

Special Note: This CYOA is about performing evil deeds for the Devil, without chance for redemption. If you would refuse to do evil to make your eternity in hell enjoyable, than just pass on this.

Special Note #2: While I may use certain pronouns or examples involving men or women, consider all choices to be inclusive to any gender or sexuality.

Special Note #3: This is version 1.1 - a change log can be found at the end of the document.

Congratulations! You died. And now you are in HELL.

But all is not lost, for you have a very special soul. The devil himself has come to you with an offer because of your potential. Instead of suffering for all eternity as one of the multitudes of pathetic human sinners you can become a Demon, to spend your eternity in relative comfort overseeing the prisoners. In order to gain this privilege you must agree to be sent back to earth (your death will be prevented and you will return at the same time you would have died) and cause as much misery and pain, whilst enjoying yourself as possible.

If you manage to prove you are evil enough the devil will welcome you into his demonic brotherhood. If you spend your time on earth being a pussy, or praying to god for forgiveness he will make sure your hell is Far FAAAR worse than the others.

Because of your special soul, he is able to empower you with greater ability to Sin on earth, to make your quest for demon hood easy and fun.

RULES:

Each of the Deadly Sins below has three levels of power.

Choose a single sin as your primary sin, and you will gain all three of its powers.

Choose a secondary Sin and you will gain its first and second level powers.

And finally choose your tertiary power, for which you will receive only its first level power.

Every Second Level power has a Specialty that adds new effects and uses to it. You can choose one specialty for each of your second level powers, but the choice must be from One of your other two Sins.

Every Third Level power also gains specialties, but you need not choose these. Instead you gain the specialty from Each of your other two Sins.

You may also select some Curses, in order to gain an equivalent number of Boons, which can empower you further, but they are not mandatory.

Then you are back to earth, unchanged except by your powers, and tasked to have fun and be as evil as you want. The greater your evil, the greater your position in Hell upon death. Dying without doing anything of note, or purposely being too nice will result in the worst hell

imaginable.

THE SINS:

Wrath 1: Made for Violence

You gain the choice of either Body of Violence, or Mind of Violence.

Choosing Body of Violence will gain you an MMA fighter physique and grow to at least 6' 1" tall over the course of your first year. Changes will seem natural to all. Exercise can add more muscle, or lower body fat and increase endurance. You will also gain a strong resistance to pain and being knocked unconscious. Sedentary behaviour and poor nutrition can lead to a body type more like tank abbot, but you will still be strong and athletic enough to fight. While in combat you have nearly unlimited stamina and superior reflexes and aim. No other physical changes will take place (if you are ugly now, you are still ugly. small penis is still small)

Choosing Mind of Violence will grant great skills in both Military Tactics, and Propaganda. You will be able to move up within politics and military career easily by appealing to people's hateful emotions. Military and political victories you achieve will be lauded, while your failures will be more easily blamed on others. The greater the bigotry, angst or desire for violence amongst your colleagues the easier you will rise through the ranks.

In either case you now become Immune to death through targeted violence. If someone has target you, or a group/area known by them to contain you, then you will not die from the attack. Injuries you suffer from targeted attacks heal at an accelerated rate, from minutes to just months for truly crippling injuries. For example, if a sniper, who does not know you personally, sees you, and a fires at you, you will survive 100% of the time. He still targeted you directly even though he didn't know who precisely you were. However if you were in a building that was bombed by a terrorist, and he never saw you, or knew you were there, you would be just as likely to be killed as anyone else.

Wrath 2: Stand your Ground

Whenever you are in a fight, regardless of who started it, you will be considered to be blameless as long as you have not brought a weapon into the fight. If your opponent brings a weapon you are free to utilize it if you can wrestle it from him, but be warned, Satan does not want you killing anyone yourself. Intentionally causing death in a fight you started will negate the power. Otherwise however, everyone will be convinced you were heroically defending yourself. Yes, even if you sucker punch and elderly nun. This makes the downside of your first ability quite a bit less trouble.

Lust: Anyone accusing you of rape will be considered a vile liar, and any evidence will be discarded as clearly manufactured by the evil finger pointer. People who know her accusation

will hate her fiercely and defend you loyally.

Pride: When people fight or argue angrily with you, others are drawn to protect you and come to your defence. Even reasonable arguments against your actions delivered with anger will be drowned out by your supporters.

Envy: When you fight with someone (verbally or physically), it will inspire other people to do the same. For the next month your target will gain a curse of attracting anger and violence. You may inflict any number of targets with this as you wish during the same month. The results vary depending the degree of hatred you have for your target, from causing him to get in more arguments, to being murdered violently during a road rage incident etc.

Greed: Not only will be you considered blameless for fights, but you will also be able to sue them successfully for physical and emotional damages. The amount will vary depending on what the target can afford, but will be a considerable portion of their funds.

Sloth: Any individual fighting or arguing with you will become rapidly fatigued and weak. Your fights will now be incredibly easy.

Gluttony: You become a literal glutton for punishment. Pain becomes pleasurable and satisfying, additionally your healing becomes twice as fast and you are impossible to knock unconscious or restrain during a fight unless you suffer truly catastrophic injuries (which, as normal, you will not die from).

Wrath 3: Incite

Your can exude an aura of unease, tension, and irritability to those around you (up to about the size of a football stadium or mall). The effect over time will cause people to become quick to anger. Furthermore whenever you witness an argument or demonstration of anger in which actual passions are raised you may choose to freely escalate it. The person or persons of your choosing will be brought into a rage of temporary insanity in which he will act out physically and uncontrollably. Depending on the targets willpower and pacifism this may be limited to some shoving and trashing of nearby objects, but those without iron willpower will invariably attack the nearest object of his hatred with a bloodlust. You may incite as many people as there are angry individuals in your area, so protests can turn into truly gruesome riots. The people involved may feel terrible guilt over their crimes, and naturally the victims will suffer their own pains.

Lastly, your ability to ignore death from targeted violence now extends to ANY act of violence. If you are in a city that is blanketed by a Napalm strike or even Nuclear Bomb, you will somehow survive (though probably seriously injured for months following). Errant bullets may hit you, but never fatally, and your regeneration will work well on all of these effects. If however you are in a war zone, and lets say, fall of a ladder while screwing in a light bulb and you break your neck... you still die, because it didn't have anything to do with violent intent.

Lust: Your aura may now be made to create arousal. Further you can increase arousal in a

person or people around you more and more until the desires within are unbearable. You can freely exchange the feelings of lust and wrath as well, turning a fistfight into a furious fucking session and vice versa. The power works quickest and best on those already either aroused or thinking lustful thoughts. In a strip club for instance you could rouse the audience into a gang of mindless rapists, and then switch to wrath to create a terrifying bloodbath of carnage.

Pride: You now create an aura of Fear around you whenever you wish. This ability is strengthened while you are angry, or in a confrontational environment. Few people will be able to stand up to you even in normal situations, and in a situation of actual violence you will create such fear that those witnessing you will suffer from severe post traumatic stress for the rest of their lives.

Envy: You can now cause people affected by your Incite power to focus on a particular group or individual. The target will be seen to be to blame, despite logical arguments to the contrary. For example, you can cause soldiers in a war torn City to begin targeting civilians, or make two people who are angrily yelling at each other to suddenly turn violently onto an innocent third person. You can combine this with other effects as well, for example if you also had the Lust secondary, you could cause a person or group sexually assault a specific target.

Greed: Your aura can increase selfish thoughts and suppress empathy. People under this effect are very likely to steal; cut people off in traffic; butt in line; be rude and careless etc. This can have a secondary effect or drastically increasing the rate of arguments and fights in your vicinity, especially when combined with Incites aura of anger. Furthermore you gain a sense of the desires of each of the people under this effect. You can see what sins they are weak to , and what they want in life.

Sloth: You can create an aura of forgetfulness and cause people to stop paying attention. In a busy street, or a battlefield this can cause great harm. It can also permit you to move unseen as long as you make some attempt to be stealthy your targets can fail to notice you, and even if they do see you, they will quickly forget. You can focus this on a person or small group to cause them to slowly fail to remember or even care to do essential tasks, like working, or even eating.

