



A Jump by Sistercomplexkingpin
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Introduction

In this world, angels and demons coexist peacefully after a long era of conflict. In modern times, after angels and demons complete their education in their respective realms, they are sent to the human world to study humans. Once in the human world, Angels guide humans toward the right path and happiness, while demons cause mischief and evil deeds. Gabriel White Tenma, a prodigious angel from Heaven, graduates at the top of her class and is sent to the human world to learn about humanity and become a true angel. She enrolls in a human school to fulfill her goals. At first, Gabriel excels in her goal of being helpful, compassionate, and embodying all the virtues expected of an angel. She even befriends Vignette April Tsukinose, who, despite her demonic origins, has a gentle and responsible nature.

However, Gabriel's life takes a drastic turn when she discovers an MMORPG on her laptop. She becomes hopelessly addicted to the game, and her personality shifts after some time. Once diligent and caring, Gabriel turns selfish, sarcastic, and lazy, neglecting her angelic duties. Her obsession with the game grows so strong that she is on the verge of becoming a fallen angel, completely abandoning the ideals she once upheld.

Your journey here will begin one week before Gabriel comes upon the MMORPG that sends her into a downward spiral, and you will be staying in this world for the next decade. Since there aren't many notable locations to explore in this world, your starting location will be in Japan, close to the high school where Gabriel is enrolled.

Take these +1000 CP into this seemingly mundane world that isn't so different from your own.

Races

Any race can be taken as Drop-In.

Drop-Ins would receive no additional memories besides being fluent in Japanese.

Human

Humans in this world are ordinary homo sapiens found across the multiverse. While not as powerful as Angels or Demons, they have spiritual abilities. Some with high spiritual power can become ghosts after death. Humans with high spiritual sensitivity can see ghosts and spirits, though whether this is a gift or a burden is debatable.

Angel

Angels resemble humans but have a yellow halo and a white pair of wings. They can manifest and unmanifest these features at will, but whenever they use their powers, the halo and wings automatically appear. Angels possess greater physical abilities than humans, capable of breaking through brick walls easily. They can manipulate holy energy for various purposes, such as attack or defense and have the ability to see spirits and ghosts. They can also manifest a white robe at will, and their wings allow them to hover and fly. You can decide on the design of your robe, and the size of your wings.

Demon

Demons resemble humans but have a pair of horns and bat-like wings. They can manifest or conceal these features at will. However, whenever they use their powers, their horns will automatically appear. Demons possess significantly greater physical abilities than humans, making even the fastest human running speed feel like a casual stroll to them. Demons can manipulate demonic energy for various purposes, such as creating darkness, and they can see spirits and ghosts. Additionally, demons can communicate telepathically with others and can manifest a black outfit at will. Their wings allow them to hover and fly. You can decide on the design of your outfit, the shape of your horns, and the size of your wings.

You can choose your gender freely for all origins. Your age as Angel and Demon is 13+1d5, and your age as a Human is 16+1d8. You can adjust your age freely for 50 CP.

Perks

Perks are discounted 50% for their respective Race, with the 100 CP Perks being free.

Humans

Coffee Master (-100 CP)

You are a barista with god-like brewing skills, able to identify the exact flavor and type of coffee bean simply by smelling it. The coffee you brew is so delicious that even people who dislike coffee can't resist enjoying it. Even using low-quality beans, your coffee still tastes extraordinary. This perk also includes the knowledge of operating any coffee brewing machine.

Instructor's Intimidation (-200 CP)

If you hold a position of authority (for example, a teacher, manager, etc.) people under you will follow your orders, provided they aren't overly unreasonable. While following your orders, they'll become unusually obedient, as if in a boot camp. This perk also applies to beings more powerful than you, as long as they recognize the authority of your position.

Supernatural Chef (-400 CP)

With this perk, any food you prepare will be irresistible to supernatural beings. Once they taste your cooking, even the most evil creatures would rather keep you as their chef than harm you, going as far as protecting you from harm. Using higher-quality ingredients makes this perk even more potent, to the extent that even supernatural beings might propose marriage just to keep you cooking for them. However, this perk does not affect regular humans.

Spiritual Form (-600 CP)

You gain the ability to see ghosts and spirits. You can also transform into a ghost at will, becoming immune to physical damage, though you remain vulnerable to purification, holy, or other powers that harm spirits. In this form, you can interact with physical objects and alter your outfit to any design you choose. Additionally, you can control a blue flame called Onibi, which feels cold instead of hot but still burns objects like a regular flame.

