



[Introduction] - Germany, Modern Day:

Potential starting point

The country is currently under attack by an unknown threat which can appear without warning and slaughter humans with ease. These violent biomechanical creatures have superhuman physical abilities and the power to merge with any inorganic object or technology. They are born from organic bodies exposed to Demoniac blood, whether dead or alive. The common belief is that these creatures are the result of demonic possession, and thus the people have dubbed them “Demoniacs”.

An organization called the Xenogenesis Assault Team or XAT was created to deal with Demoniac threats using advanced tactics and heavy firepower.

You arrive during a race that is interrupted by the sudden appearance of a Demoniac. In the ensuing chaos, legendary motorcyclist Gerd Frentzen is paralyzed from the waist down, and the XAT becomes aware of a powerful Demoniac they nicknamed “Blue”.

Unknown to the XAT, the Demoniac attacks are the doing of an intelligent Demoniac or “Amalgam” known as Magwald Xargin. Xargin seeks to eradicate humanity and replace them with the more worthy Amalgam race. In reality, Demoniac “Blue” is actually the Amalgam Joseph Jobson, who seeks to protect humanity from Xargin’s crusade.

Should you not intervene, Gerd will regain his legs in return for becoming an Amalgam and gradually losing his mind.

Later, a young outsider named Malik Yildirim Werner is given a similar power, and immediately uses it to brutally murder the bullies who pushed his only friend to suicide.

Only after the almost total eradication of the XAT will the mysterious and powerful ancient organization known as Zwölf will reveal themselves.

[Introduction] - Germany, Years Prior:

Potential starting point.

Even before the Demoniac scourge, this country could hardly be called utopic. Racial discrimination towards foreigners was constant, normalized, and so needlessly cruel that Demoniacs would almost look human in comparison.

In the midst of a country that despised him simply for existing, the orphan immigrant Joseph Jobson crossed paths with a doctor known as Magwald Xargin. Joseph was infatuated by Xargin's truly unconditional altruism. The two became inseparable friends, seeking to create a kinder world. Even more so once they discover that Xargin's fellow researcher and lover was also Joseph's long-lost sister Sasha Jobson.

This happiness was short-lived. Joseph and Xargin risked their lives to steal medicine for an epidemic ravaging the impoverished immigrant population. The very children they were trying to save would naively sell that medicine for a pitiful amount of bread, just so their parents could enjoy a full stomach for once. Not long after, an endless stream of coffins was carried out of the slums and Sasha was beaten to death by a completely unrelated group who were jealous of her accomplishments.

Disillusioned and overcome with hatred, Xargin becomes obsessed with completing Sasha's nanotechnology research with the help of the secretive organization Zwölf. Xargin stole and used the technology on himself the first chance he got, becoming the first Amalgam and soon after evolving Joseph against his will.

No matter which of these two you choose as your starting point, the jump will end five years following the climactic battle between Xargin and Joseph, or at least when it would happen in the event your actions drastically alter the expected timeline. Whether you let events play out as expected or seek to avert the countless tragedies to come, take these **1000 Nano-Points** to help blaze your trail.

[Background] - Species:

Choose age and gender freely.

Human

- - 0000 NP, *Undiscounted*

You call yourself human, but as has already been shown, many humans are monsters in their own right. With that said, with how defenseless they are against the Demoniacs, perhaps this repulsion to all things “other” is justified.

Cyborg

- - 0200 NP, *Undiscounted, Exclusive Zwölf*

Zwölf saved your life by making you their weapon. You’re mostly indistinguishable from a regular human, at most a few exposed mechanical components. Your cybernetics grant you peak human strength, speed, stamina, etc. You could take on a single Demoniac or a group of trained humans unarmed, but powerful Amalgams could swat you like a fly. You also have a port in your head for directly interfacing with compatible technology.

Artificial Intelligence

- - 0200 NP, *Undiscounted*
 - - 0100 NP *Extra, Undiscounted*

You are an artificial intelligence developed by Zwölf. You can transfer yourself between sufficiently advanced computer systems, granting access to any connected networks. You are represented by a holographic avatar, but the default is a girl with demonic features and gothic lolita attire. For an extra **100NP**, you have an advanced computer terminal that you can wirelessly access or transfer to from anywhere in the world.

Amalgam

- - 0300 NP, *Undiscounted, Incompatible Zwölf, Requires Clouded Vision*

Whether you were given a pill by Xargin’s servant Beatrice or showered in blood by a rampaging Demoniac, you somehow maintained your sense of self and became an Amalgam. You can freely take on your old human form, though even in this form, a unique glowing symbol resembling a magic circle can be seen on your palm. Even regular civilians will recognize this as a sign that you aren’t human. Demoniacs are prone to intense hallucinations, requiring you to take **Clouded Vision** for no points.

[Background] - Affiliation:

Outsider or Harbinger Affiliations may be taken as Drop-In.

Outsider

- + 0100 NP, *Undiscounted*

Foreigners aren't treated kindly here. You are a foreigner, whether to this country, or this world as a whole. Those who realize you aren't a local will treat you with suspicion or outright cruelty, but your lack of connections comes with greater freedom. Perhaps only an outsider like you can bring this world to its deserved salvation or damnation.

Native

- - 0000 NP, *Undiscounted*

The people here aren't worth saving. You should know, you're one of them. You are or were a regular civilian. Perhaps you continue to live your lives in ignorant bliss of the evil all around you, perhaps you seek to bring change with your own hands. Just know that ideals without power are worth no more than their weight in excrement.

XAT

- - 0000 NP, *Undiscounted*

You are a proud member of the Xenogenesis Assault Team. You're the first line of defense against Demoniacs. The job is stressful, especially with how many of your fellow officers have close friends and family who will get caught up in the battles to come. These people would risk their lives for you. Would you do the same for them?

Zwölf

- - 0100 NP, *Undiscounted, Incompatible Amalgam*

A religious organization with ties to countless military manufacturers. Originally known as the Knights Templar, Zwölf has been silently amassing power and resources over the centuries, waiting for the chance to bring the world under their doctrine. It was their research that led to the creation of Demoniacs, but ironically, Xargin's genocidal revolution has provided them with the opportunity they had always been looking for, as no government possessed the military power to fend off the Demoniacs.

[Abilities] - General:

No Affiliation discounts.

