



La Pucelle By Pucelleanon

Legend warns that one day the Dark Prince, beloved and powerful servant of the fallen Angel Calamity, will rise to cover the world in darkness.

But where is darkness, so must there be light.

When the Dark Prince appears, so too will a girl known as the Maiden Of Light, servant of the Goddess Poitrène and worker of miracles...

Welcome to the world of La Pucelle, Jumper. This medieval-like world contains humans, demons, monsters, cities and kingdoms, and giant floating airships. The main focus of this world is on the Kingdom of Paprica and within it the Church of The Holy Maiden. This church is focused on the worship of the Goddess Poitreene and her chosen warrior the Maiden of Light. In order to protect humanity from the many threats it faces in this world the church established “La Pucelle” an order dedicated to fighting not only the many monsters that inhabit the world but also the much more powerful, intelligent, and sinister demons that enter this world through their own home The Dark World.

50 years ago the newest Maiden of Light fought against the Dark Prince but she, like all the Maiden of Lights before her, realized she was outmatched against the Dark Prince’s power. Realizing that she could not defeat him, she instead used a spell that erased his memory at the cost of her own memories as well. She then she sealed them both away hoping that one day someone in the future could help end The Dark Prince’s reign of terror.

On a completely unrelated note, 50 years later, Novice Demon Hunter Priere and her brother Culotte, have just passed the Church of The Holy Maiden’s test and have become members of La Pucelle. These two shall be mentored under La Pucelle’s newest member Alouette, and let’s just say that their mentorship will be rocky for quite a while.

Meanwhile the head of the powerful Church of The Divine Mother, Noir, quietly plots in order to bring about his “utopia.” And by Utopia he means mass genocide of both humans and demons.

What will your mark upon this world be Jumper? Regardless of what you choose I give you this to help you on your journey.

+1,000CP

Locations

1. **Pot au Feu:** The Capital of the kingdom of Paprika and home to the main church of the Holy Maiden. This is the main base of the protagonists. The

city itself is full of life and greatly defended by the kingdom armies so you should have no worries about demon and monster attacks. For now.

2. **Monteb Blanc Castle:** An old abandoned fortress that lies at the end of Pot au Feu's old sewer system. Once upon a time this was the last bastion of resistance against a long forgotten empire, but tragedy struck and its defenders all mysteriously died. Now however their souls remained trapped and their bodies, turned undead, are all under the command of their undead general Monteb Blanc. Monteb Blanc is deluded into thinking that the war still rages on and all intruders of the castle are Imperial soldiers. Since you yourself are an intruder you probably should be prepared to either run or fight against an entire zombie army.
3. **Cresson Castle:** The residence of the royal family and seat of government for Paprika. The current ruler of Paprika, Queen Crepine, rules from here while her daughter Éclair trains to become the next queen. If you don't have business here then you'd better leave the guards don't take kindly to strangers loitering in the palace. However a frightening ghost has appeared at night lately scaring the servants and disappearing before the guards could arrive to apprehend her. Perhaps you could help with that? If you are a Drop-In though then you awaken deep in the Royal Library in front of Hermes, a wall bound dragon. Leaving is going to be a bit difficult due to a group of monstrous pumpkin men who have taken up residence in the library as well.
4. **Mt. Tarde:** This Mountain lies on the outskirts of Pot au Feu and is home to a surprising number of people given the mountain also holds a great amount of monsters. Let's just say that if you happen to specialize in fighting you'll find no shortage of work here. The monsters here mostly consist of living plants and angry animals. The mountain also houses a surprisingly strong population of bears, they're very ~~hungry~~ **Friendly** and love to meet travelers. This Mountain is the home town of Prier and Culotte and also houses their parent's graves.
5. **Meunier Forest:** A heavy forest home too many monsters, although a few hardy individuals make homes here it is mostly empty of humans. A massive powerful monster known as the Forest Lord resides here, his presence keeping the other monsters docile. If the Forest Lord were to die then the majority of the monsters here would go berserk causing incalculable damage to those both inside and around the forest. This forest is also home to

Barsom a bald lumberjack who is desperately lonely and thinks that he can gain love by regaining his lost hair. I'm sure nothing bad will come of that.

6. **Mt. Champignon:** Ahh, the great mushroom mountain! Lying in the far North this mountain is home to not only 70% of the world's mushroom species but also the Eryngi, a group of (mostly) friendly mushroom people famous for their medicine. Unfortunately this mountain is also home to the mighty Dragonsrooms, giant mushroom dragons, and they tend to be very hostile to intruders on their territory. For some reason the Dragonsrooms have been increasingly hostile lately and not even the Eryngi are safe from their wraith. Perhaps you can help? Also don't make fun of the mountains shape in front of the inhabitants, they won't like it.
7. **Fatima:** Oh dear you certainly are far from home. Fatima was once an isolated, poverty stricken, country ruled by greedy religious leaders who stole from their followers so they could to live in decadence. Anyone that disagreed with them was labeled a witch or heretic and was executed. One day the entire country was wiped out by the Dark Prince, leaving nothing but ruins and a few scattered survivors in his wake. Now only the strongest monsters and demons gather in this continent eagerly awaiting for the Dark Prince's return. But, hey, a nice juicy human just showed up and the demons can take a break from their plotting to have a snack. Fatima is also its own continent with dangerous weather blocking entry from the outside. Only a few bold adventurers ever try to come here and most of them do not return.
8. **Free Choice:** You can freely choose where you wish to arrive in this world. I'd suggest somewhere safe.

Origins

But before we begin Jumper I must ask, who are you? Roll 1d8+14 for your age and retain your gender. You may spend 50cp to either determine your age or change your gender.

Drop-In: You know the drill by now jumper, you pop into the world with no new memories or connections. Luckily this world is no stranger to individuals popping up with no explanation and there is always work for those skilled in fighting.

La Pucelle: As a member of the Church of The Holy Maiden's elite fighting force it is your duty to defend humanity against all threats. Both demons and monsters seek to harm the goddesses' children and you must become humanities defender. Luckily you have trained hard to get where you are and have help of your brothers and sisters of the church. Go and do your duty jumper in the name of The Maiden of Light.