Angel

Angelic Aura (-100 CP)

You can now emit a white and gold aura that gives you an innocent and holy presence. This aura makes you feel more approachable and enhances trust, as people perceive you as angelic or divine. People won't question this aura unless you want them to. You can also switch the aura's appearance to golden sparkles surrounding you or combine both appearances simultaneously. This aura can automatically activate itself when you are doing a praying motion.

Angel Magic (-200 CP)

You now have access to angelic magic, granting you various abilities. You can teleport instantly to any location you imagine, create magic circles that function as barriers or portals, and bless others with good luck. You can also produce holy water, generate touchable illusions, grow plants rapidly, revive dead plants, gain limited clairvoyance, and more. Additionally, you can recreate many of Jesus' miracles through this magic, such as healing the sick, curing blindness, walking on water, etc. Performing these abilities while in a praying pose further increases the power of this perk.

Wiping Purification (-400 CP)

You now possess the ability to purify yourself by simply cleaning your body. For instance, if your halo turns dark, you can wipe it with your clothes to restore its golden shine, or if your wings turn black, a few minutes of dusting and grooming will turn them white again, transforming you back from a fallen angel to an angel. Even if your mind becomes corrupted, washing your hair with shampoo will clear the corruption. This purification works on all forms of corruption, mental, physical, or otherwise, and you can also use this method to purify others.

Request to Heaven (-600 CP)

This perk grants you the ability to send one request to heaven once per day. As long as the request isn't too extreme, like wiping out all humans or destroying the world, it will happen instantly. For example, you could ask to change the weather, receive divine protection to boost your luck, part the sea to create a path, or even bring the Ten Plagues of Egypt to a location of your choice. However, requests to heal or resurrect humans or other living beings will be immediately rejected. Choose carefully, as denied requests will require you to wait until the next day to make another. This perk will work even in worlds without a heaven.

Demon

Housework Devil (-100 CP)

You now possess exceptional housework skills. You can clean an entire house in under ten minutes, and dirt and dust are much easier to remove. Your cooking abilities are equally impressive, allowing you to prepare meals for six people in less than an hour without sacrificing quality. People you perform housework for will greatly appreciate your efforts, even if they don't openly express it, making it easy for you to build strong bonds with them.

Demonic Rituals (-200 CP)

You acquire the knowledge to perform various demonic rituals and craft sigils with different effects. This includes summoning creatures from hell to aid you, creating cursed dolls, transmuting materials, animating golems from raw substances, creating clones, controlling animals, and other effects. You can also craft cards that create portals to other cards you've made. Additionally, this perk grants you the ability to draw perfect lines and circles.

Unholy Friendships (-400 CP)

You can form friendships with anyone, regardless of their usual hostility or prejudices. Even those who typically despise your race or background will tolerate and be open to befriending you. Creatures that normally attack your kind on sight will make an exception for you, and even species that have been at war with yours will be willing to become your friend. The effects of this perk also apply to beings that don't understand friendship; while they won't harm you, how they show friendship may differ.

Holy Demon (-600 CP)

This perk turns your race's weaknesses into strengths you can use. For example, if your race is vulnerable to holy energy, you will become immune to it and could even manipulate it. You can even disguise yourself as the opposite race, so if you're a demon, angels and demons alike would see you as an angel. This perk also allows you to learn magic usually unavailable to your race, like angelic spells or purification rituals. The perk only works if you have a racial weakness. The more weaknesses your race has, the stronger you become.

Items

Items are discounted 50% for their respective Origin, with the 100 CP Items being freebies. These Items cannot be purchased multiple times, unless stated otherwise.

Humans

Letter of Recommendation (-100 CP)

This letter guarantees enrollment in any educational institution, regardless of your qualifications, and exempts you from paying tuition. You can also choose which class you want to be in. Once enrolled, becoming class president or student council president will be incredibly easy if you pursue it. Furthermore, getting expelled will be nearly impossible, even if you skip classes or fail most tests.

Gaming Laptop (-200 CP)

This laptop can run any game at maximum settings without any bugs or issues. It connects to any local internet at the highest speed possible, with your connection being completely untraceable. The laptop is self-repairing, requiring no maintenance, and will fix itself if damaged.

Jumper Café (-400 CP)

You are now a proud owner of a coffee shop with unlimited utilities and a never-ending supply of various coffee beans, ranging from the most luxurious to the most exotic available in this world. The café has a unique ability to attract important characters from the story, either as customers or potential employees. And they would be open to talking about their problems with you. The café cleans itself automatically overnight and requires no maintenance. After this jump, you can turn the café into a warehouse extension if desired.