Phantom Rider

- - 0000 NP, *Undiscounted*

As you're soon to notice, a surprising amount of battles here involve motorcycles. It's even a staple of XAT tactics. As such, for no cost you receive riding skills on the level of a professional racer. You can make hairpin turns and jumps that look like something straight out of an action movie. You can even fight while riding a motorcycle.

Technicolor Dream

- - 0050 NP, - 0000 NP *Cyborg*

With this, should you have some bizarre aesthetic trait like pink hair or red and blue eyes, nobody will find anything remotely strange about it. Oddly, this doesn't impede anyone's ability to determine your identity, race, or heritage. You may choose to grant yourself any such traits upon buying this. You can even choose to develop new traits upon experiencing any metamorphosis or tragic event, like white hair after being rebuilt as a cyborg, or unexplained purple scars after awakening as an Amalgam.

Whittle While You Work

- - 0050 NP, *Undiscounted*

Somewhere along your travels, you picked up a particular craft. The default is whittling wood, but you're free to choose something else like knitting or sculpting. In addition to you being quite skilled, this goes beyond cathartic. This won't let you break out of mind control or anything, but just setting aside a little time for your craft helps deal with more continuous sources of stress, such as physical pain, trauma or even hallucinations.

Dominant Species

- - 0100 NP, - 0000 NP Human

If anything can be said about humans, they're masters at working together to fend off a common enemy. You are able to engender a strong sense of unity with those belonging to the same "in-group" as you, especially when you have a clearly defined "out-group" to oppose. Whether it's working together to fend off alien invaders or ganging up to bully an innocent foreigner to suicide, those with a propensity for following the herd will easily be swept up into a sadistic "us vs them" mentality. This has no effect on those who are exceptionally willful or empathetic, or simply aren't part of your "in-group".

The Deceit That Men Call "Happiness"

- - 0300 NP, - 0150 NP / - 0000 NP / + 0150 NP with *Unbutchured*

Humans are cruel, humans are selfish, humans are beyond salvation, but is it really that simple? Are people inherently bad, or just taught bad lessons? You have an odd ability to purge discriminatory views from any society with an impossible level of ease, simply by standing up for those being discriminated against, and putting in an effort to reeducate the public. It may seem that it's not working at first, as people stubbornly refuse to change, but if you persist, even the most stubborn and malicious souls will reflect on their ignorance. With enough effort, you could shape a notoriously racist society into one where humans of all races and even Amalgams can peacefully coexist.

Taking the drawback *Unbutchered* gives you a 50% discount on this perk. If you go on to complete the extra challenge, you may instead receive it for free. If you already purchased this, you will keep the perk but be refunded **150 NP** to be spent elsewhere.

[Abilities] - Civilians:

Outsider and Native discounted perks.

Death Approaches

- - 0100 NP, - 0000 NP Outsider, - 0050 NP Native

You have seen the worst humanity has to offer but will not submit to despair. Your willpower and resolve borders on unshakable. You can regularly experience brutal and unfair abuse without easily forgetting that there is in fact goodness in people. You are generally a master at keeping your negative emotions and impulses under control.

Conquered Hearts

- - 0100 NP, - 0000 NP Native, - 0050 NP Outsider

A good first impression goes a long way. Your skill at putting your best foot forward is absurd. With the right timing, you could reveal yourself as an Amalgam and be received as a hero of justice, instead of another monster. However, should you later do something to betray the expectations you set, public opinion can turn its back on you overnight.

The War Wages On

- - 0200 NP, - 0100 NP Native & Outsider

Just as the death of a soldier does not end a war, the death of a hero does not end their mission. Should you come to genuinely respect someone, they will quickly develop fondness for you and seek to meet your expectations. If they perish and there's nobody else they can pass it down to, they will often do what they can to pass their legacy and mission to you, such as giving you their equipment, their title, their contacts, etc.

Famished Souls

- - 0200 NP, - 0100 NP Native & Outsider

To turn one's back on their savior is no simple act. You have an odd luck for stumbling across potential allies at their absolute lowest. In other words, situations where saving them would engender intense loyalty towards you. Even if you don't seek to exploit this trust, those who have been shown your good side will have a difficult time forgetting it. Even former enemies will stand against the world in defense of your innocence.

Surviving the Famine

- - 0400 NP, - 0200 NP Native & Outsider

It is when hope is lacking that power is most needed. Whenever you are knocked unconscious or trapped in a coma-like state, you always seem to wake yourself up right when you are needed the most. In addition, when all hope seems lost, you are able to tap into last-second bursts of power, or even unlock untapped potential hidden within you. However, some enemies will be so great that not even this will be enough.

Love Conquers All

- - 0400 NP, - 0200 NP Native & Outsider

The human heart is an unmatched source of power. You possess a blinding level of charisma that can sway all but the most cold-hearted or willful. Should you bestow any unnatural powers or abilities to those who are already hopelessly infatuated with you, they will find themselves mastering them at an unnatural rate. The extent of their obsession correlates to the boost, but never any more than twice their normal rate.

War From Within

- - 0600 NP, - 0300 NP Native & Outsider

For such a powerful organization, it's shocking how easily Xargin stole the Pale Horse nanomachines. Similarly, you find organizations rarely establish even the bare minimum precautions against you just stealing their research, and when you do it actually becomes harder for them to start over. It won't raise any red flags when the traumatized scientist volunteers to become a human bioweapon. When they trash the lab, it'll somehow even corrupt the backups of the data. They can still try to kill you afterwards.

Death isn't the End

- - 0600 NP, - 0300 NP Native & Outsider

When you find yourself facing an enemy you seem wholly helpless against, your departed allies from the current world can lend a hand. Even if you're unconscious, they can take turns possessing you. While in control, they essentially manifest in the physical world, allowing them to utilize their full abilities from when they were alive, though none of yours. Once a spirit possessing you is defeated, they are forced out of you, and another can take over with none of the sustained damage or exhaustion carrying over.

[Abilities] - Protectors:

XAT and Zwölf discounted perks.

Justice of Hell

- - 0100 NP, - 0000 NP XAT, - 0050 NP Zwölf

When lives are on the line, you can't always play it by the book. You find your superiors and peers show an unexpected level of respect for your hot-bloodedness, as long as your heart is in the right place. Even repeated insubordination will result in far lighter punishments than that usually earns, as long as you had noble intentions for doing so.