Freelance: While La Pucelle is a strong organization they still can't be everywhere at once. Some places are so constantly attacked by monsters and demons that they need extra help, while others are too far away from the churches to properly gain support. That's where freelance demon hunters, people that work independently to defeat demons and monsters, come into play. Make no mistake jumper working as a freelance, alone from the aid provided by the Churches or any comrades to help you out, is incredibly dangerous, but the few that do survive as independents become strong enough to give even the elites of La Pucelle pause.

Noble: There is royal blood in you veins jumper. You are a sibling of Éclair, a descendent of Cornet like Homard, or perhaps the prince or princess of some foreign country. No matter your origins you have a duty to defend your people against all that threaten them. You are not alone in this regard as you have the backing of a kingdom or a group of loyal followers to help you along the way. However, all of these duties and obligations can be difficult at times and if you're not careful the stress may consume you.

Perks

Mana Pool (Free): Magic makes the world go round. Not only can you use magic to cast powerful spells but you also can reinforce your own body in order to keep up with the many dangers of the world, increasing both your strength and durability. You start out with a small mana pool only capable of casting a few basic spells or, if you really strain yourself, one mega level spell. As you continue to train and use your abilities you eventually can laugh of attacks that would have ripped you to pieces before and can, with exhausting effort, cast Omega level spells, the most powerful of this world magic craft. However unless you have some

great affinity for the element then it would take a normal person training all their life just to learn one.

A Fighting Style of Your Own (Free): This world is not a safe one, hordes of monsters in the wilderness is a regular occurrence and while most run or hide you probably don't want to. Luckily however you've trained in a specific style of fighting in order to fight.

Drop-In doesn't receive any memories of training under a style of fighting like the other origins. Instead they simply have become monstrously strong, smashing monsters with hides as tough as iron is well within their reach. If you had a skilled teacher then they could even learn to channel mana into your fists and feet to augment your strength even further, to the point where even the hides of greater demons, usually as strong or even stronger than steel, would give out under your blows.

La Pucelle are taught their churches holy magic, granting them the ability to both heal and channel divine light into holy attacks called Saint Spells. You can heal both minor and major wounds and use holy spells of such potency that you can, with exhausting effort, destroy weaker demons and wound greater ones. With decades of training the potency of both your healing and Saint Spells would greatly increase to the point where you can heal even the near dead and vanquish entire rooms of undead and demons on their own.

Freelance are trained in the usage of this world's firearms. When it comes to a sword vs. gun fight, the gun usually wins. So the same principal should apply to a gun vs. demon fight, right? Regardless, you have trained hard in the usage of this type of weaponry and there are few people in the world that could claim to be a better shot. This give you access to a wide variety of skills, such as charging up your gun for a single powerful shot, rapidly firing multiple shots at once, or sacrificing all of you mana for one truly devastating battle ending shot. Using these abilities is incredibly draining and a good Freelancer learns when to ration their mana supply when needed.

Noble receive training in the magical arts. Choose to specialize in fire, ice, wind, or lightning. Your skills in casting this element are equal to a seasoned mage, crafting basic fireball spells, or the element's equivalent, with ease. With enough

practice and study your spells could advance to the level that whole hordes of undead would be burned to a crisp or you could, with exhausting effort, conjure forth powerful firestorms/blizzards/hurricanes/thunderstorms that could stop even a Demon Lord in its tracks.

Regardless of your origin you also have learned two techniques usually taught too initiates of La Pucelle, Purification and Miracle Attacks.

Purification allows you to purge the corruption and dark energies of the world. This technique was created in order to close The Dark Portals, a series of gateways to the Dark World which outpour the energies of that realm and corrupts everything around it. This technique can also be used to remove the demonic corruption from monsters. A purified monster loses its hostility to humanity and can even be domesticated like a pet or trained as an ally. Naturally, the more skilled you are in Purification the easier it is to convert even the most corrupted of monsters. Be warned though that Purification does nothing against Demons or other sentient creatures that have chosen to give into the Darkness, you'd have to use your words to convince them to stop.

Miracle Attacks happen when a member of La Pucelle purifies a huge amount of dark energy. The purified energy is then used as fuel for a truly devastating attack. Even a novice caster could annihilate most normal monsters caught in the blast and even demons would be greatly wounded. An expert caster likely could destroy weak demons instantly and seriously wound many stronger demons as well. The only downside to this ability is that it requires a large amount of dark energy as a catalyst. Luckily there are a ton of dark portals lying about so you're not exactly in short supply in that.

Drop-In

Cut This “My Songbird” Crap (100cp, Free Drop-In): You have a... particular way with words jumper. You tend to get straight to the point of the conversation. Luckily rather than being put off by your rudeness people are strangely tolerant of it. You could deck a possessive ghost for his creepiness, call a close friend an idiot when they mess up or make a bad choice and they both would not be bothered. In

addition your friends tend to forgive your social shortcomings, like you being a tiny bit overemotional or quick to anger, even finding these shortcomings to be charming in their own right.

Big Sister/Brother (200cp, Discount Drop-In): You certainly have an interesting group of friend's jumper. It seems that Fate itself sees fit to help you form bonds with powerful and unique people. That lonely girl you befriended who sees you as the older sibling she never had? She's the princess of the kingdom and a powerful demon hunter in her own right. That mysterious freelancer that you helped when he had amnesia and he now sees you as his best friend/ love interest? Well he is a very talented demon hunter in his own right, but he hides a much more potent, darker power within him. In addition your power also helps ease any tensions that would arise from the many colorful characters of your group, helping an adventure seeking pirate captain get along with a sheltered princess and vice versa.

Strangely enough this perk seems to be at its strongest when the individual in question is suffering from amnesia. With them seeing you as either a best friend or love interest of their past lives. Try not to abuse the trust they place in you.

Holy Guidance, Also Known as Plot Armor (400cp, Discount Drop-In): Congratulations Jumper you're a protagonist or, at least, you have the plot armor of one. You ward off any undramatic forms of death such as disease, poison, or an assassin's knives. In addition when you're actively fighting your skilled in the simple but important ability of surviving. Whether this manifests as gracefully dodging attacks or simply tanking them is up to your personal discretion. Be warned though, as against the more powerful of foes plot armor will only take you so far. However you'll most likely never die to a mook.