Gluttony: Your aura extends much further, possibly covering an entire city, though the strength of your effect is weaker the larger the radius. However over time even very slight changes to mood will pile up in the subconscious and change behaviour. Secondly you no longer need to witness anger directly to enhance it. You gain a sense when people in your vicinity are becoming angry and can focus to increase this regardless of whether you see them. You gain a vague, but satisfying sense of the damage caused by this.

Lust 1: God of Sex

Your body changes to become more sexually attractive over the course of the first year. The effect not controlled by you, but rather by the subconscious minds of those you have attraction to. You will alter to become more desirable to a chosen group. For example, if you

were a man who was attracted to fit, athletic women, your body would adjust to an amalgam of traits that, combined, give you the best chance of attracting those women. If the majority of them seek out equally fit men, who look like male models, then you would gravitate towards that. If your target was feminine homosexuals who like large hairy men, then you would change to a big bear of a man. However, this change is not a complete transformation. If you were hideous before, you will likely be passably attractive now but not gorgeous. If you were obese you will likely be still a bit soft around the middle even if your targets like skinny people. The effect is not able to reverse gender, and can only affect age to a degree of about 10 years.

You do gain other benefits. Firstly you are now immune to STDs and can choose whether or not pregnancy occurs from sex. You become very skilled as sexual acts, and can double the pleasure felt by yourself or your target. You can recover instantly from sex, whether it is regaining stamina, replenishing lost fluids, or even healing from sex related injuries. Finally, you can affect minor changes to your sexual partner for your own pleasure during sex: You can completely clean your partner (including orifices); lubricate them; and cause minor shifts in size and shape of their physical attributes (adding a couple inches to a cock, upping a cup size, removing an unsightly blemish etc). These effects last only during sexual acts.

Lust 2: The Quickie

You may mentally command any one target to perform sexual acts with you at a moments notice. The person will go into a form of trance in which they are subconsciously controlled by you. All people in the area, as well as any who perceive the event through any means such as cameras will ignore the event in its entirety as though nothing happened. For a period of 1 hour they will submit to any sexual desire right then and there (doesn't afford the moving of location, but again, nobody around will notice). Afterward the target will have only the vaguest sense of unease and no evidence of sexual activity will persist that can lead back to you.

At your command you can inflict the target with one or more of the following effects: Firstly the target will be infected with several sexually transmitted diseases, varying in severity depending on the targets normal sexual promiscuity (those more likely to have sex gain more to spread); Secondly you can cause the target (if a woman) to become pregnant if their last sex act before you was within one week. If her last partner does not want children this child will be his. If the partner does want children then this child will be clearly of a different race than him and he will not believe her if she insists she hasn't cheated. If your partner is a man, you can instead cause this effect to be transferred onto his next female partner. Thirdly you can cause the target to be conscious during the events of the sex instead of forgetting. When you do this you can make the target feel trapped inside themselves during the act, unable to stop themselves from performing for you; Or you can force them to feel as if they were compelled by desire, and make them feel the act as extremely pleasurable. In either case the target will remember the event, and react to it as they normally would (likely being disgusted and horrified at having been overcome by desire and thinking themselves insane). The target will be unable to recognize you as their attacker and will instead be given a vague, likely racist idea of who was to blame. Nobody will believe them anyway.

This power can only ever be used on the same person once. You will never ever be caught for these events unless you intentionally try to use the lapsed time period for non sex related

activities.

Wrath: You may turn off the targets trance and forcibly rape them while nobody is able to perceive it. They will be weakened to being half your own strength and unable to use weapons. As usual, no evidence of the physical assault will be able to implicate you and the target will be unable to recognize you. The target will not be believed. You may force your target to experience pleasure during the assault.

Pride: Instead of keeping the public in a trance, each spectator will become an active and enthusiastic supporter of your performance. They will respond with cheers to you, or derision for your partner as you desire and take pictures as though it were a fantastic performance art. People will remember you as being a truly amazing sexual specimen, while remembering the target as a disgusting pig. Nobody will ever believe you gave the target diseases or pregnancy, believing you too cool and pure to do anything wrong. Society will never question your public sex in these moments and thus you cant be arrested for it, only praised.

Sloth: Instead of choosing a target, you may choose two, who will have sex with each other, as you mentally command for your voyeuristic pleasure. You may choose to feel the pleasure of one or both of the participants without having to physically do anything. It only works to draw in a second person if you are not actively involved in the sex. The targets can both be given all of the afflictions you wish from the base power (diseases, pregnancy, awareness etc).

Envy: As Sloth above, except that one of the targets will not be a consenting target. The other will be driven temporarily mad with desire for the other and will not stop until he or she is satisfied. At any point of the event you can choose to have the victim finally be heard, and the culprit will be identified and convicted. The fact that nobody noticed the very obvious assault for so long will be ignored by all, as will your presence during any of it.

Greed: You may sell your ability to any person who desires it. You will instinctively know how much a person will pay for your ability and you can trade it to them for an agreed upon sum. The person will pay willingly (if its their desire) and will never tell of this secret (though it may haunt them). They will have the ability for 1 week. You don't need to tell them about the effect it has on its target, and you can freely cause these effects to happen when this person uses the power.

Gluttony: You may now affect groups of people into sexual trances to pleasure you. You may affect up to 12 people at one time and may last 12 hours.

Lust 3: Instil Fetish

You gain the ability to inflict others with Fetishes, or Addictions of your choice. You must only observe the target and concentrate on them to begin the curse, after which they will slowly develop a stronger and stronger desire for the particular act or substance. Any Sinful fetish, compulsion or substance addiction that is currently practiced can be used (so you can make someone addicted to eating shit, but not to eating uranium, unless someone starts doing that on their own in the world). The fetish or compulsion does not have to be sexual in nature

either, any compulsion a person has (such as serial murder) can be used. The limitation is that the effect has to be general, and practiced somewhere on earth. So while you could make someone addicted to crack, you can't make them addicted to only the crack that you sell; You could make them need to wear leather, but not choose the exact suit they would want to wear etc. The speed at which the target is affected is only changed by how abhorrent the new craving is to them.

At its slowest the effect would take a week to manifest as a known desire that the target dreams about and finds themselves drawn often to thinking of. A month that goes by and the person will experience deep discomfort by not indulging and will be unable to masturbate to (or find equal satisfaction) in anything else. After 6 months the target will be experiencing withdrawal symptoms like a life long smoker or alcoholic which won't go away and will rapidly degrade their functional ability and emotional state unless sated. At 1 year the target will either have to succumb to a life of feeding this addiction frequently, or they will be driven completely insane, or kill themselves. However the likelihood of even a moral and strong willed individual making it that far without indulging is incredibly rare. You can stop the growth of the addictions strength at any time and it will maintain at that level forever.

You can choose whether the target will feel added pleasure from succumbing, or whether the act affects them as it normally would. Pleasure makes them more likely to succumb completely to a life of use, while keeping them experiencing the act with their normal mindset is far more torturous to them.

You can affect multiple people at any time, however each additional person who are currently corrupting adds 20% more time to the process (5 people would take a maximum of 2 years to completely corrupt for instance, rather than 1).

Wrath: The target feels and drastically increased feeling of stress and irritability when denied their new addiction. The time it takes to break a person is halved. Those who manage to resist the craving itself will likely end up on the evening news as involved in a mass shooting or some other act of violent breakdown. Lastly, they are more likely to lose control and act with anger and violence during any compulsive or sexual acts if you so choose.

Pride: Your ability can now create addictions within a target that are specific to pleasing you. You can force a person to have an addiction to a substance only you can provide, or made to compulsively and irresistibly desire performing certain sexual acts on you. It should be noted however that this power can be dangerous, if you create too strong a desire for you, the subject may begin to behave in a "yandere" manner, in order to protect and secure the source of their needs.

