Divine Anime System
Reili

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Everyday life was monochromatic for Seig, the people passing him looked the same. No colours. No sound. Everything was dreary. He was deemed an outcast as his vacant look in his eyes makes him seem dead.

Until, his maid showed him an anime series. It was an explosion of colours which brought life into his eyes. From then he had always wanted to be like the main characters, making viewers look in awe as they show off their powers.

Even when he was bullied for liking anime he still kept a positive outlook by watching anime. It all paid off when he died a hero and was rewarded with something to help him achieve his dream in another world.

Take these **1000 Chuuni Points**, they will allow you to gain a few skills to help this world.

Location

You can either choose one of the locations below or roll d6 and receive +100 CP to let the whims of fate decide your path.

1.) My Hero Academia
This is a world filled with superpowers known as quirks. They are primarily used by the many heroes and villains. These abilities can range from You will be starting out the same year that the main cast is born. Meaning that you will have approximately sixteen years before canon events start.

2.) One Piece
Welcome to the world of Pirates and Marines. This world follows the story of the future pirate king Monkey D. Luffy. You will be arriving in this world a few weeks before Blackbeard betrays Whitebeard and the Marines attempt to execute Ace. By default you will be arriving on Shank's boat falling out of the sky, but you may choose to arrive in a different location if you wish.

3.) Seven Deadly Sins
The Seven Deadly Sins, a group of legendary knights who conspired to overthrow the kingdom of Liones, were said to have been eradicated by the Holy Knights, although rumors about them being alive continue to persist. Ten years later, the Holy Knights stage a coup d'état and capture the king, becoming the new, tyrannical rulers of the kingdom. Elizabeth Liones, the third princess, sets out on a journey to find the Seven Deadly Sins, and to enlist their help in taking back the kingdom at all costs and fate seems to bring all 6 members of the seven deadly sins together or is it fate? You will be arriving into the setting a few moments before the destruction of Danafor.

4.) Doulou Dalu
In Douluo Continent, the strong prevail and the weak perish. Each person possesses an innate spirit, some of which can be cultivated and strengthened, bestowing its user with various benefits. Those who were born with such spirits can become Spirit Masters, a profession regarded as one of the continent's most noble. This story follows the young hero Tang San. Though our story will start out quite a bit before his time. By default you will be approximately one to two million years before the plot begins. You may choose to arrive at a different point in time however.

5.) The Higher Realms
The Higher Realms are also known as the Realm of the Gods. Once an individual reaches the divine rank they will typically come here in order to get access to better resources. This area is made up of millions of different realms. There are as many gods as you can think of meaning that if you can imagine a concept there is probably a god of it. This realm however is going to be thrown into chaos however once their True God Emperor dies and war breaks out.

6.) Overlord
An office worker in a dystopian world logs onto a video game for the last time only to find out that he, along with his entire guild, has been transported to another reality. After doing so he must adapt to this world and decide what to do. Gifted with overwhelming power and an army willing to serve his every desire he treads the line as he attempts to maintain his diminishing humanity. You will be arriving in this world a few minutes after the story begins and the attack on Carne Village commences,

7.) The Irregular At Magic High School
Magic is a product of neither legends nor fairy tales, but instead has become a technology of reality since a time unknown to people. Supernatural power became a technology systematized through magic, while magic became a technical skill. A "Supernatural Power User" became a "Magic Technician." Magic Technicians (in short, Magicians) are nurtured through Magic High Schools and Universities. This story follows a young man named Tatsuya. He is a genius with a high degree of talent who possessed dulled emotions. You will be arriving approximately three years before the main plot begins.

8.) Free Choice
Lucky you, feel free to pick any of the locations above or choose a location not listed.

Time

You start out three days before the first chapter occurs. Depending on your chosen world you may be arriving at a slightly different time due to the world's timeline.

Age and Gender

Age is freely chosen or whatever makes sense for your origin. Your gender remains the same as the previous jump or you may pay 50cp to change instead.

Origins

You may choose one origin below. Any of the origins may be taken as a drop-in if you wish.