Judgment of Heaven

- - 0100 NP, - 0000 NP Zwölf, - 0050 NP XAT

The holy path isn't always a pleasant one. You have no trouble finding what someone values, and what they will give up anything to protect. You can effortlessly leverage these weaknesses purely through euphemisms and implications. You can phrase your threats in such a way that they sound completely benign to all but the intended target

The Devil You Know

- - 0200 NP, - 0100 NP XAT & Zwölf

Trust is something not easily regained once lost. The more danger faced by any team you're on, the more their loyalty to each other is strengthened. If one of you turns traitor, those who remain only become more loyal. This loyalty is so ingrained it can break through amnesia or mind control if it pits them against you. Willing traitors will begin to openly act like human garbage, making them much easier to kill.

Eye of God

- - 0200 NP, - 0100 NP XAT & Zwölf

Not everyone has what it takes to be a sniper, but you certainly do. You're one of the best snipers in the country. Able to snipe individual body parts on a target from a kilometer away, assuming your weapon can keep up with your skill. You find when transforming into different forms, that increase of your body's power translates to your weapon accuracy. You could more than triple your effective range as an Amalgam.

Following Chaos

- - 0400 NP, - 0200 NP XAT & Zwölf

One step back, two steps forward. You have astounding luck for avoiding disasters. You're locked in a cell when a virus spreads through the staff, the earthquake spares your house, etc. Not just that, you find it effortless to rebuild fallen organizations better than ever. Rebuild your small squad as a national organization, or pick up the pieces of your bankrupt company and transform them into a global powerhouse, etc.

Above Order

- - 0400 NP, - 0200 NP XAT & Zwölf

Your networking abilities border on comical. With enough time, you could grow a religious congregation into a personal army equal to any country. That's why it's lucky you also have a knack for manipulating nations. Allowing you to orchestrate events that allow you to free yourself from any nation's authority or render them indebted to you. You could become ruler of the world without spilling human blood.

In the Shadow of History

- - 0600 NP, - 0300 NP XAT & Zwölf

If we're being honest, the XAT really wouldn't have been much help in this conflict, if not for being close with the players who actually matter. In the midst of world-changing events or conflicts, you always just happen to have multiple relationships with vital players. Your best friend becomes a superhero, your brother is the mass murderer, your coworker belongs to a secret organization, etc. This makes it easier for you to negotiate with these people and generally make sure you can insert yourself into said conflict.

Light of Innovation

- - 0600 NP, - 0300 NP XAT & Zwölf

It's nothing short of a miracle that Zwölf managed to maintain their secrecy while making breakthrough after breakthrough in seemingly every scientific field. Similarly, you find that as long as you hide your organization's existence from the world, you somehow never have trouble finding competent manpower. This secrecy somehow enables your researchers to make decades of technological advancement in the span of years, even if your staff is only a few thousand people strong.

[Abilities] - Amalgam:

Exclusive to Amalgams unless stated otherwise.

Mighty

- - 0000 NP, *Exclusive Amalgams*

As an Amalgam, while you can revert to your former appearance at any time, your true power can only be shown in your monstrous biomechanical form. In this state, your strength, speed, regeneration, and durability are superhuman. You can even survive in the vacuum of space with ease. You could casually throw a car, or shrug off most firearms, save exceptionally advanced weapons like those used by the XAT or Zwölf.

Righteous

- - 0000 NP, *Exclusive Amalgams*

An Amalgam is fundamentally a weapon. As such, their natural battle instincts allow even newborn Demoniacs to make the most of their powers and find creative ways to weaponize their surroundings. In addition, the Pale Horse nanomachines within you are catalyzed by negative emotions. In other words, extremes in anger, sadness, hatred, etc. will result in substantial, albeit difficult to control, boost of power.

Peaceful

- *Free, Exclusive Amalgams*

The most noteworthy ability of the Demoniacs. You are able to fuse with any inorganic material or technology, even while in human form. This can be as simple as merging scalpels into your fingers as claws, fusing your lower half into a vehicle, or interfacing with any digital system just by touching it. Anything you fuse with is essentially an extension of your body, allowing you to utilize your strength and abilities through them.

Truthful

- - 0000 NP, *Exclusive Amalgams*

All Amalgams seem to possess the instinctive ability to sense other Amalgams. You can sense an Amalgam in human disguise on sight, but as the Pale Horse nanomachines react strongly to negative emotions, you can detect even from far away when an Amalgam is on the verge of losing themselves to their emotions and going berserk.

Salvation

- - 0000 NP, *Exclusive Amalgams*

Demoniacs are a disease. Any who are injured by you or exposed to your blood in your Amalgam form will be infected by your nanomachines. The vast majority of those infected will become mindless Demoniacs, while the rare few will become Amalgams. Dead bodies will always rise as Demoniacs. Powerful Amalgams can release a kind of psychic signal that allows them to command large groups of Demoniacs, but this signal can easily be overpowered by the presence of an even stronger Amalgam.

Protective

- - 0000 NP, *Exclusive Amalgams*

Many Amalgams and even Demoniacs are able to manifest a repulsive force field that can block bullets or even lasers. At first, you'll only be able to bring up a small shield for a few seconds, and only while your power is enhanced by fusing with a larger machine or vehicle. Once your power reaches the heights of Xargin, you'll be able to keep this shield up for several minutes over your whole body, even while in your human form.

Spirited

- - 0000 NP *First Purchase, Exclusive Amalgams*
- - 0050 NP *Additional Purchases, Exclusive Amalgams*

It is common for Amalgams to manifest some personal armament. From your palm, you can unleash a plasma-like whip that can slice through metal with ease. This can then be solidified into a personalized melee weapon. You can summon this multiple times, though if your weapon is large or unwieldy, only one at a time may be preferable.

Preservation

- - 0000 NP, *Exclusive Amalgams*
- - 0100 NP, *Available to other species*

Despite your clothing being nowhere to be seen when you assume your Amalgam form, once you return to your human form you'll find your personal effects completely unharmed. For an extra **100 NP**, this can extend to other transformations, modifying them such that any personal items or clothing that should logically be damaged or destroyed in the process are completely intact once you revert to your original form.

Prepared

- - 0000 NP, *Exclusive Amalgams*
- - 0300 NP, *Available to other species*

Amalgams are weaker in their human form, but far from helpless. Even without transforming, Xargin has proven more than a match for other Amalgams. The more you master your Amalgam abilities, the more of that power you'll be able to manifest in your base form. For **300 NP**, this trait extends to other alternate forms you possess.