Sloth: You can now use this power as an Aura of roughly the size of a sports stadium or mall. All targets within the radius will be affected by the very same fetish or addiction that you have chosen. The time it takes to affect your targets will not change due to the number of targets within, however two new factors will be introduced; Firstly individual morality and willpower will have a far stronger effect on the time it takes, and very devout or stubborn people can ignore this version of the power indefinitely (very weak and craven people will be affected at normal speed without penalty). Secondly the effect must be even more generalized. You must choose a grouping of behaviour rather than one specific idea. For example you could instil pedophilia, but not choose specifically how the target manifests and

acts on this. You could choose “hard drugs” but not select a specific drug like cocaine. Or BDSM, but not a specific fetish for whipping people with a horse whip.

Envy: You can now specify a target other than yourself as the object of desire or target of a fetish, much like Pride allowed you to choose yourself. You can cause a person to have a rape fetish for example, which is specific to raping one individual that you have chosen. Secondly you can now add an Aversion instead of craving to a person. This will make the subject, act or substance revolting, abhorrent or painful to the target.

Greed: You can now create “advertisements” which will instill the appropriate desire into those who witness it. The effect can not generate the extremes of the initial power, but have the advantage of affecting people slightly wherever the media is observed. In addition to making people more likely to desire a product, or service, it can increase peoples acceptance and support of certain ideas. A letter circulated to everyone in your city that advocates racist attacks will not change everyone’s minds, but you will see a noticeable increase in hate crimes in the coming year and a slight decrease in public outcry.

Gluttony: You may now add up to six different cravings to a single person at a time. Furthermore the penalty to maintaining multiple people is reduced to 10% per person. If you possess the Gluttony 1 power, you will gain some sustenance when the marked targets give in to their new desires.

Pride 1: Self Made Man

You are more capable of self improvement in all areas so long as you focus on yourself to the exclusion of others needs. You gain muscle and lose fat at accelerated rates while exercising, skin care products have a far more pronounced effect, and even normally marginally useful techniques and products for self improvement will actually work for you. You can utilize a hair growth regimen, and find yourself actually regaining a full head of hair, or invest time and money in a “get larger erections” program you bought through the internet and see results. Studying a new subject or skill can take up to half the usual time. The caveat is that you must focus a fair deal of time on yourself and your own needs and avoid selfless acts. Think Christian Bales’ character in American Psycho. Avoid giving any compliments to others, or showing consideration to their feelings or the power will cease to work for a time.

Pride 2: Authority

Wherever you choose to go, you will be perceived as a man of importance who belongs in that space. If you walk into a high class restaurant you will be treated with respect and any failure to have a reservation will be perceived as the restaurants clear failure. They will make amends and be very apologetic. Likewise should you go into a business or secure facility you will be waved in by security and be allowed to sit in on meetings. As long as you present yourself in a reasonable way and not wholly unsuitable to the environment the people will make excuses to explain inconsistencies. Furthermore people will believe you to have authority to make decisions or give great advice on any subject. They wont obey mindlessly,

but any even partially reasonable advice will be given weight. For example, were you to talk into a television producers meeting they would believe you to be an important guest brought in to give expert advice. You would be able to pitch your show idea, and if there is even a shred of merit in it, it will be given serious consideration.

However, as a man of authority you will be often bothered by people with troubles wanting advice, or people asking you to solve problems for which you really have no training. For example, if you were at the scene of an accident, everyone will assume you would be the best one to help. Even EMT workers will step aside to let the master work. Claiming ignorance will be seen as laziness or cruelty on your part (but never criminally so). If you act in a grossly inappropriate way you will be ejected from a place, or distrusted by those around you, but it will never lead to criminal charges based on what they will believe is their own misunderstanding about you.

Wrath: If you are near a scene of violence, or destruction you become everyone's irrefutable witness to the event. Whatever version of the events you give in the realm of possibility will be considered fact. You may point to an innocent bystander next to a man with a smoking gun and tell everyone that the innocent man did the shooting and he will be arrested and found guilty based on your charges. Further you may serve as a witness to any non-violent event as long as the result of your testimony would cause anger and violent retribution.

Lust: Women perceive you as a powerful and important man. They believe they recognize you as a known incredible lover and man who knows exactly how to treat a woman. Their nervousness will allow you quite a lot of leeway with seduction before they discover you aren't what they thought. Even then they will not hold you responsible for their mistake and will never speak ill of you for being less than stellar. Easy one night stands, even if they leave disappointed later.

Sloth: Your ability extends to verbal and text communication. Anyone who speaks to you or receives correspondence online will treat you as a vip and authority. This will allow you to win most internet fights, and get preferential treatment from any business you must call. Lastly, you, or your businesses will never be targeted by hackers, or illegal digital theft.

Gluttony: You may revisit any place you have previously been, or re-introduce yourself to any person you have previously known substituting a new concept of your authority. This will allow you to access areas that you had previously been discovered in, or regain the trust of someone who discovered you were a lie.

Greed: You can walk into any establishment and make a claim to an object within. As long as there is a thread of believability to it, the people around will not object to your taking it. However if the person you are trying to convince is the true owner, it will not work, nor will attempts to convince people with a completely nonsensical ploy. You will not be in trouble for unsuccessful attempts as long as you then don't try to run away with the item. When you do steal an item in this way only the person who believed your story will be given the blame and suffer the consequences. Example, you may walk into a clothing store and say "I came here earlier for an exchange, but didn't have time to pick out my new coat. The owner said I could come back and take one of similar value or less, in fact it was this one here worth 500\$" Despite not having a note from the owner, or seeing a returned coat anywhere the teller will

allow you to take the coat assured that you wouldn't lie to her. The value must be under 1000 dollars.

Envy: If you speak ill of someone, or spread a bad rumour, it will catch like wildfire. The rumour will stick to them for the rest of their lives. Meanwhile any accusations that particular cursed person makes towards you, no matter how true, will be seen as the raving of a jealous person. Think Richard Gere and the gerbil.

Pride 3: Cult of Personality

You are now capable of creating followings through your charisma and air of authority. Weak willed, or emotionally fragile people will be drawn to you, and even strong and prideful people will have a difficult time not looking up to you. This power generally demands that you actively participate in creating and maintaining your following, but makes it much easier to do so successfully. The power can be utilized in one of two ways, either to become a leader of a cult, or to gain celebrity.

If you choose the cult approach you gain the ability to see with clarity the emotional weaknesses of others and how to manipulate them. You gain an innate understanding of how to bend subordinates to your will and how to organize and maintain an organization of followers. Those who are lost, desperate and weak will find your words incredibly compelling and long to be around you and earn your approval. With time and effort you can shape these people into functioning and effective servants, or turn them into irreversibly damaged victims. With effort and skill you can even grow your cult into legitimate religious organization. The greater your following, and more convincing your message the more you will attract people of greater worth to you. Illegal or immoral actions performed by your cult/religion can be disavowed as "fringe radicals" without you suffering repercussions from their actions if they are caught.

If you choose celebrity you will be recognized in whatever field you choose and become a very desirable commodity. You will gain recognition disproportionate to your actual skill, so even if you are a terrible actor people will still be enthralled by your on screen persona. A bad singer will be considered a unique talent, a true one of a kind. You will not gain followers who are as willing to serve, but instead can garner a much greater number of people as a fan base who will look up to you and want to emulate you.

In either case the effect is strengthened by being emotionally manipulative and abusive. Treating fans and followers with love one minute, then dismissal the next and encouraging envy and resentment among them will increase their bond to you.

Wrath: Your followers can be gifted with both military training, and/or increased bloodlust and hatred (either in general or towards specific targets) merely through your will. It takes time, but you can eventually create a capable army of expert soldiers from even the worst failures. If you chose Celebrity you can prompt your fans into random acts of vandalism and violence. Write a song about killing police and there will eventually be some fan of yours who goes and does it. Write a tweet about how much you hate a person, one of your more unstable fans will likely attempt to kill him etc. You can get in trouble however if you directly ask your

fans to do illegal acts.

Lust: People whom you are attracted to are far more likely to be drawn to you. Your status allows a much greater freedom to seduce these individuals and decreases the chances of any jealousy from your actions. Furthermore your followers and fans are not just more sexually attracted to you, but also become more degenerate and lustful in any ways they perceive you to approve of.

