do and you can't gain any power from them otherwise, but talking and touching are within limits.

- **Key to the Cosmos [600cp - Discount Drop-in]** - A warehouse attachment that contains a pocket dimension wherein a large cylindrical library with infinite descending levels of books containing all of the knowledge in each universe you visit lies. Each Jump a new "pillar" is added (as is one for every previous Jump before this) which contains all the knowledge in that Jump's universe. Each floor/level contains a different 'clearance' of books, with the first level being immediately accessible and containing only a small amount of books on surface-level common knowledge within the verse. To unlock further levels you will have to complete increasingly difficult tasks as well as know and understand the majority of knowledge contained on the previous levels. There is no way to bypass this process. The shape this library takes besides these rules is generally up to you, as anything from Victorian to empty space with books materializing when you want them is fine. The knowledge in any level you have "conquered" is within your full reach and you will never forget it regardless of outside influence or the passage of time. Furthermore, you can impose parts of or the whole of this knowledge onto those in your line of sight, eventually being able to overload minds once you've gathered a great amount of knowledge. Upon obtaining your Spark, you will gain a final pillar that contains information on your Benefactor, the Spark, and the Jumpchain itself as well as an access card that allows you to pass to any levels in your other pillars. However, if you fail your Chain or opt to discontinue it you will never be able to reach another level again. Who can say what kind of secrets you will find in this final and greatest pillar?

Yakuza

- **Assassin's Toolkit [100cp - Free Yakuza]** - Contains regenerating items including three small weapons of your choice that are durable enough to take a few of your full-power swings, a bundle of the local currency (around 1,000 USD worth), and a universal passport.
- **Secret Gun [200cp - Discount Yakuza]** - An existing firearm of your choice that never needs maintenance. This gun is impossible to be recognized for being a firearm or even a weapon to anyone you don't want it to, seeming like a hair clip or handkerchief even if it doesn't make sense. The sound, light, and even projectiles are also disguised to a degree. This disguise weakens when someone's witnessed it fire, though. You can smuggle this thing practically anywhere that doesn't require you to be completely naked.
- **Devil Parts [400cp - Discount Yakuza]** - A regenerating (once monthly) supply of devil flesh chunks with an amount that depends on the power of the devil you choose. Primal-tiers will have only a tennis ball worth and the bottom tiers will give enough to fill a room. You can choose which devil's parts are generated each year. Consuming the flesh will empower you and your abilities in a way related to the concept the devil represents, with abilities that were already related to said concept getting the greatest buff.

- **High-Rise Apartment Building [600cp - Discount Yakuza]** - A twenty story apartment building combining various effects seen throughout Chainsaw Man. It has enough staff to keep everything running in tip-top shape with all profits going straight to you. Underground is a well-stocked room for your use, a base for criminal operations, and most notably a secured floor filled with zombies. There are 100 zombies that all follow your basic commands and are loyal to you alone for some reason despite being creations of the Zombie Devil (whom you can take as a companion for free). You can optionally send the corpses of mundane humanoids you've killed or encountered here to be made into additional fiat-backed zombies. The maximum amount is but the room automatically expands to account for as many as you have up to 10,000 and they don't require any sustenance and are surprisingly clean. For an additional 100cp undiscounted you can take the Eternity Devil as a loyal companion bound to this property. If someone breaks a rule you create within this property or enters without your permission, they will be held in a pocket dimension that is nearly impossible to escape from without powerful dimensional abilities. This pocket dimension takes the form of a copy of the floor they were on wherein electricity and plumbing function but leaving the floor through any means places you right back on the other side you left from. You can freely enter and exit this dimension (when within the building) and any changes made within will be retained separately from the actual property. The Eternity Devil will patrol the grounds and deal with intruders at your discretion, optionally taking command of the zombies you collect to aid in this.