Anime Inhabitant - Free

Rather than being one of the numerous multiversal travelers you are a being from one of the prominent anime worlds that exist. You may freely choose whichever world you belong to. This will primarily affect what setting and powers you are familiar with. For example if you chose One Piece then perhaps you already knew Luffy before the jump starts and you have some basic experience using Haki. Similarly being from Naruto could grant you some basic ninjutsu and you may be friends with the Konoha Twelve.

Transmigrant - Free

It seems the mighty Truck-kun has brought another wayward traveler to the fold or perhaps you came here through another method. Maybe one of the gods plucked your soul from the void and threw it into a world with some power ups. Either way you were from our world originally and now you have been sent to a realm previously thought to be fiction. So what are you going to do now. You could join in and have a grand adventure or perhaps you could simply study the arcane arts.

Member of the Gods - Free

This is interesting, it turns out that you are a member of the Higher Realms. You are likely the child of a god or perhaps you are a being who somehow arrived here. After all there are numerous portals and methods that would allow you to arrive at this location. This doesn’t necessarily mean that you are stronger than any other beings, but given the resources available you could become much stronger very quickly if you are capable of taking advantage of this environment.

Bloodlines

This section allows you to choose from a list of various bloodlines. Some of these bloodlines will alter your species while others will simply bestow special traits upon you.

Uzumaki - 200 CP
The Uzumaki are one of the iconic clans of the Naruto anime and the clan of the titular protagonist Naruto. The notable traits of this clan include incredibly large chakra reserves, immense talent in the art of sealing, and the ability to use Adamantine Sealing Chains. In addition by taking this bloodline you may optionally inherit their signature red hair. Lastly you may choose to be closely related to any of the named Uzumaki characters if you wish. This will primarily only have an impact however if you travel to the Naruto setting.

Gol. D Roger - 200 CP
Gol D. Roger is the legendary pirate who founded the legend of the One Piece and the being who started the Age of Pirates. Taking this option grants you his bloodline which bestows a number of abilities. First you receive maximum talent in haki equal to Roger himself. This includes the ability to use all three types of Haki: observation, armament, and conquerors. Second, you gain the ability to manipulate sea kings. You may choose to be Roger and Rouge's child becoming Ace's sibling. If you do not wish to be his child then you could be a sibling who never rose to prominence.

Divine Dragon Bloodline - 300 CP
The Divine Dragon bloodline gives the host an increased damage with all elemental attacks especially towards fire, further increased defence and increased normal attack. You gain the ability to use dragon fire, dragon pressure, divine pressure and dragon breath. In addition the user will be granted the Divine Dragon soul, which will allow you to summon a divine dragon using any army abilities you possess and as a battle mount.

Archangel - 300 CP
This option grants you the bloodline of the Archangels who are amongst the greatest angels that serve the biblical god. You may choose which specific variation of Archangel you have become. This bloodline grants you a number of abilities. First you gain a high degree of talent with Holy magic and Healing magic. Second, you gain the ability to fly. The speed will depend on how strong you are and how many wings you possess.

Goddess - 300 CP
This is the bloodline of the Supreme Deity who is the leader of the Goddess clan from the Seven Deadly Sins. Choosing this allows you to optionally become Elizabeth's sibling. This bloodline grants you a number of abilities. First is the power of creation. Your power will start off weaker than the Supreme Deities, but you will have the potential to match and even surpass her greatest feats. Second, you gain a high degree of talent when it comes to Holy/Angelic powers like the Graces or the Breath of Bliss. Lastly, you will become a noble being amongst holy and divine beings.

Demon King - 300 CP
The Demon King bloodline grants you the bloodline of the Demon King from the Seven Deadly Sins. Choosing this option also allows you to optionally become Meliodas and Zeldris' siblings. This bloodline grants you a number of abilities. First you gain a high level of talent with curses and demonic magic. Second, you will be born with a powerful body. It will not be as strong as the Demon King's, but it will give you a good foundation to work with. Lastly while not to the same degree as the Origin Demons Emperor you will be recognized as a noble amongst devils and demons.

Zeref - 300 CP
Zeref Dragneel is considered to be the strongest mage to ever live in Fairy Tail. Zeref's bloodline grants you the ability to use any magic, immortality, and Ankhseram Black Magic. This power would normally cause the user to lose control often unless the user disregards all life. Since you are paying CP you may receive complete control over the magic.