Meticulous

- - 0050 NP Per, *Exclusive Amalgams*

Somewhere on your Amalgam form is a large tentacle-like appendage. You can purchase this additional time to add more tentacles. Each tentacle is prehensile and exceptionally strong, but their sheer flexibility can make them somewhat unwieldy without practice.

Embracing

- - 0100 NP Per, *Exclusive Amalgams*

Most Amalgams rely on melee attacks, but that doesn't mean they have short ranges. Choose a type of limb. You are able to stretch these limbs like rubber, with no loss in strength or control. If you can see someone, it's safe to assume you can reach them. Should you purchase **Meticulous**, you may choose to apply this to all your tentacles.

Exceptional

- - 0100 NP Per, *Exclusive Amalgams*

Amalgams often vary greatly in appearance or abilities. Choose one particular stat, such as speed, strength, vision, etc. In this area, you are above the norm for other Amalgams. If you chose speed, instead of enduring gunshots, you could dodge them outright. If you chose strength, you could throw an entire tanker truck, instead of a regular car.

Otherworldly

- - 0150 NP, *Exclusive Amalgams*

Choose one similar transformed state you possess from a past world, preferably one in the same style of a tokusatsu-esque humanoid monster or armored warrior. This form can be imported as your Amalgam form, granting all its abilities. If this form ordinarily required an external device to transform, that is no longer the case.

Beloved

- - 0200 NP, - 0100 NP Amalgams, Available to other species

For an Amalgam, maintaining their sanity is a constant struggle. This isn't helped by the fact that losing themselves is the quickest path to increasing their power. In times like this, your bonds with others can help them bring you back from the brink. A heartfelt plea could restore your mind from the effects of a berserk state, amnesia, or even mind control. However, if you are too far gone, it is possible that only the death of a loved one at your hands will produce the shock necessary to bring you back to your senses.

Unbound

- - 0200 NP, Exclusive Amalgams, - 0100 NP with Chosen One

Your amalgam form is capable of unassisted flight. You can dance through the air with grace. If you feel so inclined, you can even reach space from the ground in a matter of minutes. Your Amalgam form is able to survive in the vacuum of space, but it's not advised that you drift too far. Interstellar travel is asking far too much of this power.

Powerful

- - 0200 NP Per, Exclusive Amalgams, - 0100 NP Per with Chosen One

Somehow, your Amalgam abilities have manifested as a kind of psychic power. Perhaps you are like Xargin, able to exert an invisible telekinetic force from his palm that can even send other Amalgams flying. Alternatively, you may be closer to Beatrice, who can manifest an unknown energy into various configurations of deadly lasers.

Miraculous

- - 0300 NP, Exclusive Amalgams, - 0150 NP with Chosen One

A power held by Magwald Xargin that only further inflates his messianic complex. Your control over the Pale Horse nanomachines is absurd. With just a wave of your hand, you can send them into the body of another being to heal even the most egregious injuries simply by laying your hand on them. You can manipulate these machines in more grotesque ways as well, such as fusing a regular human permanently with inorganic matter. If you were so inclined, you could weave someone into a computer system so deeply that their mind becomes just another part of the system.

Chosen One

- - 0400 NP, *Exclusive Amalgams*

When the Pale Horse nanomachines were developed, there was a peculiar theory posed regarding a figure called the Blassreiter. The Blassreiter would wield power far greater than any other Amalgam. An unmatched leviathan. Perhaps you aren't *the* Blassreiter, but you are a convincing substitute. Your starting power is already above-average for Amalgams, but you could potentially become a match for Xargin over the course of the jump, able to easily beat down almost any other Amalgam without even transforming.

You could eventually reach such heights on your own, but with this you can do so in years, rather than decades. The most likely reason for this is your mentality. A traumatic event left your mind scarred, but not shattered. In essence, the kind of power that other Amalgams only receive from losing themselves to madness is your default state. Even if your emotions are stable (arguably more so than the average human), your thought process and moral compass are severely distorted in one fashion or another. This slightly increases the severity of any drawbacks in this jump that affect your psychology.

Alternatively, you may receive this power all at once, should the proper conditions be met. In this instance, a sample of your blood was used as a base for the Pale Horse nanomachines, making you perfectly compatible with them. In other words, Xargin was never going to become the Blassreiter, that honor had always been reserved for you. This power is far more stable and won't alter your mental state. Even Xargin would struggle to keep up with your might. However, this potential currently lies dormant. It will only unlock when your back is against the wall and your death truly appears imminent.

This is mental as much as physical, so you must truly believe that your death is approaching. Should you somehow survive this event, then this will remain unsealed. You shall forever be the one and only Blassreiter. However, until that point, you won't be especially stronger than any other Amalgam. What's more, any options you bought using a discount from this will be inaccessible until you awaken to your true power.

[Companions] - Allies:

No Affiliation discounts.

Foreign Aid

- - 0050 NP Per, Undiscounted
- - 0200 NP Bulk, Undiscounted

You aren't all alone. With each purchase, you may import a companion from past worlds into this one. They receive an **800 NP** stipend and may gain more points by taking drawbacks. If they clearly don't look like a native, they can expect to deal with the same racial discrimination of any other outsider. You may bulk-purchase 8 companions for **200 NP**. Just remember that more people on your side means more people to lose.

Local Allies

- - 0050 NP Per, Undiscounted
- - 0200 NP Bulk, Undiscounted

With each purchase, you may either create a new native companion from scratch or receive a slot you can grant to a single canon character, allowing them to join you as a companion. You can choose a specific canon character to companion, whom fate will contrive for you to meet on the best terms possible. Should they die or still refuse to join you, this slot will go to waste. You may bulk-purchase 8 companions for **200 NP**.

[Equipment] - General:

General items. No Affiliation discounts.

Sanctuary

- - 0000 NP, *Undiscounted*

For unclear reasons, churches in various states of disrepair are absolutely everywhere in this world, and so shall they be in future worlds. Even in the middle of nowhere, you can hardly go a mile without finding another abandoned or destitute church that will accept you in with open arms. A perfect place to hide out or simply gather your thoughts.