Devil Hunter

- **Public Safety License [100cp - Free Devil Hunter]** - You possess a license that marks you as a Public Safety Hunter (whether you are one or not) and updates itself in each Jump to match a similar law enforcement position. When you show it to people they will allow you a little bit of leeway in your actions and excuse your inhuman traits. Furthermore, possessing this badge makes it much easier to actually get a position in any form of law enforcement.
- **Cigarettes [200cp - Discount Devil Hunter]** - A pack of cigarettes designed specifically for you, with a seemingly infinite supply. The smell and taste is perfect for you and is fiat-backed to soothe and bring you pleasure. They can replace a single meal a day. It adapts to whoever pulls a cigarette from it, too. It doesn't have any negative side effects (unless you'd want them, for whatever reason) and no stigma will be applied to your smoking. They light themselves, too. You can opt for a blunt or cigar or some such whenever you pull one out, too.
- **Jumper Safety HQ [400cp - Discount Devil Hunter]** - Yup, it's about what you'd expect. You have a branch of Public Safety in your starting location (even Hell) with fifty decently skilled hunters assigned to you. You can lower the number of hunters to up the quality with five each being at the level of Kishibe and one being capable of going toe to toe with the Gun Devil alone. Every Jump, a few high-potential newbees join from the setting and expand the HQ. You can use these hunters for more and more non-hunting

related things as time goes on. The HQ itself contains a highly secure basement prison wherein devils captured alive by your hunters are contained, with a few mid-level devils to start you off. There are some miscellaneous staff like a janitor, receptionist, manager, etc. On purchase you can take three Canon Companion slots discounted for use on Devil Hunters (they will work out of this property).

- **Kobeni's Car [600cp - Discount Devil Hunter]** - The most powerful item in Chainsaw Man and its 7th most popular character. You find yourself with a duplicate taking the form of any car model of your choice (as long as it's from before 1997 and not a luxury car). While it doesn't seem special on this surface, this car will *always* be there when you need it, seemingly appearing from thin air in alleyways or empty fields when you need a getaway. It isn't that high-performance in normal situations, but it's fiat-backed to be fast enough to escape any pursuers (inanimate or not) with its handling adjusting to the speed it's going at (you still need the reactions to steer it). It also seemingly has a mind of its own, adjusting in little ways to ensure your safety and put you on the right path. If you choose, you can pay for it to have Embodiment of Fear (at least Tier 2) and have it be a fully sentient companion. It restores very fast when destroyed but seems to always be durable enough to take a few hits from your opponents. Finally, any harmful effects aimed at you while within the car are converted into pure damage and tanked by the car itself, only able to affect you when the car totals. After its destruction it will revive after 3 days (sound familiar?).

Hellish

- **Devil's Lunchbox [100cp - Free Hellish]** - This unique lunch box automatically compresses and stores the edible (to you) remnants of beings you slay and enhances their flavors greatly. Can contain about a dozen times its size in a compressed cube of blood and flesh.
- **Plague Doctor's Mask [200cp - Discount Hellish]** - A virtually indestructible mask that cannot be taken off by anyone but the one who put it on. Upon putting it on someone's head you can set a limit on each of their abilities or their overall power level down between 1-100%. If you force it on someone without their consent you can only lower their abilities by a quarter. It also disguises your inhuman nature.
- **Implement of Fear [400cp - Exclusive Non-Human & Discount Hellish]** - You have an item that embodies the fear you represent with its relative strength and abilities dependent on said fear. Even if you took the lowest tier of Embodiment of Fear it would surpass any mundane weapon in the setting and with the highest tier it would make you something no other Primal Devil could match. You can control it telekinetically and summon it to your person at any time from a pocket dimension contained in your heart. You can also create a mirrored version of it to dual wield if you please. This option is

most effective as a weapon but you can opt to have a suit of armor or even an amulet that increases your powers. Either way its usefulness will be about the same.