Alucard/Dracula - 400 CP
Alucard otherwise known as Count Dracula is the protogenior of all vampires. Receiving the bloodline of Alucard grants you a wide array of powers. This includes true immortality, intangibility, blood control, dead army, absorbing souls, the ability to turn your body to mist, gravity manipulation, and some other additional abilities. The only downside is that the user

must absorb blood every few years or the user will enter hibernation for 20 to 30 years. These powers will start out weakened and they will increase in power as the host does.

Zeus - Varies
The king of the gods and the one responsible for having the most children amongst the gods. Despite this however many of his children inherit Zeus's mighty power and abilities. Some of the abilities you receive include control over lighting, a longer lifespan, a powerful physique, and some other miscellaneous abilities. For 100 CP you may be the child of a weaker version of Zeus like the one from Percy Jackson. For 200 CP you may choose a more powerful version like the Type Moon / Fate Series version. Lastly for an additional 300 CP you may choose to be the child of Zeus and another divine being making you a god. This will turn you into godly equivalent to the realm the version of Zeus belongs to.

Origin Demon Emperor - 500 CP
This option grants you the bloodline of the true Lucifer, the original Satan and lord of all demons. Taking this bloodline makes you a supreme lord amongst demon and devil kind. You will have the same bloodline purity as Lucifer himself. You may choose to optionally have received your bloodline from him or to be his child. In this jump all demons are descended from Lucifer. For example the Demon King from the Seven Deadly Sins refers to Lucifer as his great grandfather.

Custom Bloodline - Varies
This option allows you to design a bloodline of your choice. The exact amount of power and the amount of benefits that you receive will depend on what you are willing to pay. You can use the bloodlines listed above to decide the price. 100 CP would cover most minor clans and individuals from most settings. 200 CP would allow you to purchase something that is good or very skilled in some form of specialty. Most of the stronger clans from Naruto would fall under this category. For 300 CP you could choose something on the level of an end boss or equally powerful figure. Additionally most of the weaker deities fall under this level. For 400 CP you may choose some legendary figures. This includes beings such as the progenitors of most races and some of the ancient gods. Lastly for 500 CP you may choose the true top tier bloodlines. These are the bloodlines who exist almost without equal. For example the Origin Demon Emperor bloodline shown above which is the greatest demon bloodline in this Omniverse. Lastly the powers you receive will depend on your chosen bloodline. Use the examples shown above as a guideline for what benefits you can receive.

Combo Bloodlines

These bloodlines cannot be purchased and will instead be unlocked if you purchase both of the base bloodlines. They combine the powers from their components, enhancing them and unlocking additional new powers.

Archangel + Goddess = Holy

Purchasing both Archangel and Goddess allows you to become a paragon of order and law. This form will take the appearance of a fourteen winged angel with the majesty of a god. Your powers over Holy energy are multiplied a dozen times overs. If you were comparable to a general before then now you are a mighty overlord. Even amongst the true titans of order you stand tall. You have dominion over any holy or angelic being. This will compel them to worship you. This effect will work on any of these beings though it will be less effective on those who are just as strong as you.

Origin Demon Emperor + Demon King = True Demon

By purchasing the Origin Demon Emperor and the Demon King you may acquire the power of the True Demon. A True Demon is an icon of evil made manifest. You gain an unrivaled mastery of demonic powers and energy. Only beings such as God of Demons will be worthy of being considered rivals. Like the Holy bloodline you will become an overlord amongst the forces of hell and evil. You have absolute dominion over these beings which include the undead, demons, devils, succubus, corrupted monsters, and anything else similar.

True Demon + Holy = Heavenly Demon

Should you acquire both True Demon and Holy then you may become a Heavenly Demon. The Heavenly Demon is a beast that defies existence itself. This being is a perfect fusion of both good and evil standing far above both. You possess all of the powers wielded by both sides without any of the drawbacks. Your powers will be able to synergize together multiplying your strength even further. You will gain command over any being included angelic beings, Demons, and anything partially falls under these categories such as Fallen Angels. Lastly there are a number of other powers that are not completely explained throughout the story.

Skills and Perks

All perks are discounted to their origins and the 100cp perks are free to their origin.