Apocalypse Knights

- - 0600 NP, - 0300 NP *Cyborgs*

Zwölf's ultimate weapons. Each is powerful individually, but if used in tandem with competent pilots, a Demoniatic-infested city can be cleared out in under three minutes. Each Knight is almost twice as large as most tanks. Each purchase provides or upgrades a docking station in a location of your choice from whence to deploy these from.

Each purchase only provides a single Apocalypse Knight. It is advised that this is taken at least three times between you and your companions to bring out their full potential. The three Apocalypse Knights are as follows

Bow-Rider: A quadrupedal white tank bearing an enormous charged particle cannon. Each shot is powerful enough to destroy a city block, but precise enough to snipe a moving target from over 400 km away. If you don't give the cannon time to cool down between shots, the vehicle will catch fire, burning the pilot alive like a brazen bull.

Scale-Rider: A sleek black jet with antigravity-based flight. Its speed, durability, and maneuverability put almost any other jet to shame. It is equipped with a seemingly endless arsenal of missiles, guns, and beam weaponry. Sword and Bow Rider can be mounted to Scale-Rider for transport. Bow-Rider can even be fired while in flight.

Sword-Rider: A large red mechanical wolf. This may not compare to the long-range firepower of the other two Apocalypse Knights, but it is unmatched in ground speed, maneuverability, and close-combat damage. It is equipped with two extremely precise and powerful tails, energized blades on the limbs, and deployable wheels on the feet.

Holy Science

- - 0600 NP, *Undiscounted*

Within this tiny data stick is all the research you'd need to destroy the world. In other words, this contains all the research done by Sasha Jobson and Magwald Xargin under Zwölf. This is more than enough to start producing Pale Horse Nanomachines. Whether this is used to better the world through the medical applications or purify it with an army of Demoniacs, only you can decide.

Mirage Breaker

- - 0800 NP, - 0400 NP *Humans*

The US wasn't just twiddling their thumbs while Zwölf was preparing to wage a holy war on the rest of the Earth. What you have here is the Minutemen 5000 Mirage Breaker 7th generation ICBM. Loaded with a full payload of 16 nuclear warheads. Maximum exo-atmosphere speed, Mach 22. Maximum atmospheric speed, Mach 5. It possesses an electromagnetic force field that can repel most physical and energy-based attacks. If need be, you can ditch the boosters and shield to enter a hyper-mobile configuration that can fly circles around just about any modern fighter jet.

Spent ammunition and fuel are restocked on a monthly basis. Any damage sustained is automatically repaired on the same schedule.

[Equipment] - Mount:

All upgrades require Personal Mount to be purchased.

Personal Mount

- - 0000 NP, *Undiscounted*

For no cost, you receive a mundane motorcycle, scooter, or some other small, motorized vehicle. Every 24 hours, this vehicle is restored to peak condition, with all fuel and ammo restocked. You can upgrade this mount in various ways.

[Upgrade] Mount Import

- - 0100 NP, *Undiscounted, Requires Personal Mount*

Should you have a compatible vehicle from past worlds, you may import them to receive whatever other upgrades you purchase. You may optionally import an organic mount if you also purchased *Horseman of the Apocalypse*.

[Upgrade] Friendly Imp

- - 0200 NP, - 0100 NP *Outsider*, - 0000 NP *AI*, *Requires Personal Mount*

Integrated into your mount is an onboard computer system housing a sentient artificial intelligence. They can assist you with their data analysis abilities, and can control the vehicle's various functions, including the computer's hologram projector.

If you took the AI species, any mount you purchase will have this by default, though you won't have to share the space with another AI unless you decide to pay for this anyway.

[Upgrade] Cloud Walking

- - 0200 NP, - 0100 NP *Native*, *Requires Personal Mount*

Your mount has some means to hover and fly with a surprising level of maneuverability. This isn't on the level of a proper jet, but compared to your mount's usual land capabilities, there's barely any loss in top speed or fuel efficiency.

[Upgrade] XAT Budget

- - 0200 NP, - 0100 NP *XAT*, *Requires Personal Mount*

This vehicle has been equipped with a massive volley of target-seeking missiles that can even take down Demoniacs. Oddly, this doesn't impact your speed or maneuverability. This also provides your mount with a slight durability boost.

[Upgrade] GARN / 666

- - 0200 NP, - 0100 NP Amalgams or AI, Requires Personal Mount

The GARN and 666 bikes are two vehicles that Zwölf poured an inexplicable amount of funds into developing. They are faster, sturdier, more maneuverable, and all-around better than anything else on the market. It is also oddly compatible with enhancement via fusion with an Amalgam of similar technopathic abilities.

[Upgrade] Worthy Steed

- - 0200 NP, Undiscounted, Requires Personal Mount

Similar to how assuming an Amalgam form upgrades whatever they're currently riding, this mount now has the odd property of adapting to match the traits of your current form. Take on a dragon-like form, and this will develop scales and perhaps even flight. Become some kind of spirit and this will be able to phase with you through walls. This won't drastically alter the vehicle's scale, but other than that it will be as if this steed is just another part of your body whenever you transform.

[Upgrade] Paladin

- - 0300 NP, - 0150 NP Zwölf, Requires Personal Mount

The Paladin units are essentially bipedal mechs with two arms, two legs, powerful automatic firearms, and tank-like armor. Continuing Zwölf's bizarre obsession with motorcycles, this can transform into a motorbike-esque configuration, albeit one much larger and less maneuverable than your mount would be without this.

[Upgrade] Horseman of the Apocalypse

- - 0300 NP, Exclusive Amalgam, Requires Personal Mount

You decided to take the term "steed" quite literally. Instead of a vehicle, your mount is an actual living creature, most likely some kind of Equidae. This creature has actually survived the evolution into an Amalgam, with all the basic abilities that entails. Anything you purchase here will simply be traits of their Amalgam form, or perhaps technology they've previously assimilated. They are unshakably loyal to you, and their mental state is somehow far more stable than that of a human Amalgam.

[Equipment] - Outsiders:

Outsider discounted items.

Masked Hero

- - 0100 NP, - 0000 NP Outsider

An odd piece of equipment produced by Zwölf. This is an advanced piece of armor. It is essentially a bulletproof vest that is thin enough to fit under your clothes. Admittedly, this provides little protection against any weapons that would be used by or against Amalgams. Through a subtle gesture, you can deploy an entire motorcycle helmet from the armor. This also comes with a mundane trench coat in a design of your choosing.