Sloth: Normal use of this power requires that you actively seek out, instruct and organize your following. Using this ability you can attract and command your followers almost effortlessly. In the case of Cult, you will attract certain individuals who will lead worship of you, and they will organize others and create a cult around you, even going so far as to write sermons and indoctrinate based on your beliefs without you even needing to consult them. With Celebrity, you don't even have to work, or pretend to have any skills, you will be famous just for being famous (like a Kardashian) but still as influential as if you had talent.

Gluttony: Your following grows far faster than it would otherwise. Even if you are lax in your attempts to draw people to you, they will come. Your cult will become increasingly good at acquiring followers and indoctrination. If you are a celebrity you will become famous over a larger area, even carrying over language barriers as people from other countries begin to take notice of you. While the effects of this power can be achieved normally (other than an improvement in speed) it has one other effect: You can now maintain several different followings at a time and infuse each with different ideas and orders without conflict. For example you can with your Celebrity fuel hatred against a particular group, but also attract and influence members of that targeted group to you without the first group seeing the hypocrisy.

Greed: If you chose Cult, in addition to being able to milk your followers for cash, you can now sell their services to others. As long as you work hard enough at manipulating your flock you can convince them to perform any deeds to earn you money. The amount of people in your cult who can be manipulated to this degree is small and grows at a slower rate than your cult's population. However the more people in your cult the greater the depth of skill and determination these few will have in their work.

If you chose celebrity you will be able to command top dollar as an A-lister, or premiere leader in your chosen field. People will be even more generous with gifting you than normal (which for a celebrity is already astonishing).

Envy: While you can already manipulate a group into hatred for another, with this power you can do so to a much stronger degree and without effort and even specify individual targets of animosity. Any follower or fan of you will instinctively grow to hate the target over time. This can change even moral people into bigoted hate groups. Moreover, you can target an individual, and over time that person will gradually lose the respect and admiration of his peers until he or she becomes a worthless laughing stock.

Sloth 1: Take it easy

Your body no longer degrades through lack of sleep, poor eating, poor hygiene drug use, poor posture, sedentary and lazy behaviour. While you can choose to gain weight through calories, you don't need to. The effects of any laziness and disregard will instead be transferred to people around you. If you eat only chocolate cake, and never brush your teeth you will remain the same weight with no cavities or even bad breath; However, your neighbours will find themselves with more fat, high blood sugar and terrible dental health no matter how much they brush. Furthermore you can now relax indefinitely without discomfort. You won't get headaches from playing videogames for 18 hours, or from sleeping too long. You'll never feel restless or uncomfortable for being in bed too long, and you won't even need to get up to go to the bathroom. You even age at a 50% slower rate. All these negative sensations and bodily responsibilities will be forced onto others while you are relaxing and enjoying yourself.

Sloth 2: Home Servants

You may ask for entrance into any persons home and be invited in as an honoured guest. As long as you choose to stay there the people within will treat you as the master of the house, performing any duty that you desire which a legal home service would provide. They will cook, clean, act as personal secretaries, drive you as a chauffer, massage (proper therapeutic only) and other duties. Regular living expenses will be paid for by them such as your usage of their internet, hydro, and your portion of food so long as no specifically out of the ordinary or expensive demands are made. You will have to pay regularly for other things such as furnishings you wish to add, or personal goods such as clothes. Their dedication to you overrules all else in their lives if you wish. You may have them stay home from work to give you foot massages, or leave an important meeting to pick you up a coffee. However their skills in any task aren't improved, so asking a person to cook you a meal who is a terrible cook will still be awful and asking a 4 year old to drive you somewhere could be deadly. As long as you live in their home they will never resent serving you, however if you are away from the house for over 24 hours you are considered to have left and will never be allowed back (not even to collect your own things).

Wrath: Your new servants will now be capable of acting as hit men or hired muscle for you. They will be forced to obey any commands to commit an act of violence. While they are not given any extra skills, or immunity from repercussions, they will be made wrathful and cruel enough to dedicate themselves to the task. Once the task is done they will lose their wrath and be forced to deal with the harm they have caused. You will never be accused of any involvement in these crimes and your servant will never testify against you. Furthermore you may inflict violence on to your servants or even kill them without breaking their ties to you.

Lust: Your new servants are now your personal whores. You can ask them to perform any sexual favour for you and they will be powerless to resist. However it does nothing to make them willing, or able to enjoy it. They will be compelled as though there were a gun to their head and restricted from being able to defend themselves or call for help. They will never be able to harm you or testify against you, but the emotional scars may change how pleasant it is to live with them.

Pride: Abusing and insulting your new servants will instil in them greater and greater desire

to please you. Acting as their superior, and praising yourself while demeaning them will create a reverence bordering on religious after time. Not only will their attitudes change from employee to grovelling worshipper, but their abilities to perform their jobs will improve dramatically. When a meal is less than stellar, throw it at the cook, call her a failure and your next meal will be far improved. Over time your poor harassed cook may become capable of producing the best dishes in the world for you. This ability fades if you ever compliment them.

Envy: Not only will Envy 1 likely give your new servants the aches, pains, and health repercussions from your laziness, but now you can actively steal those positive traits that your servants possess. Over a long enough time you can remove qualities from your servants and give them to yourself. If your host is taller than you are, you may slowly reduce his height and gain the height for yourself. If his daughter has perfect teeth, your own will straighten, while hers will become crooked as your old self. Even knowledge can be drained, making a person forget how to drive a car so you can learn it without any study.

Greed: Your servants are now forced to buy you anything you ask for. They will even be forced to sell anything they possess in order to get you the things you want. You can truly bankrupt your servants and gain everything for yourself. However this power is limited to purchases of a maximum of 1 Million dollars per year per family (assuming they can generate that much).

Gluttony: You don't have to restrict yourself to a single household anymore. You may keep several houses at any time, and only have visit a house once every month to keep your control over its occupants. You can then give your orders by phone, text etc and keep them all hopping to please you.

Sloth 3: Remote Viewing

You gain the ability to separate your consciousness from your body into a floating spirit to view, and interact with, the outside world. Your ghost is immune to detection of any kind. You can see and hear from its point of view, but cannot use your other senses. It can fly, travel through any material, and moves at a maximum of 150 miles per hour. You can focus your mind on a specific person, type of person, or sinful action and you will gain a sense of which direction you must travel to find it.

You are very limited in what you are capable of doing in this form other than observing but you do have some abilities. Firstly you can move touch objects and exert a weak force upon them with your ghostly hands. You could lift something about the weight of a can of soda, or drag something as heavy as a wine bottle. Your strength is not enough to cause harm, so while you could push on a persons eye and cause discomfort and confusion, it would not damage the target. Secondly you can cause very mild hallucinatory effects, such as nearly inaudible whispers, the sensation of a bug crawling on skin, or causing a shadow in their peripheral vision to appear to move or take a frightening form.

Wrath: Your ghostly hands are far stronger. You may now carry the weight of a bucket of

water, or drag a kitchen table across the floor. Furthermore, with effort and exertion you can focus your ability on violent and damaging strikes. You can now punch or shove with the full force that you would be capable of in your real body. However each strike is far more exhausting than normal. Your strength will allow you to lift, aim, and fire a gun as well. People will naturally believe the effects come from the most logical nearest possible cause, and will generally refuse to believe it was anything else unless there is no solution even remotely plausible. If you hit a man for example, the nearest man will be accused by any witnessing the event if it was at all possible for him to have done so. If the nearest man was way too far away the witnesses will likely believe that the man did it to himself, and the victim will believe someone threw something.

Lust: You now gain full use of your sense of smell and taste and touch and can interact with targets using any part of your body, instead of just your hands (although this is still limited to one part of your body, not your full body all at once). Your ghostly strength is enough to permit both penetration and firm manipulation of your targets body parts. Furthermore you can cause any ghostly appendage you change its form (larger, smaller, turn a hand into a tentacle form etc) and even attach different senses to it (make your ghostly hand into a large tongue that both tastes, feels, and is an erogenous zone as sensitive as a clitoris).