General Perks

They Don't Deserve a Second Chance - 100 CP
Heroes are responsible for protecting the innocent and defeating the bad guys. This role however expects them to follow certain rules and actions. One of these is that heroes are not supposed to kill. If they break this rule then the heroes will often be branded as criminals or at the very least vigilantes. Many of these criminals however are monsters and deserve their fates. This results in the public supporting these so called vigilantes. You are one of the beings who receive this support. Any crime you commit can be waived away as long as there is either moral support or support from the public behind you. So killing a serial killer would be fine, but killing someone who J walked is not.

The Readjustment Period - 100 CP
One thing most people don't think about is the way that your mindset must change in certain worlds. For example Seig was given five initial worlds to choose from. He chose My Hero Academia because it would allow him to adjust his mindset without demanding that he immediately crave violence and death like some crueler worlds would. You seem to have already undergone this process or are naturally adaptable. You are capable of adapting and even flourishing in any environment. This includes being comfortable with killing, gore, and violence. You may not like it, but you will never freeze up or hesitate if you undergo a shift like this. Lastly any issues such as guilt from your first kill will be greatly lessened. This does not make you a sociopath or remove anything from you. You only gain the ability to cope and understand these issues.

Puberty, So What - 100 CP
Frankly children and teenagers are capable of making some really stupid decisions. One of the biggest reasons for this is puberty as their bodies suddenly create a bunch of new hormones. This can lead to major personality shifts and the aforementioned stupidity. By taking this perk you will not have to deal with that issue any more. You will now be able to experience the positive effects of chemicals while being able to ignore their downsides. For example you will be able to gain muscle mass from testosterone, but you won't become more aggressive. This perk will work on any chemical including both those which are produced by your body and any external influences. For certain chemicals this will depend

on the intent that they are given. For example an anesthetic could be helpful from a doctor, but someone attacking you could use it to weaken you during a fight.

King of Cooking - 200 CP

Joichiro Yukihira is a truly amazing cook even amongst the world of Food Wars. This perk grants you his cooking style and talent equivalent to his. Should you develop the talent you are given then you can become worthy of being called the true King of Cooking. This level of cooking can allow you to subdue others simply through the taste of your dishes. For example Rei managed to get the Demon King to lower his guard after feeding him a few dishes.

Plot Convenience - 200 CP

One of the main reasons that jumpers go to most settings is so that they can interact with the story. Sometimes however it can be rather difficult to integrate yourself into the plot. By taking this perk then those problems will now be a thing of the past. You will now constantly find opportunities to get involved with the events and characters of the setting. For example when Seig/Rei first awakened his quirk All Might responded to it and when he acquired an apartment it was located next to Midoriyas. You may optionally choose if you wish for this perk to affect certain characters or factions if wish. So if you want to befriend the villains, but not the heroes then you may choose to do so.

Generic Anime Harem Perk - 200 CP

Given how this story focuses on various anime and their tropes it really shouldn't be that surprising that the protagonist is surrounded by beautiful individuals. By taking this you may gain the appearance and charisma of an anime protagonist. First your appearance will be boosted so that you are incredibly attractive. Second, you will constantly encounter individuals that are powerful, influential, and that you find attractive. Third, your charisma will allow you to gain their interest. Lastly, this will make any beings you are interested in willing to be part of

a harem. This perk will resolve any issues and ensure that you can be in a relationship with as many beings as you can handle.

Passing on an Inheritance - 300 CP
While some people prefer teaching others prefer the more direct option. This option is to instead create an inheritance allowing someone to directly acquire your techniques and abilities. They still need to practice the skills you pass on, but it removes the need to be taught anything. This perk is similar to the seal created by Rei. You can pass on literally any ability that you possess. This includes techniques, skills, powers, races, bloodlines, perks, and again literally anything that you have. The only thing that can be passed down are items since this perk modifies someone rather than creating new items.

The Demon Teacher - 300 CP
After a few million years Rei has amassed a massive amount of knowledge. Given this knowledge and his age Rei eventually decided to take in some students and provide occasional instruction. It turns out that he is quite talented when it comes to teaching. In fact while teaching at the Third School his class became known as the Demon Class as each student was incredibly powerful after being taught by Rei. You possess similar teaching capabilities, you could take a class of mediocre students and turn them into legendary warriors.