- **Jumper's Red Cross [600cp - Discount Hellish]** - You own a constantly expanding humanitarian organization operating out of its headquarters in your starting location. It is a high-quality hospital with 150 beds and top-of-the-line equipment and pleasantries including a food court and decked out office for you to stay in. All of the costs and management are taken care of with dozens of staff working around the clock from doctors to scientists. Despite giving out free healthcare with no legal repercussions wherever you go, it still manages to generate a steady profit after taxes. Unbeknownst to the populace it contains a highly secretive underground vault filled with hundreds of thousands of gallons of blood and the corpses of a few dozen devils from low to high tier along with a small secretive research facility and a base for the security team. Furthermore, any hellish creature you slay will have their corpse teleported away and safely contained here if you wish it. This property follows along with you and can be made a warehouse attachment post-Jump. Each Jump you have the option of expanding the operation, with 12 new highly trained staff joining from the setting to set up a new branch in another location. Each branch gained this way can have a focus on benign work or that of a more sinister sort. Any improvements to each branch and the original property are retained and each branch can have its focus switched between Jumps.

Companions

Companions can take 200cp in drawbacks and can be given CP by you at a 1:2 ratio. You have a 200cp stipend for this section.

- **Import [50cp/200cp]** - You can import your favorite companions into the setting for 50cp each or 200cp for eight. Each companion gets access to their own origin including its freebies and 600cp. You can also use this option to create a new companion, in which case they receive 800cp.
- **Canon Companion [50cp/100cp/200cp]** - You can take any canon character in the setting with this option. The first option gives you no bonuses and requires you convince the companion to come along with you on your chain. The second option guarantees you make a favorable impression on them and meet up at least twice as well as ensures that they will understand you even if you don't share a common language. The third option grants you the companion at the beginning of the Jump without any of that pesky convincing involved and ensures their loyalty to you. After six purchases of a single tier you can take as many companions as you want at that tier for no additional cost. You can take anyone in the setting with these options whether they be Bill Clinton or the Darkness Devil.
- **Fiend Harem [200cp]** - You have a harem of four fiends that both love you and are completely and eternally loyal to you. They take Embodiment of Fear at a discount, any origin for free, and the Fiend race for free. Their personalities, design, and the fear they represent are up to you. Each has 400cp to spend, but converting CP to them adds the same amount to each of their individual pools.
- **Makimain't [100cp]** - An alternate version of Makima that joins along with you as a companion shortly after the Jump begins, this Makima is much more sane and human than her original counterpart. Her goal is to improve the world through more benign pursuits and she is very loyal to you. She was born and raised in Japan and has a personality in line with Makima's persona. She is just as cunning, skilled, and intelligent, however. You can choose to make her a Hybrid instead of a human and buy her Embodiment of Fear at a discount (not stacking). If you want, you can design a few differences for her in appearance, way of speech, and other surface-level details so as to not confuse them or make it obvious when they meet each other. Either way, Makimain't and Makima will get along fantastically and probably fall in love if you let them get too close. *(You know you want to.. I'll give you 50cp if you make it happen.)*
- **Devil Dog [50cp]** - You have a low level devil as a pet, one who you took in and nursed to health or otherwise came to befriend. At will the two of you can fuse into a hybrid devil form and separate freely as long as you're within a mile range to start with. As your bond grows, you can call him to you and vice versa from further ranges. In actuality this cute

animal is everything but low level, something you will come to discover very quickly on your adventures.

You cannot buy multiple pets, but each purchase beyond the first grants your pet another tier up from the first in Embodiment of Fear (five purchases total for a Primal Devil). At two purchases your pet gains Contract Creation, at three it gains Devil Consumption, at four it gains Implement of Fear, and at five it gains Hero of Hell.

You cannot transfer CP to your pet and it counts as part of your being for the purposes of your chain. If you like, you can import it as a companion later without any loss to your connectivity.

Humans can pay an additional **100cp** to gain the ability to fuse with the Devil Dog and become a temporary Hybrid. The more in sync and practiced this ability, the longer it will last, eventually becoming permanent. You can freely decide who retains control and how much.