Supernatural High School (-600CP)

You own a high school with minimal staff to keep it running and several capable teachers who instruct common subjects such as P.E., math, science, history, languages, etc. The school has all the necessary facilities and equipment for these classes. Supernatural beings seeking education in the human world are drawn to this school, making them very likely to enroll in it. The school cleans itself overnight and requires no maintenance. The staff and teachers are considered followers.

Angel

Heavenly Allowance (-100 CP)

Each month, Heaven provides you with an allowance in the local currency, and its source will not be questioned. This allowance covers all your necessities, including food, water, rent, and utilities (if you rent an apartment). While it won't stretch to luxuries or entertainment, it ensures survival. The amount of your allowance can increase based on the good deeds you do and your overall behavior. If you consistently perform good deeds and maintain a positive attitude, you may see a significant rise in your allowance, allowing for a more luxurious lifestyle in the following month. The amount of money you receive will fluctuate according to your actions and conduct.

Angelic Bow (-200 CP)

This divine weapon, forged in heaven, is a golden bow adorned with white feathers that resemble angelic wings. This bow can conjure golden arrows that deal damage to spirits and possess holy and purification properties. As long as you can see your target, whether through a mirror or a live broadcast, hitting their image ensures that the arrow strikes the target, regardless of distance or dimension. You can summon this bow at will. The bow requires no maintenance and is unbreakable.

Puppet Avatar (-400 CP)

A chibi version of yourself that you can control from any distance or dimension. You can decide whether this avatar is visible to everyone, just a select few, or completely hidden. You can communicate through this avatar and experience its senses as if they were your own. You can also utilize your powers through it, though your abilities will be slightly weakened. If the avatar is destroyed, it will respawn after a few days.

The First Trumpet (-600 CP)

A golden trumpet signifies the apocalypse. Its sound resonates across the globe, and once you play it, seven additional trumpets will follow, heralding a series of catastrophic events. Once the trumpet is played, hail and fire mixed with blood will rain, devastating one-third of the world's nature. After this, a second trumpet will sound, and a burning meteor crashes into the ocean, turning one-third of its waters into blood, resulting in the destruction of a third of all sea life and ships. The sound of the third trumpet announces another meteor's descent, poisoning one-third of the planet's freshwater sources, and rendering it undrinkable and lethal. The sound of the fourth trumpet's call darkens one-third of the light from celestial bodies, plunging the world into complete darkness for a third of the day, even during nighttime.

Before the fifth trumpet sounds, an angel will appear to warn of the impending calamities from the last three trumpets. Upon the fifth trumpet's sounds, another meteor crashes, creating a massive pit that emits endless dark smoke, obscuring sunlight. This smoke summons monstrous locusts that torment the living without killing them. The sound of the sixth trumpet summons four angels and commands a force of two hundred million mounted troops whose horses emit deadly plagues. The plagues from the horses will kill one-third of humanity.

Finally, the seventh trumpet sounds, bringing forth a blinding white light that will destroy the world. You are immune to the effects of the calamities that the trumpets bring and can control the beings summoned by the trumpet. This trumpet is unbreakable and can only be played by you. You can only play this trumpet again once the effects of the seventh trumpet have finished.

Demon

Ritual Supplies (-100 CP)

A chest that contains an unlimited supply of high-quality materials such as candles, inks, papers, ink brushes, and blank sigils. These materials serve as excellent conduits for performing rituals, with any demonic magic inscribed on the sigils becoming significantly stronger. Additionally, the chest includes a sewing kit and several curse dolls for various uses. If you run out of curse dolls, you will receive new ones after one week.

Demonic Weapons (-200 CP)

You can select from two demonic weapons crafted in the demon realm. The first option is a black pitchfork adorned with an animal charm of your choice at its end. This pitchfork possesses explosive power, causing each strike to trigger an explosion, which you can activate or deactivate at will. The second option is a scythe embellished with a bat-like wing. This scythe is exceptionally sharp, slicing through steel with ease, and is capable of striking multiple targets simultaneously. Both weapons are unbreakable and require no maintenance.

You can purchase this item twice to obtain both weapons.

Hell Shopping Network (-400 CP)

A TV that exclusively airs a live shopping show from the demon realm whenever it's turned on. This show offers a range of unique, magical items, such as a non-lethal revolver that causes the person shot to laugh uncontrollably for ten minutes, a box of candy that changes the emotions of whoever eats it for five hours, animal-shaped cookies that transform the person into the animal the cookie resembles, and a room that traps someone for thirty minutes, only allowing escape by completing conditions you set. The items are surprisingly affordable, even for a student, and once purchased, they are instantly delivered. The items you purchased will repair or refill itself after use. This show will only be broadcast once per day.