Pride: You can now send people more distinct hallucinations, including completely understandable messages as voices in their head. The effects can be very vivid and persistent and anything that could be experienced on a hallucinogen such as LSD can be achieved. You can also cause sensations of pain in the target equal to a migraine or arthritic flare up. These effects are exhausting to create and can typically only be maintained for an hour or so before needing to rest for another 4 or so.

Envy: One target that you are observing can be cursed with the Evil Eye while you watch them. The target will suffer from extreme misfortune as you watch. The longer you watch the same target, the worse it gets. If you repeatedly return to watch the same person with this power for 4 hours a day, after a week or two he is likely to be dead or seriously injured.

Greed: You are now able to record what you see and hear while using this power. Not only can you replay these recordings mentally, but you can actually transfer them to any media that could support video and audio (such as directly uploading it onto a server, or onto your Iphone). You may profit off of these recordings however you wish without any ramifications. Either by taping and illegal sex act and selling it, or for example by blackmailing its target for money. While it doesn't guarantee that people will pay you for it, you will be immune to prosecution or revenge seekers.

Gluttony: You may now send out up to 12 ghosts who will remotely search for things that you wish. You can scan each of them freely and jump back and forth between their locations as much as you want. You can only interact with the location that your consciousness currently exists.

Envy 1: Fortune Thief

Probability warps around you in an attempt to grant good fortune at the expense of all around you. It is a difficult to predict and insidious power but is active at all times doing work for you. Your chances of winning games of chance are enhanced in a noticeable way, so long as your winning results in another's loss. The more crippling to the other people, the better. For example during poker against a person betting the last of his savings you are almost guaranteed the best cards. Other ways this works is by guiding you in subtle ways to avoid danger or misfortune. You will for example never hit your toe on the coffee table again by accident, or be looking the wrong way when a drunk driver is coming your way. Those around you however become less lucky, and more prone to similar lapses of judgement and accidents. Those whom you actively dislike due to jealousy have their fortunes turn sour to greater degrees.

Envy 2: Covetous Destruction

This power is a more directed, and targeted version of Envy 1's ability to cause misfortune for others. Whenever another person has something that you are jealous of, you can cause them to lose it. The power is not instantaneous, but will not require more than a week to take effect and often only hours. Any property or quality a person has can be removed. If a man has too nice a girlfriend, you will cause them to have a relationship ending fight, or perhaps an accident which causes the girlfriend to no longer be desirable. A man is great at guitar and picking up women with his skills? Perhaps he loses his fingers in an accident at his job and can never play the guitar again. Too nice a car? Will be stolen within the week etc.

Wrath: You may now violently remove the quality or possession yourself and suffer no legal repercussions for doing so. Smash his car with a hammer; cut his pretty face; or beat him so humiliatingly that his wife loses all respect for him. Whenever do this you gain the flawless ability to know exactly how to remove the trait specifically, and when you do any wounds, diseases or other faults are reduced and possibly healed completely.

Pride: You may now take credit for other peoples actions. People will believe you are responsible for whatever action or idea or product the target has produced regardless of evidence. The person in question will be frustrated and distraught to an appropriate measure by this, but unable to retaliate against you. He will be only able to rant and rave to others, who will consider him a petty liar. You gain all benefits of being the person responsible for the idea or product. You can only use this if you are around the person at, or reasonably close to the time that his achievement was made. You cannot for example take credit for forming Microsoft or Facebook, but maybe you'll be around for the next big thing.

Greed: Whenever you use this ability to remove a possession from a person, that possession can be taken for yourself. This works on any physical item of monetary value that he possesses as long as its value is under 100,000. For example clerical error will transfer the ownership of his car to you, and the police will consider him to have stolen it etc. In cases of smaller items you will be empowered to simply physically take it, and the subject will be unable to stop you or find justice for the theft.

Gluttony: The more you destroy the longer you will live. Every time you use your power you

gain 1 minute of life expectancy. Using it multiple times in a day has progressively stronger effect, increasing the time by 30 seconds each use (1 minute, then 1:30, then 2, then 2:30 adding together). Furthermore whenever you use the power at least 100 times in a day you heal all wounds and diseases you are suffering from.

Lust: Now you can take away a person's ability to feel physical pleasure. You can dull any pleasant sensations on a target, or go as far as to remove his ability to feel any pleasure at all. You store all of the positive sensations and use them yourself to enhance your own pleasures. All the great food they eat, or comfort, or titillation will become a reserve you can use to make your own activities vastly more pleasurable, turning simple meals into the best flavours imaginable, or regular sex into astounding, earthshaking pleasure.

Sloth: You can now take time from a person. You may curse a person to lose his next night of sleep, he will go to bed, close his eyes and then find in the next second that it is morning. Each hour removed becomes 5 minutes in which you can exist in a time stop. Your power bends reality during this time to allow you to interact with the environment, and still receive things like power to your electronics, light to see etc. You can store and use as much time as you want. You do not age during this time, but your target ages as he would have during his lost time.

Envy 3: Trading Places

You may now take over a person's life, stepping in to their body and assuming control. The power requires that you have a stronger will than your target to work. Against those with strong willpower you may only be able to influence his actions or take over for limited amounts of time. Against the very stubborn and confident you may be forced out entirely. Assuming the target can be affected you disappear from the world, and are now in the target's body for as long as you wish. Nobody will suspect anything supernatural, even if your behaviour is wildly out of character for the target. They will just assume the target is acting this way on his own volition or possibly going insane. You may leave the body at any time, appearing safely back in your own home. Furthermore should the target die while you possess him you will be teleported safely home, unless the death was directly your fault (such as suicide, or starting a gunfight with the cops). In those cases of intentional death, you would die as well. Once you leave the body, the target will have no memory of what happened, however nobody will believe him ever and he will be blamed for whatever his body did under your control.

Wrath: You are now able to hop from one body to another upon the death of a possessed person instead of being teleported home. Furthermore, you no longer die if your body is killed due to your own fault. You will only be forced back into your old body if there is nobody nearby to possess, or your target's will is strong enough to force you out.

Pride: People will view your actions as completely normal in your new form and will not question your sanity or inability to "remember" details of your life. You can now fully assume the role of the person and people around you will be very helpful and forgiving with any inconsistencies that they witness. Not knowing the name of people your target knows, or how

to get to his place or work will no longer cause issues.

Greed: You can access your targets memory in order to retrieve passwords and security answers from their mind. Secondly if you possess Greed 1, you may consider your net worth to be boosted by the net worth of your possessed target for as long as you control him. When you leave his body you will lose the net worth, but not lose the use of your powers for this (just possibly moving down a tier or net worth ability).

Gluttony: The more you destroy the longer you will live. Every time you use your power you gain 1 minute of life expectancy. Using is multiple times in a day has progressively stronger effect, increasing the time by 30 seconds each use (1 minute, then 1:30, then 2, then 2:30 adding together). Furthermore whenever you use the power at least 100 times in a day you heal all wounds and diseases you are suffering from.

Lust: Instead of taking full control of a person as though it was your own body you can now be a voyeur and give the target mental commands they must follow. You exist as a ghost in this form able to float around your target to view them and their surroundings. You can feel self pleasure (masturbating despite having no actual body), as well as feeling any pleasure or sensations your target feels. Your target is completely aware that they are being compelled, but as long as you are in control they cannot resist any of your commands.

Sloth: With this ability you can no longer be resisted while possessing someone. Even the strongest of wills are unable to stop you from hopping into control. Over time the target will regain their will and may eventually start to regain control, but that could take weeks, months or even years depending on the target.

Gluttony 1: Bottomless Stomach

You can eat forever and never get full or gain weight. As long as you eat at least twice your daily recommended calories your body will be healthy and you will feel great. All food becomes wildly delicious. Furthermore you become able to devour food supernaturally fast, consuming large portions whole. You are able to process without harm anything edible without injury, disease or other impediments. Feel free to gorge on raw chicken without food poisoning, or a rack of ribs bones and all without discomfort. Nobody will be able to deny you food. You can take food off of a restaurant patrons plate, or begin eating all the donuts in the coffee shop without paying and people will be powerless to stop you or even chastise you for this behaviour, it is your right. Lastly, by denying food to others your power increases and you go beyond simply healthy and happy, you can become nearly superhuman in your physical prowess and euphoric by devouring in excess while those around you go hungry.