Drawbacks

You can take as many as you can stomach.

- **Devils Can't Lie [+100cp]** - Whether or not you're actually a devil, all of your attempts at deception or hiding your motives will fall flat. Half-truths aren't off limits, but it's more likely people will see through it unless you were already really good at lying.
- **Undesirable [+100cp - Exclusive Human]** - You will often be mistaken as a non-human thanks to your appearance and mannerisms. You have one or two distinct markers on your head, whether they be horns or odd eyes, that cannot be covered or obscured no matter what you do. It will give pause and draw negative attention from most and your actions will be put under scrutiny even after your human nature is revealed.
- **Bucket List [+100cp]** - You are a good person who deserves a good life, Jumper. This is why your benefactor has contracted you to have a good time on penalty of death! Each year you will have a different set of tasks that you must complete AND enjoy. There will be enough tasks to space out once every week, but you can complete them in any order you want. Depending on how much you have access to and how strong you are, these tasks might be a bit outrageous. However, they will always be something you'd enjoy doing and are able to do. Examples include touching boobs, petting a tiger, buying a new car, writing your name on the moon, getting a star on the walk of fame, etc.
- **Eat! Eat! Eat! [+100cp/200cp]** - You are addicted to high quality human flesh, and eating it secretly is much harder to pull off. People in good health, children, virgins, and pregnant women are the best and will stave off withdrawal symptoms for the longest (weeks) but you will fly into a berserk homicidal rage if you go too long without the good stuff. Maybe you can cut a deal with Public Safety (or the less pretty side of society)? Humans get 200cp for taking this, non-humans get 100cp. You gain the ability to subsist on a diet of pure human meat with this if you don't already have it.
- **Bad Deals [+200cp]** - You are either a terrible negotiator or naturally piss people off, because you get bad deals wherever you go. Forming favorable contracts with devils or humans beyond what you buy in the document is nearly impossible, negotiating for pay is wasted effort, and even getting people to work with you on regular things is a bit impacted as you flub first impressions quite often.
- **Undeveloped Palate [+200cp]** - You didn't have the most illustrious upbringing and the things you do now are affected. Things that bring enjoyment to you whether they be food or music are greatly muddled as you can only ever get a fraction of their value. People will know this subconsciously and won't value your subjective opinions nearly as much. The more scrutinizing and refined they are, the more they'll look down on you for this.

- **So Charming! [+200cp]** - People have a really hard time being scared of you. You'll often come off as goofy or weak even if you're actively trying to kill people. What doesn't help is that this reputation will quickly spread and even impact the fear you represent. Even if you don't do anything, your Embodiment of Fear will start one or two tiers weaker than it was before. If you took **There Are Good Devils** this opposes what you chose and if you're a human it's reversed.
- **Eleventh Higashiyama [+200cp]** - Wow, you're a real coward. While normally this wouldn't be a big problem, in this world being scared quite literally feeds your opponents. If you're a non-human you additionally fear pain to the point that you'd gladly give your enemies the keys to kill you if they caused you enough of it. You easily crack under pressure and break down in tears when you think you're in danger. This can be worked on but you'll be a slouch when the push comes to shove for at least half of your time in the Jump. However, once a month you can enter a state of maximal effectiveness in the clutch lasting until the situation is solved and you'll look absolutely badass doing it. This leaves such a strong impression that your compatriots excuse the rest of your cowardice (as long as you use it effectively). You can keep this effect after the Jump as a little bonus perk.
- **Hard Knocker [+200cp]** - You've been through some shit. You had a terrible, life-changing experience or two as a child that you suppressed heavily. It will be revealed to you at the most inopportune time and regardless of your resistances or experiences it will impact you and scar you greatly as an old wound is reopened and you struggle to be the person you once were.
- **Useless Dogs Get Euthanized [+200cp]** - For whatever reason you've found yourself watched over heavily by Public Safety Devil Hunters. You're required to hunt dangerous devils on a regular basis on penalty of death. Public Safety doesn't much care for your life, so expect to be going up against some tough opponents. If you try to run away or otherwise escape this setup you'll receive swift punishment, and if you keep failing missions or getting low marks you'll be summarily executed regardless of how powerful you are. If you keep up the good work for at least half your time in the Jump you'll be let off on good terms and have an easy way into the industry.
- **Enemy of the People [+200cp/+500cp]** - You've been classified as a rogue devil regardless of your race with high-tier public and private hunters being sent after you on a regular basis. Whether or not you've actually done it, many deaths are tied to your name and you'll struggle to live any semblance of a normal life during your time here. While this won't be so bad if you're already a shadowy or powerful existence, the stronger and sketchier you show yourself to be the worse it'll get. For 300cp you're more sought after than the Gun Devil but without any of the apparent value. Hunters and assassins from around the world will come after you around the clock and no matter how strong or well-connected you are you will at least find it annoying to deal with them. Getting rid of you is one of the biggest motivations leading to people becoming Devil Hunters. Your