I'll Be The Next Maiden Of Light (600cp, Discount Drop-In): Or at least you'll be a good contender for it. This perk grants you a frankly ridiculous growth rate. You quickly would outshine all of your peers and even some of your mentors given enough time. This growth rate is even further enhanced if you actively seek out and defeat challenging opponents. If you use this perk to the fullest then you would likely become as powerful as a demon lord in less than a year and perhaps with many decades or even a century of fighting worthy opponents you would even

be called a true Overlord in strength. You also possess a powerful will and determination to succeed, no matter the obstacles in your way.

La Pucelle

In The Name Of The Goddess (100cp, Free La Pucelle): Your quiet the model priest aren't you jumper. Not only are you calm and collected, with the air of priestly wisdom about you, but you also have memorized the Book of Poitreene by heart and can easily impress others with your knowledge about the Goddesses teachings. You also become an excellent teacher and are able to tell with a glance which of your students will be attentive and who requires a more 'direct' hand for them to learn.

Priestly Kindness (200cp, Discount La Pucelle): There is more to being a priest then just fighting and killing demons and monsters, you also must provide comfort and hope to the frightened and weary. Luckily you are incredibly skilled with people. You great at inspiring and encouraging others, and just being around and interacting with you seem to put others in good moods. With only a little bit of effort you could be the emotional heart of any group.

To Protect the Goddesses Children (400cp, Discount La Pucelle): Kindness is good, but the main job of La Pucelle is to destroy murderous monsters and demons, a job you are quite skilled at. Not only do you have experience dealing with the various monsters of this world, from undead to even demons, but also you strike even harder against these foes. The more innocent people at risk the stronger you become for example a regular human being able to go toe to toe with a (weaker) demon if their village is threatened, or a veteran Demon Hunter able to be more than just a speed bump against the Dark Prince who desires the destruction of humanity. The people your defending have to be actually be in danger and afraid of whatever your facing however and attacking a faceless monster in the woods because it could be a danger in the future will grant you squat.

Maiden Of Light (600cp, Discount La Pucelle): At a young age you have had visions of the Goddess appear in your dreams. Although initially the visions were brief and her words unclear eventually as you grew older the visions became

longer, her words clearer, and you realized what she wished of you. You have been chosen to become the new Maiden of Light, the avatar of the Goddesses will.

Your abilities as a member of La Pucelle are greatly enhanced. Where before you could only purify a few zombies now you can purify an entire undead army, guiding their lost souls to peace in the afterlife. Your proficiency in both healing and saint spells have similarly increased and even out of jump healing a light spells are greatly boosted as well.

As the Maiden of Light you also can instantly cast powerful miracle attacks without needing any set up by using power given directly to you by the goddess. However be careful not to overuse this though, there is only so much power your body can contain before your body can not take it anymore. 5 of these attacks per jump is your limit, anymore and your body will break down under the sheer power you are channeling.

Taking this option allows you to replace Alouette if you'd like.



Freelance

Badass Style (100cp, Free Freelance): There is just something about you jumper that screams coolness. Maybe it is you showing up just in time to stop a hostage from being killed while announcing your presence, maybe it's how you calmly react to the engine room of the ship you're traveling on bursting into flames by trying to put it out by peeing on it, maybe it's just your sunglasses. No matter the

reason, expect to more easily gain the respect of your comrades as well as knowing to do just the right thing to look as cool as possible.

Marketing Skills (200cp, Discount Freelance): Freelancers don't have the benefits of trustworthy clients and the ability to be picky about jobs like the church does. Many novice Freelancers have to deal with grueling work for comparatively little pay as they have yet to make a name for themselves. This however never seemed to be a problem for you. Not only are your clients unnaturally trustworthy but you'll also find that, not only are you never underpaid for your work, but it seems that many of your clients are overgenerous in their payments. A competent Freelancer would be rolling in dosh before long.

In addition you also gain an excellent mind for money and exceptional luck, the best deals are open to you with only a little work on your part.

You Make Me Sick (400cp, Discount Freelance): The world is full of psychos, creeps, and complete monsters, something you know for a fact after having encountered more than your fair share of these types. You have noticed something about you changes when you confront these individual. The more twisted and evil their actions are the more determined you are to stop them. Both your willpower and your endurance scale to how reprehensible their actions are.

The average serial killer would have you chase after them with the tenacity of a hound and able to shrug off even serious wounds while a sadistic genocidal maniac would give you a willpower that could move continents and ignore what should be decisive lethal blows. Sadly this perks only works if you know of the horrible actions that person has committed, whether through secondhand knowledge or witnessing it personally.

The Dark Prince (600cp, Discount Freelance): In your career you encountered a particularly messed up individual whose greed or arrogance lead to a particularly bad event to happen in your life. How twisted this person was, how evil, how **HUMAN**. After this event and between your nightmares you start to hear to voice of a mysterious woman. At first all you could hear was gibberish which unsettled you greatly despite being incomprehensible. Eventually, however, you began to make out what she was saying. She is giving you flattery, encouragement and the promise of power so that you can give this world and humanity the **JUSTICE** it

deserves. Whether or not you believe what she is saying it seems that your body and soul has changed.

As the newly chosen Dark Prince by the Fallen Angel Calamity you have gained an incredible dark power within you. You gain an incredible resistance to dark energy, as well as a powerful regeneration whenever you are bathed in a large amount of it, healing major injuries such as the loss of a limb in a few minutes.

The REAL strength of this power is your ability to harness the vast amounts of dark energy that Calamity has 'gifted' you. There is quite a lot of combat abilities you could pull off with this power, such as forming massive claws of dark energy that can rip apart most foes, or forming a wave of dark energy to smash your foes like a tsunami, or for those wanting to be a bit more subtle you could infuse your bullets with dark energy which causes them to poison and corrupt living things. At times of great emotional distress or need you can even go into a berserk mode, sacrificing self control for pure power. In this mode you can easily kill demon lords and even the strongest of fighters in this world would be overwhelmed by you. There is a price for this power, though, the more you use it the more it corrupts you thoughts to what Calamity wants you to believe. Overuse this power and you might agree with Calamity about destroying humanity. Taking this option allows you to replace Croix in the story if you'd like.