Gluttony 2: Hunger Games

You can instil within another person a voracious and consuming hunger. The person will not be able to sate their hunger and thirst but will be forced to try. Instead, you will use his

consumption to fuel Gluttony 1. You will feel strong and satisfied while he compulsively devours things in a futile attempt to quell the pain of starvation. Over time he will become thinner, and malnourished, but will not be brought to the point of death. His hunger will be so strong however that he may try to eat things which are fatal, or illegal, such as poisons or human flesh. You may free the victim at any time after which they will be able to slowly recover.

Lust: Instead of a desire for food, you may instil in a person a lustful craving or fetish that the victim will obsess over. The sexual desire will grow over time to be so strong that it will override the targets normal aversion, preferences or morality. You can cause the victim to compulsively seek out strangers to give oral sex to; to masturbate furiously many times a day; or to become an active pedophile serial abuser and more. With enough time the fetish or desire will completely consume them and they will be able to think of nothing else until such time as you free them, then they will have to deal with the consequences. You may have only one target at a time.

Wrath: Instead of hunger your target will now feel an unbending anger, and sadistic temper that will grow with time. You can focus your targets hate and violent yearnings onto any target person, group or organization. While it may begin as annoyance, and cause him to only argue more, after long enough time he will be compelled to fight, torture and kill his hated enemies. This will satiate your gluttony 1 ability as well.

Greed: The target will now feel a growing desire to hoard cash. However all the money they place in their bank account will be transferred instead into yours. They will need more and more, turning eventually to selling everything they own and even robbing and killing others for more money. They will end up with nothing, and you will have all the money they made. This power can only be used on those of middle class or lesser incomes.

Sloth: You can use this ability to curse a target with a field of entropy. His possessions will degrade at a vastly accelerated rate, food will spoil, and rooms will become more disorganized and messy even as he is cleaning them. His own hygiene will suffer. Yet he will be obsessed with maintaining them. Meanwhile your own life will become easier as your own possessions will not degrade, food that your target lets spoil will charge your gluttony 1 ability, and your home and possessions will begin to clean and organize themselves based on your targets work.

Pride: Not only will your ability help to fuel your gluttony 1 ability, granting you increased physical health and ability, but now it also drains your targets charisma, giving an aura of disgust that others react negatively to. You gain an inverse ability, an aura of majesty that increases with the suffering and starvation of your target. At its most powerful you will attain a presence that will be actively worshipped by onlookers.

Envy: Your target is now infectious. As he becomes more desperate he may begin to wish others were suffering in his place. Whenever he jealously hates another for being without his affliction he curses them to gain it, and his own suffering lessens. The other targets are not infectious and their suffering lasts 1 week unless renewed by this target. If he curses 10 people at one time his suffering is fully abated (at least until the week is over). You gain strength from every target.

Gluttony 3: Ogre Power

Your gluttony 1 power no longer caps at merely "nearly superhuman", and you may now consume any matter you choose by supernaturally devouring it. Stones, knives, vials of acid etc can all be easily bitten and consumed even in sizes as large as a full turkey in one bite. The greater the loss of the ingested item to its previous owner the more it fuels you. You will now grow in size and physical power beyond human limits. With enough voracious consumption you can become strong enough to throw cars, and tough enough to shrug off small arms fire. Your clothes will grow and shrink as you do, and nobody will see anything unusual about your size and power, however your actions will still have normal repercussions if they are illegal etc (throwing someone's car will be considered vandalism and destruction of private property, but nobody will be asking How you did it). Many of the powers below will alter how you physically transform, you may choose which to apply, or even combine them or use none of the physical changes as you wish.

Lust: Rather than growing increasingly large and physically powerful you become more physically beautiful and your sexual attributes become more exaggerated. Sex will now help you fuel your Gluttony powers, the more, and more perverse the better. With enough consumption, or sexual deviance your body can transform into even more deviant forms, permitting inhuman adjustments so long as serve to express your own deep fetishes. When the power wanes, you merely return to normal. No matter how grotesque the changes become they will not be seen as unusual to people, unless you wish it.

Wrath: Performing acts of destruction will now also fuel your Gluttony powers. Furthermore, rather than becoming merely larger and more physically strong you will begin to mutate into a more demonic and dangerous form. Horns will grow, teeth and nails will sharpen into blades and you may even grow functional wings and an aura of flame at its most extreme cases. Nobody will perceive the changes as unusual unless you wish them to be able to see it, and when your powers wane you will return to normal form.

Greed: You are now able to eat money and valuable objects that you own to fuel both Gluttony and Greed 1 powers. Consumed money will remain as part of your net worth forever, although the value they are worth can change due to market fluctuation. Furthermore surrounding yourself in excess shows of your own wealth will empower you. Even while not feeding your gluttony, someone coming into your home, which is covered in massive displays of your riches will find you to be a nearly impossible foe to handle in that environment.

Sloth: You have an aura now, roughly the size of a sports stadium or mall which accelerates the natural degradation of objects. Things will fall apart, cease to work, or decay at a vastly increased rate. Your own possessions, and property are immune to this effect. All decay works to fuel your Gluttony powers, particularly if the decay causes hardship to others.

Pride: As you empower your Gluttony ability you gain an aura of majesty. At its highest state you will be viewed by any onlookers as a literal God (or Devil) and subject to either worship or feelings of intense fear and horror. You will even be able to produce simple miracles such as turning water into wine, healing small injuries, and making a cloud begin to rain, if your

stores of energy are enough. When your power subsides to the point that you are no longer viewed as godlike people will not know it was you, rather they will just believe “the God” had returned to its realm for now. Only people witnessing you directly will know this, and your God form will never be recorded.

Envy: Fuelling your Gluttony power becomes far easier when consuming that which belongs to others, and denying people of necessities. If you are dedicated to ruining other people and withholding from them what they require you can count on maintaining maximum Gluttony empowerment with half the work that other Gluttony users would require.

Greed 1: Money = Power

You are now fuelled by money. Growing your net worth will nourish you, and stop your aging process, and leave you feeling healthy. Losing money, or worse, giving money away, will remove this ability until you are once again profitable. Once you gain your first million dollars you are able to adjust your hair to any desired quality, including body hair. At ten million dollars you can change your face to your ideal. At 100 million dollars you can alter your height and general structure. At 1 billion dollars you can change your entire body, even changing gender and age. At 10 billion dollars you become immune to all diseases, poisons and infections entirely. At 100 billion dollars you are completely invulnerable to harm and no longer need to breathe, sleep, eat, drink at all. If you ever reach 1 trillion dollars you will ascend into demon hood as a prince of hell, and your eternity will be spent in complete bliss.

Greed 2: Lets make a deal

You are now empowered to make special, binding contracts. You are able to trade money, possessions, and physical traits (such as your head of hair, height, eye color, singing voice etc) and it will be magically transferred and binding. For example, you can trade someone 2 inches of your height for 10 million dollars (assuming he possesses the money). Upon signing you will shrink 2 inches, they will grow 2 inches and his money will be instantly transferred to you. Alternatively you could trade the height for 1 inch of penis length if you desired, and since you don't lose actual money, the trade would be good. You can also store these values if you so choose, so if you traded for someone's height, you needn't actually become taller, instead you can store that value of height to trade with others later instead. People you speak to will instinctively know that your trade offers are legitimate without question, and you will attract no unwanted attention or revenge for this power.

Wrath: You can now advertise and deal in violence and death without repercussion. You may now sell your services as a hit man or muscle to perform acts of violence and revenge, or hire others to do the same. Whenever you make such a deal it becomes a legally recognized contract and will not suffer any legal consequences whatsoever. The person hired to commit the act, whether you or someone else, gains no extra skill to perform the feat, but will nonetheless have the advantage of not having to worry about legal problems. You could literally walk up to a target in a crowded mall, shoot him dead, and accidentally injure a

bystander, and you would be able to walk away past cops witnesses who will ignore you. You also are immune to being recognized or publicized for these deeds, so you can continue to work without being spotted.