Quirk Analyst - 300 CP
While Midoriya is an amazing hero, people often overlook his analytical abilities. Just by observing someone in action Izuku is able to identify almost every aspect of their powers and gain insight into any related fields. The impressive part is that Midoriya is able to identify numerous ways to improve their powers and even outright new techniques. By taking this perk your analytical skills are now on par with Midoriyas. You can analyze both your own abilities and those of others. You could use this to improve your allies abilities or you could target your enemies weaknesses.

The Progenitor Lord - 400 CP
The progenitor of a race is normally the first member of a species and often the creator of the species. By taking this perk you may become the progenitor of your species or at the very least their equal. You may choose to optionally be the actual progenitor of your species. Regardless of what you choose you will gain supreme authority over your species and any sub variants. For example Rei was the progenitor of the vampires and demons. This gave him absolute authority over any vampires and demons he encountered. This also makes you incredibly attractive to them. Shalltear, her vampire brides, and Evileye became enthralled after getting close to him and basically threw themselves at him. This effect only

decreased when he restrained his aura. When encountering any demons they immediately kneeled when they were in his presence.

The Divine Anime System - 600 CP

This system allows you to travel to any anime world such as One Piece, Seven Deadly Sins, and Naruto. Later on the system was upgraded by the System God allowing it to travel to any novel world as well. Regardless of the world the system possesses a number of other abilities. These abilities include Status, Inventory, Skills, Shop, Quests, and the Lottery. First is the Status ability, which functions as your standard identification power and stat monitoring system. Second is the inventory which allows you to store objects in a separate space. Time is frozen in this space so you can store food and other items that can spoil. Third is the skills section which simply contains all of your skills. It also gives you the ability to train skills simply by using them repeatedly. Fourth is a shop function which allows the user to purchase items, powers, and bloodlines from any setting. These can range from minor items like an iron sword all the way to something like the Omniversal Origin Devil bloodline. Fifth is the Quests section which generates random quests and challenges for the user to complete. This also grants the user a variety of rewards with the quality scaling with the difficulty of the quest. Lastly is the Lottery system whose function you can probably guess. By acquiring lottery tickets you can spend them and acquire a random item from the shop. The higher the quality of the item the less likely you are to draw it. The exact percentages are listed in the notes.

Anime Inhabitant

I Trained For A Hundred Thousand Years - 100 CP
There are a number of techniques and laws that can only be understood after thousands of years. An example of this is how comprehending the concept of space only requires a few years, but comprehending the law requires over a hundred thousand years. This long period of time can have some very adverse effects on the user's psyche due to the isolation. By taking this perk you will not have to worry about this issue.

You're Named After My Sister - 200 CP
Blood bonds are important connections that can bring both great fortune and a great deal of trouble. An example of this is Seig/Rei's relation to Shoto Todoroki's mother. While he did gain a powerful quirk and some allies he also became an enemy of Endeavor. This option allows you to choose someone from the setting to gain a blood relation with. The exact relation is up to you. You could choose to be the child of a named character and raised by them. Alternatively you could be a random member of their family if they are large enough. You may become a part of their family and if applicable gain access to any abilities they possess. For example if you went to RWBY then you could choose the Schnee family. You would gain their semblance and some traits typical of them like their white hair.

The Power of Seals - 400 CP
Seals are a complex art that are capable of allowing the user to manipulate virtually any type of energy and even reality itself. Taking this perk grants you the skill and potential on par with beings like Merlin (Seven Deadly Sins) and the brightest members of the Uzumaki Clan (Naruto). Some examples of what you will be able to create includes storage seals, healing seals, teleportation seals, size altering seals, a god sealing seal, and an innumerable amount of other seals. If you can think of an idea then there probably is a seal for it.

To Go Even Further Beyond - 600 CP
One of the most important traits of a proper anime protagonist is the ability to utilize a powerful transformation. This perk has two main effects. First you gain the ability to use one such transformation. While you are using it your power will be multiplied ten times over. This form will consume an immense amount of your energy, but it can be trained over time to reduce this drain. Second, is the more important ability you can now unlock additional levels of your transformations. Eventually when you are training a transformation you will hit a metaphysical wall. By breaking through this wall you will unlock a new transformation granting you new abilities and a higher multiplier.