companions will be implicated as well, with only your lower level followers escaping notice. What's more, with either tier of this you cannot stay in Hell for more than a year throughout the Jump.

- **Devil Bait [+200cp/+400cp/+600cp]** - For whatever reason, devils just don't like you. You are simultaneously the most attractive and repulsive target to devils around you, although fiends and especially hybrids are not as impacted. The devils you would want to make contracts with or otherwise be around will not want anything to do with you and the devils you'd want least to do with will try to get in your way and even kill you. It's not simple bloodlust either, as devils will often work together to bother you or make favorable contracts with those who work against you. For 200 more CP it's so bad that devils from around the world will cross hell and high water to end you and many humans see you as a useful tool or valuable trading fodder for the devils. For 200 more CP on top of that you're so hated that the Primal Devils would gladly off themselves in Hell for a chance to get at you and even the most loyal humans would consider selling you out for the benefits it'd bring.
- **Contractually Obligated [+300cp/+600cp]** - Wow, you've participated in some bad deals in your time. You're missing a significant portion of your body. Your sense of taste and smell are missing, you've lost an eye, your balance is off, you've got one kidney, and whatever else that isn't absolutely vital is gone and impossible to be recovered. Thankfully you won't feel any pain from this, but your combat potential is greatly limited and you can only spend six hours active a day at max. For 300cp more, you've given away all of your out-of-jump powers and items as well. Your companions are fine, but they lose any equipment they didn't purchase themselves and have their power limited to the high end of this setting.
- **Halloween! [+300cp]** - You got in a little too deep and found out a little too much, and now all you're left with is Halloween. You cannot communicate in any way, shape, or form beyond saying "Halloween" or making simple gestures (no language). You are barred from making any contracts for the duration of the Jump and your raw processing power is limited to peak human levels. You can choose a single person within the setting (or a companion) to be your interpreter, able to fully understand and communicate with you or choose to forgo the mental capacity limitation for 100 cp less each.

Notes

- If you are a devil with Hell as your starting location your first death will not count as a chain failure and you instead be sent to a random location on Earth even without the related perk.
- You are free to choose a fear already represented in canon by a devil. You can choose to replace them (with your origin being adjusted to suit this) or be a unique case of two representing the same concept without any affect on your abilities. Being a hybrid has a similar effect, with you for example being able to replace Denji if you're a Chainsaw Devil hybrid. You can also choose to have a differing powerset from the canon devil if you please such as being a gun devil composed of muskets and flintlocks.
- **On Didn't Bring a Blood Pack:** If there's a variance in how these requirements can be fulfilled then the abilities will act as if they had been fulfilled on a regular basis with a high (but not top) quality solution.
- Racial perks do not require you to be in the related alt-form to use.
- The Zombie Devil can be taken for free if you meet him during the Jump and have purchased the **High-Rise Apartment Building**.
- The following devils and their powers are restricted: Control Devil to those with **Makimind**, Chainsaw Devil to those with **Hero of Hell**, and Cosmos Devil to those with **Key to the Cosmos**.
- If you have **Hero of Hell** you can choose to represent a lower level fear than your actual purchase without it affecting your actual power. For example, you could be a Primal-tier Blanket or Tambourine Devil (with some suitably wacky and OP abilities).
- You can buy **Makimain't** for a similar version applying to Reze instead, or buy it twice to have both of them.
- Whether or not **Corpses are Talking** gives you Quanxi's chad energy and the sexual skill to maintain a harem of body-snatching human-haters is up to you.
- Your benefactor will make fun of you if you abuse **Origin+**. This is fiat-backed.
- **There Are Good Devils** changes too many things in the Jump for my lazy self to go through, so fanwank accordingly.
- Discounts do not stack at unless otherwise specified.