Hideaway

- - 0100 NP, - 0000 NP Outsider

Somewhere in the city is a tiny space that nobody else seems to know about. It's barely any larger than a prison cell, but it's tucked away so thoroughly that it's almost impossible to find unless you directly lead someone there. It's unadvisable to use this in places with extreme weather conditions, as there isn't even a door. Oddly, bringing people here improves their ability to recover from injuries or illness, albeit only slightly.

Benevolence

- - 0300 NP Per, - 0150 NP Per Outsider

Through less than savory means, you've obtained enough food and medicine to keep an entire slum alive and fed for a month. Such a large group wouldn't be eating like kings, or even get very much nutrition from the meals. Similarly, the medicine won't help with particularly virulent diseases. Can be purchased multiple times to increase either the quantity or quality. Additional purchases are discounted. Replenishes monthly.

All-Seeing Eyes

- - 0300 NP, - 0150 NP Outsider

For any city you find yourself in with a system of CCTV cameras monitoring public spaces. Through unknown means, you've a program that will provide you with backdoor access to any such systems in your current city. You can even patch the cameras wirelessly into a computer of your choosing. This alone doesn't provide any system to single out cameras of interest to you, but your access is completely invisible.

The Horse's Blinders

- - 0600 NP Per, - 0300 NP Per Outsider

A device created by Zwölf in the hopes of making Joseph Jobson a match for Magwald Xargin. It forces the wearer to experience extreme negative emotions while breaking down their mental barriers. Even if they aren't an Amalgam, this will trigger a berserk state that exponentially increases the wearer's destructive ability. Should they possess any latent abilities that can only be brought out by extreme emotions, then using this will be no less effective than those emotions being induced by external stimuli.

Isis

- - 0600 NP Per, - 0300 NP Per Outsider

The ultimate anti-Demoniac weapon. A bioweapon so effective it makes one wonder why this wasn't Zwölf's plan A. You only receive one tiny pill. By consuming this will cause the nanomachines to saturate the user's whole body. Any direct physical contact with a Demoniac will cause them to crumble to dust. Even if it is only a drop of your blood, or a single one of your corpse's ashes, it will take full effect in seconds. Post-jump, this will similarly affect any undead or artificially evolved creature.

[Equipment] - Natives:

Native discounted items.

Clean Exterior

- - 0100 NP, - 0000 NP Native

When Beatrice offers the opportunity to become an Amalgam, she doesn't tempt people with evolution up-front, just a single unassuming pill. You receive an infinite supply of pill capsules and wrappers. You can effortlessly insert whatever you please into these capsules (assuming it doesn't dissolve the capsule) and somehow vacuum-wrap them without any external tools. This doesn't increase potency, just palatability.

Proving Grounds

- - 0100 NP, - 0000 NP Native

What good is a motorcycle if there's nowhere to drive it? In each world you will find a large racetrack. Whoever legally owns this doesn't seem to mind you using it for whatever you want whenever you want. They'll even pay for damages and maintenance. You're free to use this for private practice, or even to host your own races. Unless you're hosting an event, you'll never find anybody using this without your permission.

An Unfair World

- - 0300 NP, - 0150 NP Native

Life isn't fair, but who needs it to be? You have a parent or some other connection who is willing to cover up any wrongdoing you commit, as long as the victim is of sufficiently lower social standing. They aren't nobility or anything, but that still places them leagues above discriminated groups like foreigners. You could bully them relentlessly, to the point they kill themselves, and your supporter would ensure everything is covered up.

Poison the Well

- - 0300 NP, - 0150 NP Native

Somehow or another, you have a particular vending machine company by the throat. Should you feel so inclined, you could command them to restock the vending machines in a given area with products contaminated in a manner of your choosing. Unless the tampering is extremely benign, you can usually only pull something on this scale once before this company is scared off and cuts all ties with you, until the next jump.

Unseen Wings

- - 0600 NP, - 0300 NP *Native*

A small taste of humanity's power. You are in possession of an American B2 bomber stealth jet. The jet has a maximum payload of 16 AGM-129 ACMs. What's more, these missiles are all armed with W80 nuclear warheads, more than enough to burn a country to the ground. You receive 16 such advanced cruise missiles at the start of each jump. Once used, they will gradually replenish at a rate of one missile every year. That said, these aren't worth much if you're shot down before you can drop your payload.

Divine Judgement

- - 0600 NP, - 0300 NP *Native*

What can man hope to do against the wrath of God? You have contact with somebody stationed in a large satellite somewhere in the Earth's orbit. This person is suicidally loyal to you (or maybe just suicidal in general), and when you give the signal will sabotage the station to send it crashing down to Earth with the force of a meteor. The satellite has an odd tendency to be positioned perfectly above your preferred target at any given time. For fairly obvious reasons, you can only do this once per jump.

[Equipment] - XAT:

XAT discounted items.

Last Shot

- - 0100 NP, - 0000 NP XAT

In matters of life and death, luck isn't just superstition, it's a necessity. You and one person close to you receive sentimentally connected good luck charms, like a bullet or locket. In a sense, this links your fates. This charm bolsters both of your willpower, and unless you die, the other person's death becomes far less likely. This is due to a mix of logic-defying willpower and a sprinkle of dumb luck in life-or-death situations.

Basic Precautions

- - 0100 NP, - 0000 NP XAT

The XAT aren't exactly running into battle in civilian clothes. You are equipped with an advanced skin-tight biker suit and helmet that won't do much against a Demoniac's claws but is still more protective than it has any right to be. The helmet includes a built-in communicator and HUD. If you are a member of the XAT, your ID will allow you to bypass blockades and the like but won't do you much good after this jump.

Specialist Equipment

- - 0300 NP, - 0150 NP XAT

Not every member of the XAT fights up-close and personally. This sniper rifle can accurately hit individual body parts from miles away in competent hands and has enough power to blow off a Demoniac's limbs. Paired with this is a technologically advanced cloak that allows you to camouflage into your surroundings, though the illusion is somewhat compromised if you move around too much.

Mobile Headquarters

- - 0300 NP, - 0150 NP XAT

XAT operations are often backed up by a small support team within a heavily armored car like this one. The computer systems within are only a small step down from those in XAT HQ, able to intercept transmissions, scan the surroundings, and use that data to remotely monitor battles in great detail. It's also equipped with a sensor that detects Demoniac activity within several miles, unless they're disguised in some fashion.