Noble

Regal Aura (100cp, Free Noble): When you walk into a room you always bring in two things, yourself and the force of your personality. Your raw charisma is certainly impressive even for a member of royalty. This allows you to easily give heroic speeches and gain the loyalty of your comrades and people. With time you could easily become an inspiring figure to many. In addition you have been drilled with an incredible regal bearing and manners, enough that even the most refined of nobles would be impressed.

You also know how to pose dramatically in even the silliest of getups.

Princesses Patience (200cp, Discount Noble): The duty of the royal family can be tough, constant work. Between training to fight, training in etiquette, training in the management of a kingdom and meeting with other nobles there is very little “me” time. Fortunately though, despite the stress you seem too adapted remarkably well. Even the most Spartan of training regiments will not faze you and you can absorb all the knowledge being taught to you like a sponge, surpassing all but you’re most prodigious of peers.

Makings of a Monarch (400cp, Discount Noble): It seems that your power has caused you to become more confident as well, you have a true kingly aura of power and control now and few would and could challenge what you believe you and your comrades should do and **no one** would deny that you’re fit to be a monarch. Your people/allies fight with renewed vigor whenever your around, gaining just enough strength to pull victory out of the jaws of defeat.

In addition you have become a model ruler, gaining the knowledge and skill to run even the largest of countries with skill and efficiency. Ending famines and culling corruption is child’s play to you now. Any kingdom would be lucky to have you as its ruler. Even better, when you’re leading a country it seems that everyone, from the greatest soldier to the lowliest peasant, gradually start to work harder and more efficient. It won’t be a tremendous increase but even a small boost like this is noticeable when spread to tens of thousands of people and the boost will become even stronger the closer they work with you and the more you interact with them.

Elemental Soul (600cp, Discount Noble): Now **THIS** is interesting. It seems that something has changed about you jumper. A single element of this world resonates

deeply within the very core of your being. Using this element to form powerful attacks comes as easy as breathing to you now.

The most important thing that this grants you access to is a certain technique developed by Homard, Burning Soul. Of course you might change the name of this technique depending on which element you channel, but the basic form of this power remains the same. Homard developed this technique specifically to kill the Demon Lord that killed his parents and crafted his anger, determination, and life force into it. Activating this technique turns all of your mana and almost all of your life force into one final blitz of attacks, coating your weapons in a blaze of your very soul's element. While the attacks by themselves are potent in their own right, the true power of this attack comes from you jumper. The more the enemy you used this technique on has wronged you the greater the power your element provides, such as flames burning hotter and lightning striking quicker and with more intensity. Someone who was rude to you would provide only a pittance worth of energy while someone sadistically murdering your family and laughing to you about it, would give this technique the strength to cut even Demon Lords like butter.

There is a significant drawback to using this technique though, after using it your left in a half dead state and require a month of rest in order to get back to fighting condition, but isn't the power to kill your greatest nemesis worth it?

General Perks

NIS Aesthetic (100cp/200cp): It wouldn't be a NIS game without adorable kids, sexy adults, and large... tracts of land. With this perk you too can improve your looks to this level. You could be as adorable as Culotte, as sexy as Priere, and as handsome as Croix. If you spend an extra 100cp then this affect is truly spectacular, I'm talking about Overlord Priere level fanservice. Either way expect a large amount of interested parties and suitors.

Carrying The Luggage (100cp): One of the less glamorous parts of being a demon hunter is that you're forced to carry around essential things for long trips such as water and food, as well as items, weapons, and armor needed to actually fight the demons. After all an undersupplied fighter is a dead one. Luckily, not only are you an expert packer, able to make the most of any room that you have,

but you also have knowledge of a spell that magically increases the space inside of any bags you carry. This spell allows the user to make a bag they are carrying have 5 times the amount of space it should. No longer will you go into battle unprepared. Just... don't be surprised if you end up having to carry everyone's stuff.

Perfect Ending (300cp): It is the case, in this world and many others, that situations tend to be much more complicated than they initially appear. A powerful undead leader commanding a zombie army is actually a loving father and husband and a very respected commander who is desperately trying to defend his kingdom from an empire that already won centuries ago. A powerful beast that a group of hunters said attacked them unprovoked is actually the Lord Of The Forest whose presence keeps the creatures of the forest calm and docile and whose death would send them into a frenzy. Luckily jumper you have a unique ability, a 6th sense for gathering information that helps you make the best, most moral, decisions. You just happen to run into individuals who can assist you, whether through information or their assistance, in truly solving these problems.

No longer will you stumble around blindly making things worse because you didn't know any better. You also gain a unique sort of luck when trying to help others saying just the right words to get a hostile individual to calm down or scrapping up just enough power to heal what should be a lethal blow. If you follow this perk to the fullest then you could help many people find peace and happiness, leaving a trail of happy endings in your wake.

Items

Weapon And Clothing (Free/100cp): It's dangerous to go alone jumper take this! A durable weapon so you have something to help you fight and some free clothes. The clothes gained here are magically enchanted to work as strong armor against the various monsters of this world. Even (weaker) demons would have trouble cutting through this fabric.

At no cost you can import your own set of clothes to receive this enchantment instead.

Drop-In receives some Father Salade approved, skimpy, or just plain and simple robes and an incredibly durable baton, the baton seems to work as a channel for your own power, its durability and power scaling with your own.

La Pucelle receives some fancy, but combat suited, robes of a priest or nun along with a personal copy of Church of The Holy Maiden's book, which has been reinforced to the point where you could beat down demons with it or give some 'tough love' to one of your pupils. The book can also act as a potent catalyst for holy magic's and miracle attacks.

Freelance receives some well worn but durable clothes fit for traveling the monster ridden country side, as well as a basic mana pistol, useful for blowing holes in all those pesky monsters that get in your way.