Lust: You can now sell yourself as the ultimate escort. You can physically transform (including your clothes) into a persons ultimate sexual fantasy and proposition them for sex. You exude potent pheromones during this time directed at your target, weakening his reasoning abilities, and increasing lust. You can only use this form to proposition sex for an appropriate trade from the lust 2 power, and to maintain the form to perform the sexual acts in question. While you must satisfy your customer yourself, you gain enhanced sexual ability, and increased lust for the duration making the encounter more likely to be mutually satisfying.

Gluttony: You are now entitled to make bets instead of trades if you so choose. The target will have a sense that the bet has real stakes, and bets made completely in jest will not work. However any reasonably serious attempt to bet will go through. For example, if someone said "id bet you anything that tom cruise is straight" but he's just using the "bet" as a figure of speech you couldn't go "DEAL" and then be entitled to "anything" from him. However if the man is serious, and positively sure in his position on the subject and willing to shake on it, you absolutely can make that bet and he would be required to give you anything if you won. It would be his fault if he didn't set a price for you losing. In the above example however you would have to prove that tom cruise is gay conclusively, you don't gain the knowledge directly.

Sloth: Finding people to make deals with can be hard work, but with sloth, half the job is done for you. Everyone within the area of a small city who desires something, and will pay greatly for it will unconsciously send signals of their desire and willingness to pay to you. You receive these messages in a non-distracting manner and can search through them easily for any desire/payment you are looking for. You can then contact the person though mental communication and broker the deal. They will know the voice in their head is supernatural and real, but will never tell anyone about the incident.

Envy: You are now able to broker trades between two other people, even if one of the people is not aware of the deal. You gain a fraction of what is traded between the targets. For example, a man may hate his neighbour, and deal with you to take his house from them in exchange for 5 dollars. The man would gain ownership of the house, the target would gain about 4.50 cents and be kicked out, and you would gain 50 cents from the victim, and the man who owns the house would owe you about 10% of the houses value for brokering the trade. You cannot be directly a beneficiary of these types of deals, just gaining your 10% brokerage fee.

Pride: You are instinctively greater at making deals, and people find it difficult to bargain effectively against you. As such you can get 20% more value out of any transaction you make if you spend a few moments dealing for it. Even trades not involving your power are affected. For example if you went into a store to buy a 2 dollar snack you can haggle cashier into giving it to you for 1.60. In the example given in the original power description (2 inches of your height for 10 million dollars) you could either gain 12 million from him instead (if he has that extra money), or you would gain the 10 million but only trade away 80% of the height.

Greed 3: Mogul

Mogul gives you the effects of the Insight Boon with regards to Business, Accounting, and Negotiation. This empowers you with the skills and knowledge in these areas to be considered amongst the top 1% within those fields. Furthermore you have an innate sense for whether those working with you, or negotiating with you are cheating you, or intending to betray you, as well as roughly how. Lastly, any lawyer you need to hire will gain insight into Law while serving you, making him exceptional at getting you out of trouble or reviewing contracts.

Wrath: You now gain specialized knowledge of how to sell military Arms and mercenaries. You learn of local contacts wherever you go that either sell or are interested in purchasing such services. You are immune to injury during a negotiation that goes bad. Lastly you are supernaturally difficult to identify, catch and prosecute for selling arms and mercenary services; as long as you make an honest effort to evade the law and don't make incredibly stupid mistakes like trying to sell illegal arms directly to a law enforcement agent you should be golden.

Lust: You gain specialized knowledge of how to run a prostitution or human trafficking operation. You gain insight into how to locate and coerce/abduct viable targets as well as how to find interested buyers. You are immune from injury or diseases from anyone whom you have abducted or pressured into sex work. You are supernaturally difficult to identify, catch and prosecute for prostitution and human trafficking as long as an honest effort is made to keep the law at bay and you do not make overtly stupid decisions.

Gluttony: You gain specialized knowledge on how to run an illegal sweatshop, or slave labour camp. You gain insight into how to acquire, or coerce the disadvantaged into working for little or no money, and which agencies and people would hire such work. You are immune from injury from anyone who is forced to work for you for less than a liveable income. You are supernaturally difficult to identify, catch and prosecute for running a sweatshop or slavery operation as long as you make an honest effort to evade the law and you don't make obviously foolish decisions.

Sloth: You now gain specialized knowledge into how to make, grow, and sell drugs. You gain insight into local contacts who either buy or sell narcotics. You are immune to harm during negotiations during drug deals. You are supernaturally difficult to identify, catch and prosecute as long as you make an honest effort to avoid the law, and you make no truly stupid choices.

Envy: You gain specialized knowledge into Fencing and Money Laundering. You gain insight into how to find local buys of stolen goods as well as those open to assisting in money laundering. You additionally gain insight into tax laws for the purpose of tax evasion. You are supernaturally difficult to identify, catch and prosecute for these crimes as long as an honest effort is made to evade being caught, and you don't act foolishly with it.

Pride: You can now approach any business or person who is looking to hire and convince them to hire you at the top rate. You need no skills or experience to be hired and are guaranteed at

least one pay check. You will be able to avoid being detection as a fraud for substantially longer than would normally be possible, and people will make many excuses for your work before finally admitting you need to be fired. You will never suffer repercussions or accusations of fraud for this, no matter how inept or harmful your work was to them.

THE CURSES:

Each curse that you take will permit you to select one Boon. Unless stated otherwise you may only choose a given curse or boon once.

The Angelic Returned - Another human has been returned to life somewhere in the world, but he has been given the chance to enter heaven if he completes his own task of finding and killing you. He has no knowledge of who you are, but every time you use your powers he gains an indistinct awareness of the direction to go to find you. The greater your evil, the better his senses guide him to you. His other power is that he ignores any power you have that grants you extra survivability against him. If he shoots you with a gun, you will take the gunshot exactly as a normal person would, even if you had invulnerability and regeneration from other powers, they will fail to work against him. In all other ways he's a normal person.

The Witnesses - Most powers above have innate qualities that prevent people from knowing that you are supernatural, or prevent them from acting against you for using your powers. However 1 in every 100 people affected by, or witnessing your powers will know you are responsible, and understand that you are demonic. They are free to act against you, and may even be able to convince others of what they believe (although this isn't easy).

Time Limit - The process of returning you to life was not perfect. After 3 years you will die again. Powers that extend your life expectancy will still work, but after 15 years even they will shut down and you will die. Its still very possible to do enough evil in this time to gain demon hood. It mainly limits your ability to enjoy earth while you can.

Crippling - Being restored to life has done a number on your body. Your eyesight, hearing, strength and mobility are all lowered by 20%. You suffer minor pains and occasional bouts of sickness and vertigo. While other powers may grant you physical abilities they will always be 20% weaker than they otherwise would have been.

Unknown - After being restored to life everyone will still believe you had died and will not recognize you as your former self. Even though you are unchanged, nobody will know who you were. You are free to start a new life however, but getting identification and legal status is up to you. The more a person knew, and loved you in your old life, the more they will hate and despise you in this new one. Even those who only had small dealings with your old self will be inclined to dislike you. Those who once loved you will be potentially murderously dangerous to you now if you remain near them. Best to get out of the city fast.

Competition - Another anon has been given the same choice that you had. They had chosen their powers and have gone back to the world. However the devil has told you both, that only one of you will get the prize of demon hood at the end, so the race has begun. You have no knowledge of each other, however if you witness the effects of the others powers or meet its victims you will know its cause, and can track down the individual with enough effort by following the trail of destruction.

Fair Play - No playing favourites with this Curse. Anyone you love will suffer greatly, most often based on your chosen powers. If for example you are Lust aspected, your mother may find herself the victim of rape or your girlfriend will fall for an abusive degenerate (other than you). The more you like someone, and the more painful it would be to see them suffer, the worse their fate will be. If you literally don't give a shit about people this curse is just a free boon.