Mother, Mourner, & Healer

- - 0600 NP, - 0300 NP XAT

The power of Amalgams is the Pale Horse nanomachines within them. Therefore the ultimate weapon would attack those nanomachines from the inside. This data stick contains all the data needed to construct a virus in the same style as Isis that attacks similar nanomachines throughout an organism's body. If those nanomachines are sufficiently suffused throughout their body, the reaction may cause them to crumble to dust. This even applies to similar biology-based nanotechnology.

XAT Reborn

- - 0600 NP, - 0300 NP XAT
 - - 0200 NP Extra, Undiscounted

You are the proud commander of a sister or successor organization to the XAT, complete with a training academy. This is a kind of policing agency focused on anomalous matters, but how that manifests is up to you. You could mirror the XAT and train the next generation of monster hunters or take a page from the XAT that rose after the fall of Zwölf, which protects Amalgamated humans from discrimination.

For an undiscounted **200 NP**, the sheer scale of your organization is closer to the reborn XAT that rose after the fall of Zwölf. Your organization possesses well over ten times the size and manpower of the original XAT, with a much better starting reputation.

[Equipment] - Zwölf:

Zwölf discounted items.

Holy Garb

- - 0100 NP, - 0000 NP Zwölf

Fundamentally, Zwölf is a religious organization, and most members try to look the part. You are in possession of some kind of traditional Christian apparel. A nun's habit, a priest's cassock, or anything of the sort. Any background checks will confirm that you do hold a minor position in the church such as a nun or priest, but nobody, not even you, seems to possess any personal recollection of you ever serving such a position.

Memento

- - 0100 NP, - 0000 NP Zwölf

Once you lose sight of why you fight, you rob your struggles of all meaning. This photograph depicts people or a specific event you hold dear. Looking at it reaffirms your determination and reasons for fighting. Showing this photo to others allows them to sense your sincerity, compelling them to almost instantly empathize with you and *who* you're fighting for, even if they still disagree with *what* you're fighting for.

Invisible Power

- - 0300 NP, - 0150 NP Zwölf

Zwölf agents often need to wear many hats during any given assignment. In each world, you are officially recognized under some high-ranking governmental position. Nothing as extreme as a mayor or president, but something like a police commissioner or judge. Simply walking away from your position without warning will cause no small amount of chaos, but there's technically nothing stopping you from doing so anyway.

Allure of Knowledge

- - 0300 NP, - 0150 NP Zwölf

An organization like Zwölf is nothing without bright talents to ensure it continues to evolve, and how better to lure such talents than wisdom? You have deep connections with a prestigious academic institution. You may choose to run it yourself, or simply command them to keep you updated on anything of note. This academy effortlessly attracts remarkable geniuses from all walks of life, just waiting for you to recruit them.

Holy Fortress

- - 0600 NP, - 0300 NP Zwölf

In each world you will have access to an almost identical copy of Zwölf's Bethlehem city. It is a massive city with state-of-the-art security, and a large castle to serve as a base of operations. As this was meant as a backup, it hasn't been stocked with Zwölf's seemingly inexhaustible arsenal of military vehicles, nor their servers, but at least it is fully staffed with armed guards. This city falls outside of the jurisdiction of any country. Meaning the rest of the world will leave you alone as long as you leave them alone.

Heavy Hands

- - 0600 NP Per, - 0300 NP Per Zwölf

The secret of Zwölf's might is sheer staggering production power. They hold ties to countless military contractors and arms manufacturers. This can come in one of two forms, or you can purchase this perk twice (discounted) to receive both.

If you choose "quantity" the weapons provided aren't lacking by any means, but they aren't significantly superior to the weapons and vehicles sold to other organizations. In return, you'll be able to buy in bulk. Equipping a personal army is a simple matter, as your connections allow you to ask for quite a few freebies, and frequent discounts.

If you choose "quality" the companies are more willing to experiment. These projects are far more expensive but can result in creations straight out of a sci-fi film. With enough funding, they could develop superweapons on the level of the Apocalypse Knights or mass-produce smaller but equally unconventional units like the Paladins.

[Drawbacks] - Punishment:

No drawback cap.

Blacker Than Black

- + 0100 NP

Turns out fighting over the fate of the world doesn't leave you with much free time. You barely have a moment of free time to spare. Your own friends and family often feel like strangers. You won't be able to spend time with them and won't find out about any struggles they're going through, no matter how serious, until it's already too late.

Hollow Infatuation

- + 0100 NP

You have fallen madly in love with someone you know will never reciprocate. They may respect you as an ally, but their love will never be yours to claim, but you can't help but try anyway. Your lover won't force you to do anything dangerous, but they won't stop you from doing so of your own accord, even if you're obviously doing it for their sake.

Easy Scapegoat

- + 0100 NP

Something about you just makes you such an easy punching bag. Even if you're too strong or scary to be bullied physically, public opinion of you will turn on a dime. If you were even indirectly connected to an incident that cost someone a loved one, they'll direct all that anger towards you, even once they know for a fact that you're innocent.

Cycle of Vengeance

- + 0100 NP

The punishment that comes from within burns worse than any flame. You are overcome with crippling guilt for any perceived sin. Should you become a murderer, or cost someone their ability to live a normal life, the guilt will grow stronger with each day and risk driving you mad. No matter how accidental or justified an act was, a sin is a sin.

Kindred of Job

- + 0200 NP

It's as if the universe resents the notion that any goodness can exist in this world. Any act of altruism will come at a great personal cost. You prevent an epidemic but lose your close friends, save a man's life from a monster but get blamed for the attack, work to improve medical technology but unknowingly create an unstoppable bioweapon, etc. You can try to make this world a better place, but each step will be a struggle.

Brought Low

- + 0200 NP

Seconds into the jump, you will be caught in an accident that will paralyze you from the waist down. Perhaps due to occurring during your transfer into this world, your legs cannot be restored or replaced by any method, whether within this jump or brought with you from past jumps. Even if you are revived as an Amalgam like Garm, your legs will just dangle limply. You can't even control anything you fuse your lower half with.