Noble receives some fancy expensive robes as well as a masterfully crafted lance or rapier/sword favored by royalty. This lance has the ability to channel elemental magic, which would make it a potent weapon for those skilled in its use.

Additional purchases of the gear of other origins cost 100cp.

Prica (100cp, 5 Free Noble): You gain 5000 prica, this world's version of money, every month. Quite a considerable sum considering even a veteran demon hunter only makes about 2000 a month. There is many uses for a good chunk of money like this, such as buying more advanced weaponry and armor from Rozen Queen or hiring some skilled mercenaries, bodyguard, or even a demon hunter. Or you know paying for the basic necessities of life.

Baton (100cp, Free Drop In): A Baton fit for a true performer. Not only does this baton feel perfectly balanced in your hands but you seem to get down routines perfectly much faster when using this. Sadly does not have much use for fighting.

The Good Book (100cp, Free La Pucelle): As a priest of La Pucelle you probably want a copy of the holy book that you do not use as a bludgeon. This grants you a copy of the Holy Book, just reading the stories and passages fills you and others you read it too with determination to carry out Poitreene's will.

Pack of Cigarettes and Sunglasses (100cp, Free Freelancer): The life of a Freelancer can be pretty stressful at times; luckily you have these bad boys to take

a load off. Using these cigarettes helps to calm you down and get you focused, and even better they cause no effects to your health and don't give you bad breath. The sunglasses are a perfect fit, look amazing on you, and they don't even impede your vision in the dark!

Rozen Queen Ticket (100cp, Free Noble): Rozen Queen welcomes your patronage jumper. This multidimensional company is well stocked in powerful weapons and armor. While you first have only access to basic equipment as you buy more and more your customer rank increases and with that a greater access to Rozen Queen's wares. Eventually, after many decades of patronage, they may sell you weapons that allow mortal men to challenge gods.

While the service of Rozen Queen is provided to everyone in this world, buy purchasing this it allows Rozen Queen to set up shop as a Warehouse add on. Be careful though jumper, those who run Rozen Queen are shrewd merchant men and if you were to say, mass produce 1000 times more gold then a planet should reasonably have then they will raise their own prices to adjust to inflation making that additional gold worthless. Perhaps trading in more unique materials will make a more fair trade.

Angel Shoes (200cp, Discount Drop In): No, they're not the shoes of an actual angel, although you could be forgiven for making that mistake because they definitely carry a spark of the divine with them. Anyway these plain brown shoes, with mini wings attached to their sides, when worn boost your speed and reflexes to incredible levels, to the point where you could take only a few hours to arrive at a location that ordinarily would only take a day and easily dodge attacks that you would have struggled with. Be warned though, speed will not help you if you do not have the strength to back it up.

As a side benefit I'll allow you to import any shoes that you own to receive the power of these shoes instead

Miracle Rod (200cp, Discount La Pucelle): A staff fit for a Maiden of Light! This staff is said to be infused with a portion of Goddess Poitreene herself and as such any holy or healing spells cast with it have their effects noticeably enhanced, enough that even a novice can cast with the strength of a veteran. The most powerful ability this staff has though is the ability to channel all of the holy magic

within the staff to resurrect someone who recently (in the past hour) died. After resurrecting someone though, the staff loses its magical properties until the next jump.

Fragment of Calamity (200cp, Discount Freelancer): Ugh, I'd be careful with this. What you have here is an amulet containing a piece of the Fallen Angel Calamity herself. Just holding on to this amulet gives one a foreboding feeling as well as a powerful resistance to dark and demonic energies. However if you wish to access more of Calamities frightful power then by all means communicate with this fragment and try to strike a deal. Calamity will be more than happy to grant you power if you follow her plans of genocide and destruction. Channeling the dark energies through your body corrupts your mind and souls into a terrifying demon whose power is equal to even the Demon Lords, a fitting form for a loyal general to her beloved Dark Prince.

Post jump you can sacrifice this amulet to unleash the dark energy trapped within giving the fragment of Calamity a physical form. Calamity, now free, will go on a bloody rampage in a demonic form similar to the form you would have been corrupted into. Luckily she will target your enemies first before turning her murderous eye on others. Even more luckily she only has enough energy to sustain herself for an hour or less.

Gem (200cp, Discount Noble): This is not just any old gem; this beauty is made of solid Inochium and is nearly the size of a full grown man. You could definitely sell this for a pretty penny or just keep it as the centerpiece in your treasure room. I hear there is a certain dragon who really likes gems; perhaps this could be useful as a bribe.

When this gem has been sold or traded a new gem will appear in your warehouse in the next jump.

Hermes (400cp, Discount Drop In): *Hey!, why are you regarding me just as an item, I swear youngsters these days have no respect for their elders*-Because your lazy and don't do any fighting. Anyway jumper this is Hermes, a mediator of sorts set up to guard the balance between light and dark. How he does this being the head and arms of a purple dragon stuck to a wall I have no idea. What is important about Hermes is that, as the mediator between light and dark, he has gained a lot of

knowledge about the world and its many secrets He even claims he knows everything! *Well mostly everything.* There is only one downside to choosing this option, besides being stuck with an overgrown grouchy lizard, he does not exactly work for free. *Please, what kind of fool gives any information for free, the advice I'm going to give you will cost you, No need for that look! I don't want your soul or something absurd like that. No, I love gems more than anything, I suppose me being a dragon has something to do with that. Anyway bring me some nice gems and I'll tell you about all of the juicy secrets of the world such as the identities of the Maiden of Light and Prince of Darkness, the creation of dark portals, How to use almost every spell, and much more.*

I suppose I could come along with you, I'm not sure how much use I'd be. I suppose my powers could allow me to sense powerful darkness and light energies and point you into the right direction towards them.

A Church of The Goddess (400cp, Discount La Pucelle): What is a holy man or woman without a church to attend? This church, a perfect replica of the Church of The Holy Maiden, is under your care now jumper. This church has a calm, graceful atmosphere which inspires those within its halls. Not only does it come fully staffed with efficient nuns and priests that are loyal to you, but it also draws in faithful church goers at a supernatural rate. You can even choose what this church teaches! This church however hides a more secretive side.