- You can (permanently) import an item into your **Embodiment of Fear** and add a bit of fanwank for how it works out. Obvious things like importing your Excalibur into your Sword Devil form are fine, but if you want to be a Technology Devil with an Arc Reactor or a Wealth Devil with Infinity Gems embedded in your forehead then go ahead.
- Fanwank responsibly.

Embodiment of Fear Example

Try to be creative with your **Embodiment of Fear**. Recognize that the abilities of a powerful devil are in no way required to be simple or easily predictable based on the concept their name represents. The examples provided do not account for **Hero of Hell**, so if you have it you can get a lot stronger. The full extent of a Primal Devil's powers aren't known yet and this is partly guesswork, so just pick what you feel is right for your chain.

Fear: Fire

Tier: 5 (800cp)

Form: Variable as it is composed of pure flames. Can increase density to create more powerful and intense flames or stretch to be as big as a small building without taking any 'fuel' in.

Abilities: Can convert matter into fuel on touch, subsuming it into itself to fuel its flames and grow stronger (replacing its need and ability to consume blood). Healthy organic matter, metals, and precious materials are worth more. Fresh corpses are worth the most (paradoxically). Can use this 'fuel' to empower fire-related abilities or strengthen self, unlocking higher forms.

Can imbue spontaneous combustion via sight and spread a virus-like phenomena of spontaneous combustion from being to being. Who and what is immune to this (allies, men, women, children, whatever) can be freely decided by the devil. This is conceptual flame, so even things like ghosts can be affected (although to a lesser extent depending on the power of the Fire Devil). A portion of the energy generated from combustion is returned to the Fire Devil as power.

Can appear anywhere within a 100 mile radius from fire and manipulate, suppress, or enhance fire freely within the same area. Manipulation is precise enough to show images in the flames. Combined with the ability to stretch perception to fire within this radius it can communicate from afar.

Can rebirth from flames once per Jump upon death, gaining a decent permanent increase to raw parameters, energy, etc. Abilities related to fire also gain a boost.

Can split the body into small semi-sentient aspects of itself, little orbs of fire that operate completely independently. They are intelligent enough to hold conversation with humans and have variable personalities. They can use weakened forms of these powers and other fire-related powers of the devil. Once they have absorbed enough matter and gathered a decent chunk of power they return to the main body and strengthen it or solidify to serve as quasi-metal weapons.

Weaknesses: Lack of oxygen, water/cold a similar level to itself.

Potential Abilities/Skills: Strengthen metals, soothing/healing flames (odd for a devil), inextinguishable flames, enhanced blacksmithing, etc.

Updates

- **1.2:** Removed Devil requirement from Hellish and changed to discounted instead of free, fixed some typos, added a companion section stipend and bulk canon companion option, gave Fiend a stipend for Embodiment of Fear, added an upgrade to the High-Rise Apartment Building, expanded notes, added a fusion option to Devil Dog and gave it more perks, added an example set for Embodiment of Fear, buffed Fiend Harem for superior waifu wars.
- **1.3:** Added more drawbacks.