Demonic Challenger - Another Demon really doesn't like, and doesn't want you to succeed in becoming one. This demon is able to come to earth periodically to harm you. He is unable to kill you, or injure you so severely that you cannot continue your quest, but otherwise he is free to be a dick. Once every 6 months he appears on earth for 6 days. He appears within 10 miles and knows roughly where you are at the time of his arrival. He is supernaturally strong and fast (though he cannot dodge, or deflect bullets), and able to coerce other humans into doing his bidding. Expect him to try to hospitalize you, kill your allies, destroy your possessions etc. Killing him during this time prevents him from returning for 1 month for every day on earth his death denied him. When you finally do become a demon this asshole becomes your bitch.

Guardian Angel - A piece of shit angel keeps trying to disrupt you. Once per month it can shut off one of your powers for a day. It will do this at midnight and will try to do it when losing it would cause you the greatest disadvantage. Furthermore once every 6 months it can make someone immune to all your powers and restore some of the damage you may have done to him, either physically, emotionally, or by taking from him. Lastly it will appear to you in a ghostly form from time to time and try to give you a guilt trip. Last a couple hours and is pretty hard to ignore.

Demonic Vulnerability - You cannot use your powers on any devout Christian, Jew, or Muslim who wear a symbol of their faith. You also cannot enter any holy ground, specifically churches, church yards and sites of religious significance. Silver and holy water cause you harm, and can bypass any defensive or regenerative powers you possess. People can invoke god against you to force you to leave their presence in agony if they have reason to suspect you are unholy.

Vampiric Thirst - Your body now needs fresh human blood to survive. No powers will eliminate this requirement. You must drink at least a cup of fresh human blood each month, directly from a living or very recently killed human or you will degenerate and starve. Unless you have special powers to keep you safe, you are on your own as far as procuring this blood and keeping yourself from being caught.

Weaker Power - Your primary Sin does not grant you its 3rd level power. This Curse grants

TWO points worth of boons.

Fewer Powers - You do not gain a Tertiary Sin level 1 power. However you still count as having that sin for the purpose of secondary powers.

THE BOONS

Playing Favourites (cannot be taken if you have the Fair Play curse) - You can choose people to be immune to your powers. Picking a person makes them immune to all aspects of your power forever. Furthermore, you may at will share any positive healing effects amongst those chosen people (which will reduce it in equal measure from you). Note that this power is dangerous, as using it for selfless reasons too often can cost you your demon hood. However the Devil does understand that a person can selfishly desire to keep around them people they like, and so it does not automatically go against you. Lastly, those who you choose can be made to not perceive the evil you are committing, allowing you to maintain a normal relationship with them without them being horrified by your actions.

Specialty Versatility - You may choose an additional Specialty for one of your secondary powers. You may even choose a specialty for which you do not have the requisite Sin. You may choose this ability multiple times.

Power of Friendship - You may choose another person you know to also die, and be revived with this CYOA choice. Alternatively you can just choose to join up with a random anon. Either way, the two of you now join forces, and will succeed or fail together. As long as you are both using your powers for evil, your powers will never harm one another. If you chose the Curse of Competition, your adversary will also have an ally. You may choose this ability multiple times.

Mook - You gain the ability to know when someone within your city or general area commits suicide, and you may revive that person and force them to serve faithfully until you die; at which point they too will die, and go to hell possibly still as your servant if you achieve demon hood. You can only have one Mook at a time, however if your current one dies again you can find a new one. They cannot harm you or betray you in any way, and you can force them to behave in any way you wish (such as serving with a gleeful smile and cheery disposition despite being suicidal and full of hatred on the inside).

Demon Waifu/Husbando - The Devil sends you back to earth with a demonic personal assistant. They are a low level demon who has peak human physical stats and is trained as a bodyguard, secretary, and sexual escort. They will be shaped into the form of your choosing upon coming to earth. They will do anything you ask to the best of their ability, however if you ask it to do anything that isn't related to a Sin it may count against you. Any acts that the demon does will not count towards your ascension to demon hood. For example if you order it to kill someone, it receives all the credit for the act and the suffering that ensues; However if

you ask it to help you, by restraining a target or acting as look out while you perform the task you will still be credited. If you fail to achieve demon hood you will become its bitch in hell, and it will be exceptionally cruel and creative in her punishments. If you become a Demon this servant is yours forever. You may choose this ability multiple times to gain additional waifu/husbandos.

Third times a charm (cannot be taken with Time Limit), the next time you would die you are brought back to life, healed and in a safe place instead. If you would have died of old age you are returned up to 20 years younger and in greater health. Will not work if you are killed by an effect that negates your powers/defences (such as an Angelic Returned curse, or Silver weapons used against you if you have the Demonic Vulnerabilities curse).

Cult of Evil - You can grant a lesser version of your powers to anyone whom you can convince to worship you. These powers are slight and only about 10% as effective, or able to be used 10% as often maximum. The cultist must worship and/or fear you legitimately for this to work. The cultists however gain no blanket immunity from detection or repercussions, but are more likely to evade notice than would be normal. You will never be blamed for their actions however and can freely walk away from the cult if it is exposed without your own involvement being known or punished.

Demon Spell book - You get to return with a book of Demonic spells. Most of them require both a great deal of study to learn, and rare and evil material components (like a child's eye, or the tears of a recent widow). With the spells however you can summon demons (from imps to succubae or even greater demons). Depending on the severity of the spell you can keep them as servants for a time, or gain their advice on a great deal of subjects (their position in Hell grants them some phenomenal insights and knowledge of peoples secrets). Most times the spells will take hours to cast and allow for only singular tasks or questions, but with greater effort and sacrifice you would keep a demon bodyguard or succubus for a week or more before having to renew it.

Insight - The devil grants you knowledge, and training in a subject of your choosing. Upon arriving back on earth you are now a master of the subject and your mind is sharper when dealing with it. Choosing martial arts for example would give you knowledge, and reflexes of a championship fighter, however it wouldn't change your body. Knowledge of business would grant you the financial acumen of a fortune 500 CEO. Seduction would make you an incredibly smooth talker, and even remove your natural nervousness, but wouldn't make you look any more attractive.

Buff (cannot be taken with Crippling) - You return to earth with your body not only healed, but moderately improved. Your muscle mass increases up to 20%, and your body fat lowers by up to that amount as well. If you are shorter than average you gain height until you are average. If above average you gain about an inch more height. Your face becomes slightly more attractive, and your sex organs and features become closer to your ideal. These improvements are noticeable but not drastic and while people will know you are different, they will not suspect the change is anything other than normal.

Lets Try Something New (cannot be chosen with Unknown) - Instead of being revived

into your old body, you can instead choose any person whom you have ever touched and steal their body. They awaken in the body of a homeless person and you take over their life. Nothing will shake peoples belief that you are the same person, or that your target is some insane hobo. Your target will know, but nobody will believe him, and he is unable to harm you.

Version 1.1 Change log

Various spelling and grammar mistakes and clarifications (and probably made many new errors)
Added note about gender/pronouns and tried to alter powers that seemed too geared towards hetero males to include other options (the devil is an equal opportunity employer after all)
All Tier 3 Sins now also have secondary powers, as Tier 2 has.
Wrath 1 changed - no longer forces you to get into fights and has option for either body changes Or combat/tactical expertise
Lust 1 changed from “good guys finish last” to “God of Sex”
Lust 2 now has several options added for how subjects react/remember and what affliction you leave your targets with (no mandatory choices)
Lust 3 changed from “god of sex” to “Instil Fetish”
Pride 2 (sloth) slightly buffed
Pride 3 changed from “The Voice” to “Cult of Personality”
Greed 3 changed from “Market Crash” to “Mogul”
Sloth 3 changed from “Instil Sloth” to “Remote Viewing”
Curse “Unknown” given additional disadvantage
Curse “guardian angel” made slightly weaker
Curse “weaker power” now grants 2 points to account for tier 3s being more powerful now
Several Boons now specify if they can be taken multiple times
Boon “Special Versatility” can be taken with Tier 3s now
New Boon “Mook” added
Boon “Demonic Waifu” given minor nerf
Boon “Lets try something new” now sends your switch target into a newly created hobo form instead of your old body