In future worlds, that contain monsters or demons, your church will teach and spread combat skills and abilities that allow normal humans to stand up to these creatures. By default it's the abilities of La Pucelle but if you wish you can instead choose a single, teachable, ability to have them spread instead.

Portal to The Dark World (400cp, Discount Freelancer): The Dark World houses the strongest of demons, the most powerful of creatures in this setting. If you truly desire to challenge the dominion of these beings then by all means take this item.

This handy amulet when you channel your magic through it opens a portal to the Dark World, or if you're in the Dark World a portal back to reality. This item could be useful when you're trying to chase down a sneaky Demon trying to slip in

and out of the Dark World or for those inclined to test their skills out on the inhabitants of this goddess forsaken realm.

In future jumps this amulet allows you to access the differing dimension plains of a world, such as Heaven or Hell, despite any dimensional protections against intrusion that these realms may possess.

Escargot (400cp, Discount Noble): *Hey what do you think you're doing running off with my Ship! I ought to.....* Sorry about him he's a bit possessive. Anyway! This jumper is a replica of the Escargot the ship of the famous Captain Homard. With this ship not only will you and your companions travel by air with style, unlike those plebs that have to walk everywhere they go, but the main cannons are fearsome weapons of war, able to obliterate monsters, demons, and even giant amphibious whales (don't ask).

Unfortunately this there is a slight problem in that you lack a crew to run this vessel, but I'm certain that someone as resourceful as you can fix that problem fairly quickly. This purchase comes with a free pirate getup for you and your crew as well.

Companions

Brothers and Sisters in Arms (50-200CP): It was rather rude of me to ignore your friends until just now. For 50 CP I can import a companion with an origin and 300CP to spend, they however cannot buy the capstones as they are extremely rare and unique. If you want a deal then I can import a whole 8 instead for only 200CP, aren't I generous.

A Loyal Mook (100CP): As mentioned before this world is one filled to the brim with vicious monsters. These monsters are this world's already powerful wildlife buffed out and made even more vicious by the large amounts of demonic energy pumped out of the Dark Portals. The members of La Pucelle had created a technique to purify the dark energy trapped in these monsters but that requires

time, skill, and is exponentially harder the more powerful the creature is. Luckily with this you don't have to go through all that. Choose one non boss monster in the La Pucelle game and it will show up in your starting location completely tamed and loyal to you. Unfortunately this monster is not particularly smart having the intelligence of a dog in addition to starting out at only the strength of the greater undead soldiers of Montblanc Castle (AKA the more powerful starter enemies). However what this monster has that others do not is a frightening potential for growth, easily keeping pace with the human members of your party until it's able to fight Demon Lords one on one as well. Also some of these monsters are just so damn CUTE!

Heroes of the Realm (Varies): So you want to go straight for gold don't you Jumper. Very well then by purchasing one of these then the fate of one of the great warriors of this realm will be tied to yours. Your first destined meeting will be only the start and in time it will sprout into a deep friendship, or perhaps even love. Nurture this seed of a true bond by being a stalwart friend and they would gladly join you on your chain.

Culotte (200CP): Oh, hello Jumper my name is Culotte I'm a novice Demon Hunter under the Church of the Holy Maiden, I may look small but I definitely am going to grow, my best years are ahead of me after all! I'm a skilled organizer (Luggage boy) as well as a great Demon Hunter.... Yeah that's cute and all but allow me to explain. This Jumper is Culotte the younger brother of Prier. After the deaths of their parents Culotte and Prier were left with only themselves and into the care of the Church Of The Holy Maiden where they trained to become Demon Hunters. Although eternally cursed to run his mouth in ways that gets him in trouble he still is a remarkably intelligent and diligent youth. His main "weapon" is surprisingly durable and sharp giant tulip spear. Culotte possesses La Pucelle's fighting style as well as the first level of **Nis Aesthetic** and **Carrying the Luggage**, he reserves the right to complain if he ends up carrying everyone's luggage though. Culotte does not like to be treated like a child and desires to prove himself to, his sister, his parents, his mentor, and the Church. If you could help him with that or be a friendly confident to his hopes and dreams then surely a great bond could form between you two.

Eclair (200CP): A young purple haired youth dressed in an ornate dress stands in front of you. Speaking very formally, she addresses you, ***Greetings Jumper my name is Eclair, and it is a pleasure to meet you. I'm the crown princess of Paprika and thus have a duty to insure that you will not harm my people...*** it just so happens that to “keep an eye on you” she’ll have to leave her stress filled, tedious princess training. Anyways, Jumper this is Éclair the princess of Paprika and only child of the king and queen. As the sole heir to the royal throne she is understandably a very stressed out individual. She personally resented all the responsibility and formalities forced upon her as a princess and she just wishes have friends and fun like a normal girl. Unfortunately she bottled up her emotions until they formed a darker split personality know as the Dark Knight that haunts the capital. Éclair herself is a powerful fighter, possessing the first level of **Nis Aesthetic, Regal Aura, Princesses Patience,** and **Elemental Monarch** as well as the Noble’s fighting style, with a specialization in lightning. She can easily decimate entire rooms of weak monsters all on her own. If you could be a staunch friend to her as well as help her deal with her dark side then Éclair would be eternally grateful and perhaps she could help deal with her own stress about running a kingdom by accompanying you on your multiversal journeys.

Homard (200CP): A flamboyant blond man with an eye patch and a pirate uniform stand in front of you. He seems to fill the entire room with his passion and hot bloodiness as he speaks ***Greetings Jumper I am Captain Homard,*** he takes a second to take out his weapons, 2 rapiers and poses dramatically, ***Explorer of the seven skies, International traveler, and captain of the airship Escargot, at your service...*** Well that introduction was flamboyant. So Jumper once upon a time a young prince named Potemkin watched a Demon Lord, Normande, cripple his father and then right afterward rip out his eye. Afterward he swore that he would avenge his family by slaying this demon and ran away. Along the road to revenge he met the Chocolat Gang and decided to become an adventurer adopting the name Homard to mask his identity. Now Fate seems determined to have you two cross paths. Make no mistake, he can easily back up his boasting. Homard possesses **Regal Aura** and **Elemental Soul (Fire)** as well as the first level of **Nis Aesthetic** and the Noble fighting style. Finally Homard himself is a wellspring of information about the world as well as possessing an airship that would allow you

two to travel anywhere if need be. Help Homard in his quest to defeat Normande and avenge his family as well as promising him a whole multiverse to explore and his loyalty as a companion would be assured. As an added bonus I'll include the entire Chocolat gang as well as Homard's "girlfriend" Papillon absolutely free, you'll need to find them a new ship though.