Card of the Gateway (-600 CP)

This card allows you to open a portal to a dimension that contains gateways to all other dimensions within the current world, including those that are sealed or impossible to reach. Only you and the people you approve can use these gateways. To activate the portal, you stick the card to a flat surface, and once the portal is open, the card will automatically return to you. You have control over how long the portal stays open.

Companions

Import Companion (-50 CP)

You can spend 50 CP to import an existing companion or create a brand new original companion. The companion can choose any origin, get all the discounts related to that origin and the freebies that origin provides. The companion gets 600 CP to spend on perks and items. **This option can be purchased multiple times.**

Canon Companion (-50 CP)

By paying 50 CP if you can convince a canon character to join your journey before this jump ends, you may recruit them as a companion. This option will make it so that you'll have several chances to meet the character you chose in a favorable condition.

This option can be purchased multiple times.

Chappy Hellhound (-50 CP)

A hellhound you saved when they were just a pup, and they have since grown to the size of a house. They possess immense physical strength and can breathe flames capable of burning down forests. They have two distinct expressions: a terrifying, fearsome look that suits their hellish origins and a cute, somewhat goofy appearance. They are fiercely loyal to you, can follow simple commands, and love to play and go on walks. You can also choose its appearance, personality, and gender.

Drawbacks

Vignette Dropout (+0 CP)

This toggle alters the story so that Gabriel never becomes addicted to the MMORPG. Instead, Vignette becomes the one addicted. Their roles are reversed, with Vignette taking on the actions and behaviors of the addicted Gabriel. However, Vignette remains kinder and gentler than Gabriel was during her addiction.

Seven Deadly Sins (+100 CP)

With this drawback, your personality will be influenced by one of the seven deadly sins, and your actions will be driven by the sin you selected. For example, if you choose wrath, you'll become more easily angered; if you select sloth, you'll be prone to laziness; if you pick lust, you'll become significantly more lustful, and so on.

You can take this drawback multiple times, up to seven times.

Socially-Awkward Jumper (+100 CP)

You will become highly introverted, avoiding initiating conversations or seeking new friendships. Expressing your emotions will be difficult, leading to frequent misunderstandings with others. When showing gratitude, you'll do so in unusual ways, like performing odd rituals or offering peculiar items, making it difficult for others to grasp your true intentions.

Technologically Inept (+100 CP)

For the duration of this jump, you will lose all knowledge of how to operate any form of technology. Even with access to manuals, devices like smartphones will confuse you, and you'll struggle to understand their functions. While it's possible to relearn how to use technology, it will take significant time and effort to regain that understanding.

Gaming Addiction (+200 CP)

You have developed an intense addiction to video games, particularly MMORPGs. You'll spend all your money on in-game purchases, like gachas or virtual items, without concern for the cost. This addiction makes you less interested in anything outside of gaming, and you'll only engage in other activities when necessary.

Intense Phobia (+200 CP)

You've developed an intense phobia of a common animal or insect, which you can choose. Whenever you encounter the object of your fear, you'll freeze in terror. In response, you'll either frantically destroy everything around you to eliminate it or flee the area in a panic.

Bully Magnet (+200 CP)

You will become naive and gullible, similar to a certain demon. You'll trust others more easily and act impulsively without considering the consequences. This innocence will also make people want to tease and bully you, although they won't cause you any harm. However, their teasing will often leave you feeling embarrassed or flustered.

Malfunctioning Powers (+400 CP)

Your powers now have a high chance of malfunctioning whenever you use them. For example, instead of teleporting yourself, you might accidentally teleport only your clothes, or your defensive powers might fail to protect you from something as minor as a bug bite. While you can rely on your abilities to function correctly in extremely dire situations, they are far more likely to misfire or malfunction during your daily life.

Unseen Supernatural (+600 CP)

In this world, supernatural beings must remain hidden, as many abide by the rule that they cannot display their powers in front of humans. You need to be cautious when using your abilities; if too many people witness your powers and the public becomes aware of the existence of the supernatural, you have to confront the forces of heaven and hell for violating this rule. It's acceptable to show your powers to one or a few individuals as long as they do not share what they have seen with anyone else.

The Story has concluded

What is your choice?

Start of a New Chapter

You'll be moving on from this place, to the next world that awaits you.

Epilogue

You decided to permanently stay behind in this light-hearted world of demons and angels.

Back to the Prelude

You'll return to your original world, taking everything you've gained back with you.