Cleansed by Flame

- + 0200 NP

You have a few screws loose, or perhaps you're the only one seeing clearly. You are unshakably devoted to a utilitarian philosophy that borders on genocidal. Whether you seek to replace the human race like Xargin or bring the world under your doctrine like Victor Stractus. In your eyes, the value of human life is less than worthless when compared to your holy mission, even those you once gave up everything to protect.

Horseless Cart

- + 0200 NP

It takes very little for you to be corrupted by power or generally lose sight of your own motives. You stay loyal to your commander even as you point your rifle against the rest of your team. You invest in cybernetic research to save your beloved granddaughter, only to put her on the front lines when the process makes her a super soldier. What's more, you always come back to your senses the instant it's too late to fix anything.

Clouded Vision

- + 0300 NP, + 0000 NP and mandatory Amalgams

Your mind is not fully under your control. You are prone to sudden, often violent mood swings, but they aren't impossible to reign in, as long as you're ready for them. The true hell is the hallucinations that plague you. They occur frequently and appear tailor-made to poke and prod at your inner demons: guilt, desire, anger, whatever it takes to chip away at your psyche. Retaining your sanity depends on your own willpower.

The Deep Sleep

- + 0300 NP

For whatever reason, you can't seem to avoid falling into comas at the worst possible moment. Whether due to a traumatic event, an experimental surgery, a particularly bad beating, etc. These often incapacitate you during conflicts you could effortlessly solve, only awaking at the last possible moment to avert disaster. This will never doom you outright, but it ensures you always have as little time as possible to save the day.

Repeated Mistakes

- + 0300 NP, *Cannot be taken by Companions*

The other governments of the world may not be equipped to meticulously hunt down Demoniacs, but as you and Zwölf will find out very soon, they are far from helpless. The whole world is more nuke-happy than before. Once a Demoniac infestation becomes too widespread, other countries won't bother waiting for approval before sending a hail of nuclear warheads to deal with the problem. Even if the "problem" is an entire country.

A Modern Crusade

- + 0300 NP, *Cannot be taken by Companions*

Through unknown means, Zwölf immediately discovered your true nature, and was not happy with what they saw. They've marked your destruction as an even higher priority to stopping Xargin. Not only do they have an enormous army under them, they have sway in every country and possess military technology decades more advanced than the rest of the world. If you chose the Zwölf affiliation, I'd suggest you start running.

The Dark Horse Approaches

- + 0400 NP

There seems to be some kind of block in your mind. Something that prevents you from utilizing any of your power from other worlds until the block is lifted. The only way to lift the aforementioned block is to face your own mortality. You must find yourself in a situation where you are backed into a corner and your death seems certain. The block will stay gone once lifted, assuming you ever find such a situation.

Osiris

- + 0400 NP
- +0600 NP with *A Modern Crusade*

Somehow Zwölf has developed a virus similar to Isis, which they've called "Osiris". This virus is specifically designed to destroy your cells. They can only synthesize one pill every month, but anyone who consumes it will be able to infect you on contact. Even if you incinerate them, letting a single one of their ashes touch you is enough. No matter what defenses you have, you will crumble to dust and die within seconds of infection.

Unbutchered

- + 0400 NP, *Cannot be taken by Companions*

This is a dark world. Around every corner is cruelty, despair, and loss of innocence, to the point it seems almost contrived. You must do the impossible, you must create a happy ending. This means you need to avert every canon named character death (even if the world would objectively be a better place without them) and prevent the world from being overrun by Demoniacs. If you cannot do that much, your chain will end here.

Should you go the extra mile to mend every damaged relationship, bring every villain to their senses, defuse every betrayal, and generally leave the world far better than you found it, your heroism will be rewarded. For starters, you may companion any canon characters you wish for no cost. After all, most of them would have died if not for you.

Taking this grants a discount on *The Deceit That Men Call "Happiness"*. Completing the extra challenge will grant the perk for free, or refund **150 NP** if already purchased.

[Ending] - Options:

One way or another, the battle is over.

The White Horse - Domination of the Mind

Go Home

You rode through many worlds to get here. You thought you would conquer; you thought you would triumph, but these battles have taken their toll. Your ambition is quelled, now you only desire rest. You will return to the world from whence you came. Perhaps a smaller domain to claim as your own is what you truly desired all along.

The Red Horse - Spilling of Blood

Stay Here

The battle may have ceased, but it never truly ended. There are so many more enemies left to sway, so many battlefields that need you. You do not trust this world to defend itself without your might. As such, you will sacrifice your Chain for your pride as a warrior. You have chosen to spend the remainder of your days in this world.

The Black Horse - Hunger Without End

Move On

You have dominated, you have killed, you have survived, and yet your craving still eats away at you. Ambition is not a beast who is easily slain. This world is no longer enough to satisfy you. As you have done many times before, you will leave this world behind, in the perhaps vain hope of finding another which can sate your desire once and for all.

[Ending] - Notes:

Jump by Gene.

As usual, unless a purchase explicitly charges for it, all item imports are free.

The technological level of this setting is all over the place. It's mostly modern, but I don't think we ever see a civilian using a computer, while the tech used by the XAT and Zwölf is full-on sci-fi. The timeline is similarly muddled. Whenever someone is talking about the distant past, they usually just vaguely say "years ago".

The names "Demoniac" and "Amalgam" are often used interchangeably in the anime. I think the implication is "Amalgams" specifically refers to intelligent Demoniacs, but I don't recall if it's ever stated explicitly. I'm writing the jump under that assumption.

The dub uses the term "Outsider" to refer to foreigners (Wikipedia even capitalizes the word). The sub instead uses the word "Immigrant". Since I'm already using the former as the name of an origin, I decided to mainly use "Immigrant" and "Foreigner" for fluff.

Main reason that so much of Zwölf's tech isn't even discounted to them is because most of it ends up in other people's hands anyway. Despite being a secret organization, they're weirdly generous with their secrets and technology when it comes to people they think they can use. Joseph's only connection to Zwölf (as far as they're aware) is that he knew Xargin and Sasha. They just knew he'd probably kill a bunch of Demoniacs if they left him to his own devices, so they handed him his bike, AI, and helmet with no strings attached and pretty much forgot about him until the start of the series.

The difference between the items Isis and Mother, Mourner, & Healer is that the former just gives you the pill which works against undead or artificially transformed monsters. The latter gives the instructions to create a bioweapon that specifically attacks nanomachines, nanites, etc. I was really struggling to come up with items for the XAT, so I made do with what I had.