Croix (300CP): A tall man with brown hair wearing sunglasses stands before you. He stretches his hand out in greeting **Nice to meet you, the name's Croix I'm a freelance Demon Hunter. I can tell well be working for each other for quite a while so I'll give you a discount on my services, only 30,000 Prica per year.** Don't worry about costs Jumper I've got you covered. This man is Croix a veteran Freelance Demon Hunter and one of the most dangerous men on the planet. Allow me to explain, you see 50 years ago Croix was a loving fiancé to Angelique. However one day a jealous paramour of Angelique's betrayed her to a long forgotten empire that killed all followers of Poitreene on Fatima out of fear of their influence. Croix upon witnessing Angelique's execution awakens a powerful inner darkness becoming the feared being known as the Dark Prince. On his genocidal rampage against humanity the Maiden of Light used a powerful spell wiping both his and her memories and sealing them away. Fast forward 50 years and an amnesiac Croix wakes up in modern times. Somehow Croix finds work as a demon hunter, a job he was phenomenally skilled at. Now, it seems that his gun is on your side. He comes with the entire Freelance Perk line, the Freelancer fighting style, and his own custom pistol as well as the first level of **Nis Aesthetic**. If you could help him regain his memories and reconcile his hatred of humanity then he would gladly return the favor as a friend.

Alouette (300CP): A blond haired woman carrying a thick book stands before you. An air of serenity surrounds her as she speaks **Greetings Jumper my name is Alouette a simple sister in service to Goddess Poitreene. I hope we can get along and serve the goddess's will on our journey together.** Oh boy more story time! So you know that whole Maiden of Light vs. Dark Prince Battle I talked about above, well Alouette is The Maiden of Light. Suffering from the same amnesia as Croix, Alouette was picked up by the Church of the Holy Maiden and it became her new home. I have to warn you though, while generally nice and good hearted she holds Poitreene's teachings a bit too close to heart, being a bit preachy when it comes

down to it and should her morals conflict with her religious beliefs she will choose religion over common sense. Perhaps you can help guide her beliefs into being a bit more grounded in reality. Any way Alouette comes with entire La Pucelle Perk line, La Pucelle's fighting style, her own copy of the Church of the Holy Maiden's book, and the first level of **Nis Aesthetic**. Despite her skill and power Alouette is not very well stocked in friends so if you would help Alouette through both her amnesia and returning memories as well as show her your caring heart then she'd provide a light to help you against the darkness. As a final note, Alouette as the Maiden of Light is normally destined to die after using up her power, but due to her bond with you (and also my intervention) she will pull through from the brink of death to stay by your side.

Father Salade (300CP): An old man in a priest's uniform stands before you, shaking his hand you notice a surprising amount of strength in his grip. **Hello Jumper my names Salade, the current father of the Church of the Holy Maiden, you have your work cut out for you if you want to be one of my pupils.** So, 50 years ago a child witnessed to final clash between the Maiden of Light and the Dark Prince before they both were sealed. This child was inspired by the Maiden's example and dedicated his life to helping humanity as well. Growing up this child, now a man named Salade would found the Church of the Holy Maiden and become one of its most powerful members, earning him the title "Salade the demon killer". Salade himself is a fairly laid back old man, mostly content with just training the new generation to fight. When Salade does fight, however, there are few beings in this world that can stand up to him. Salade himself comes with **In The Name Of The Goddess, Priestly Kindness, and To Protect the Goddesses Children**, as well as both the Drop In and La Pucelle fighting styles. He also is a surprisingly good designer and tailor, though the uniforms he designs can be a bit... skimpy. Help Salade defend the world as well as allow him the chance to help humanity in other worlds and you'll have his support. As an added bonus I'll even include his wife, the Director of the Orphanage, free of charge. She is a very strong willed individual, well organized and can easily run a Church, Orphanage, and keep Father Salade in check at the same time.

Prier (300CP): A 'well developed' red haired woman stands-hey wait a minute! Did you just skip down to the Prier option despite all the work I did for the others? Really Jumper why would-**Well of course they skipped right down to the best**

option, I'm me after all. Someone with common sense like you obviously would go straight for the shining star of La Pucelle and future Maiden of Light herself! I'm sure you've heard of her jumper, the fearsome Overlord Prier who cut a bloody swath through many Neverworlds leaving a countless number of demon corpses in her wake. This is not that individual. No instead you meet Novice demon hunter Prier, a talented pupil of Father Salade's whose skill and strength are overshadowed by her short temper, lack of piety, and general lack of conviction about her duties. Despite her issues there is great potential for growth within her both in personality and in strength. She comes with entire Drop-In perk tree as well as **To Protect the Goddesses Children, Perfect Ending** and has both the Drop in and La Pucelle fighting styles, although she definitely favors the former over the latter. She additionally has the first level of **Nis Aesthetic**, at the beginning, but will 'grow' into the upgraded version before your time here is up. Prier is going to go through some tough experiences in the coming year and having a friend there to support her would make all the difference.

Drawbacks

For those unsatisfied with the meager amount of points given there's this. You make take up to 600CP of drawbacks, well unless you take the last option.

Plot Bound(+0): Taking this means that you are destined to join Prier, Alouette, and Culotte on their investigation of Montebland Castle and all their future journeys. Members of La Pucelle join them as part of their Demon hunting squad, whether as a co-mentor with Alouette or one of her students. Freelancers were hired by the Church to provide a bit of extra muscle to the group, and Nobles were sent by their family to get a bit of real world experience fighting. Finally Drop-Ins wake up in Montebland Castle to the concerned faces of the protagonists and through destiny will be forced to fight alongside them to rid the castle of the undead. Your journey in this world will end a few weeks after the final battle between Light and Darkness, whether it's the Dark Prince, Noir, or Calamity herself.

The good news is that by taking this you get a discount on all canon characters and can form even closer bonds with them. The bad news is that, barring drawbacks, you're forced to go on the rails of the plot. By the end of your journey you'd have

at least fought against the Leader of the Church of the Divine Mother Noir, the three Demon Lords under his command, or the awakened Dark Prince, depending on who's around.

Rude (+100): You just can't help it, you seem to be stuck with the eternal curse of not keeping your mouth shut when you really should. Expect to snark and mouth off at both royalty and veteran demon hunters with alarming regularity. Insulting people that could go one on one with Demon Lords is generally not a healthy lifestyle choice and that's not even counting everyone else you're going to offend.

Preachy (+100): Given the multitude of terrors that inhabit this world keeping a healthy faith is good to keep one sane. Unfortunately for you, you've taken this whole religious thing a bit far. You now believe in and follow without question the tenants of Goddess Poitreene. Not only that, but even the slightest heresy against these beliefs will be met with long condemnations or even violence by you against the perpetrator. This is not going to make you very popular with others.

Bald (+100): It seems you have a slight appearance problem, that is your completely bald. If that's not bad enough then not only are all of your appearance perks turned off for the jump, but you can't even buy **NIS Aesthetic**. You're not going to get many admirers, at least not for your appearance. That's okay though true beauty is on the inside, right?

Tasty (+200): Oh dear, it seems that someone attached a glowing neon sign that says 'free meal' on your back, it seems that wherever you go a swarm of monster will follow you looking for a bit. It's not just the regular monster either as groups of demons will constantly invade through Dark Portals to get a piece of you. In any fight you participate in the enemies will target you first and the rest of your party maybe later. Now I know what you're thinking jumper 'monsters and demons, please I can destroy the world and these creatures would barely be warm-ups' Unfortunately for you I agree, and thus I'm nudging the monsters that chase you to be a bit stronger. It's not a great increase in power but the more of these creatures that you kill the stronger the next group will be until by the end of your time here you would be facing swarms of demons that would make the Demon Lord's look like chumps. Luckily there's an easy way to avoid this problem, either run away or

just don't kill any of the monsters that come after you. In addition if you are not the person to deal the finishing blow then it does not increase the monsters power.

Dark Jumper (+200): Now I'm certain someone like you has more than a few skeletons in their closet as well as mistakes and past deeds you want to forget. Unfortunately for you though all those dark emotions you've kept bottled up inside you over the course of your journey has been unleashed in a form of a dark split personality. Luckily in the beginning at least it will only come out a night and only a few moments. But it will gradually gain power until it will directly challenge you for control. Beware for when you confront this dark side it will have all your perks, abilities, and items you have with you, fitting for a dark mirror. However you have the advantage of friends to call upon to tip the sides in your favor. Be warned though as the only way to truly defeat this twisted doppelganger is to accept it as a part of you, if you do not then it will just reform and try to take control again.

Ragnarok (+300): You have really done it now Jumper. You know how despite being part of the same universe as Disgaea this world does not having titanic monster capable of destroying worlds? Well not anymore for you see now everyone in this world possesses the **I'll Be the Next Maiden of Light**, except for you, and they will grind to impossible heights. Even the basic Skelton warrior is now strong enough to take on entire squads of ordinary soldiers and they just get stronger from there with the Dark Prince himself being even stronger then even a Demon Overlord. You **Don't** want to see how strong the bears have gotten.

Amensia (+300): Who are you again Jumper? Just messing with you, but that's going to be a question you're going to ask a lot in the coming years. It seems that you and any companions that you have were caught in a similar spell to the one that wiped both Alouette and Croix's memories. As an unfortunate side effect to this all of your abilities that rely on experience or growth have been similarly affected, starting you at the proverbial level one. With time your memories shall come back, first as brief flashes of déjà vu and then later a stream of memories. In the meantime though you're trapped in a hostile world without any access to your warehouse and greatly weakened abilities. Hey, at least you have something to bond with Alouette and Croix over.

Drop-Ins gain total amnesia while the other origins had their memories wiped two years ago and are still recovering after being found.

Calamity (+300): In the original world Alouette would wipe both her and the Dark Prince's memories and seal them away. In this world however she used the last bit of her strength to greatly wound the Dark Prince, forcing him to spend 50 years to recover back to full. Now from his base in Fatima the Dark Prince seeks to finish what he started and destroy humanity. Both Noir and the Demon Lords have rallied behind him in his made crusade and within a year he'll march onto the capital to massacre everyone. You have 3 choices Jumper, either you confront the Dark Prince at the peak of his power alone or with whatever allies you can scrounge up, in which case you're in for a vicious fight. Or you, with the help of someone who can send individuals into the minds of others, Hermes can do that in case you didn't know, and attempt to convince what lingers of Croix to not give in to Calamity and destroy humanity. Removing the source of the Dark Princes hatred could weaken him enough so that he can be defeated.

Unless you purchase the Alouette companion option Alouette dies after overusing her powers when fighting the Dark Prince. If you did purchase the companion option then you stumble upon an amnesiac blond haired women on your travels, while she's still the Maiden of Light Alouette still cannot match the Dark Prince in combat alone and as she has lost her memories. As she stands now she is a scared girl with a lot of potential but no skills. It's up to you to help fix that.

Your Weak (+600) (does not count towards drawback limit): Oh dear this is not good. Well it seems Jumper that somewhere in the multiverse an insane and genocidal version of Prier called a Demon Overlord has arrived. She greets the world that she had known as a mere human by deciding to scorch everything to the ground and kill everyone. You in particular, she has decided, would make an excellent opponent/training dummy. This drawback makes Overlord Priere immune to any mental attacks, orbital bombardment/ any other trick a Jumper might have, the only way you're defeating her is through a direct fight (Although tricks and dirty fighting are both allowed and encouraged). As one of the most powerful beings in the Disgaea you'd best have a ridiculous amount of firepower to match her.