Transmigrant

Mind of a Child - 100 CP
As you arrive in each world the exact method can vary. One of the more common methods however is to be reborn as a baby. This process can be both extremely irritating and fruitful. This perk reflects this allowing you to maintain the joy and innocence of a child. You will always possess that special sense of joy and creativity that children possess. In addition you will be able to act like a child perfectly ensuring that no one realizes that something is wrong if you don't want them to.

Humans Are Greedy - 200 CP
They say that animals die for food while humans die for treasure. This saying is unfortunately rather accurate. Even in the face of blatantly suicidal odds many beings will choose to risk everything to acquire a treasure. By taking this perk you may become exempt from this effect. This means that others will not attempt to come after you or threaten those you care about in order to steal anything you own. Perhaps they suddenly realize that pissing off a god to steal their skills is a bad idea or they simply got distracted by something else. If you want to for some reason you may disable this perk or only have it selectively target someone.

YOU WILL PAY! - 400 CP
After Eve was gravely injured by Ayala, Rei forcefully ranked himself up to Divine rank in order to kill her. This allowed him to fully heal himself and multiply his power dozens of times over. This perk allows you to enter a similar state. You will be able to maintain this strength for about fifteen minutes before you collapse. You will be completely exhausted and unable to use any of your abilities for about a month. You may use this power as many times as you want as long as you receive a sufficient amount of time to rest in between uses.

The Immortal Killer - 600 CP
Throughout the multiverse immortality and divinity is actually a rather common ability. So having measures to kill them is rather important. This perk grants you the ability to kill anyone and to destroy their souls. This will prevent them from being resurrected or surviving a lethal blow in any way. The second aspect of this power is that it can disable any regenerative ability. This includes standard regeneration as well as more esoteric abilities like Hercules’ God Hand.

Member of the Gods

Good Thing They Didn't Call My Bluff - 100 CP
The big problem with powerful finishing moves is that they tend to drain you of all your energy. This can result in you running on empty after dealing with a boss level foe and being vulnerable against any left over foes. This perk makes it so that whenever you use any special moves you can shatter your opponents morale causing them to flee. At the very least any allies you have will have a much easier time dealing with the retreating enemies. In addition this also makes you really good at bluffing so that your opponents do not attempt to try your bluff.

All Energy Conversion - 200 CP
Depending on the worlds you inhabit you may utilize various forms of energy. For example most cultivation worlds use qi, most anime worlds use mana, and a number of entirely different forms of energy exist in other worlds. This perk allows you to freely convert and absorb any form of energy. So if you normally used mana then you would be able to travel to a cultivation world and use qi without issue.

A New Soul - 400 CP
There are some special powers and items that possess their own consciousness such as the Shinigami's Zanpakuto spirits. This perk allows you to awaken a spirit like this within your powers, perks, and items. These spirits will be capable of training themselves even if you are not using them. In addition to this the spirits can synchronize with you boosting the power they possess. You may freely design the appearance and personalities of these spirits within reason. They will be influenced partially by their powers however, for example a sword like Excalibur might act like a knight while a fire based power may have a short fuse.

Be My Successor - 600 CP
Something about you calls out to various powerful beings including gods and other ancient beings. They will seek you out and will do their best to turn you into their successor. This can include any techniques, territories, or special items they possess like domains. In addition they will never use any negative means to do so. So they will never hold you hostage or force you into situations so that you have to rely on them. They may not give up, but they will never do anything that could harm you. The worst thing they might do is trick you into becoming their student or arranging you to be in a relationship with one of their family members.

Powers and Skills

There are a wide variety of powers in this setting due to the multitude of worlds. This section contains an array of different powers from each world. There are some varying degrees of power between the canon abilities and the versions used in the story. These abilities will reflect the version we are shown in the story and may be stronger or weaker as a result. You will receive a 400 CP stipend to spend on powers. You receive three discounts that can be used on any power below. Lastly, you may use the stipend in the Bloodline section as well.

Haki - 200 CP
Haki is a unique power used by the denizens of the One Piece world. This power is the fighting will of the user made manifest. Almost every being in the world possesses it, but only a fraction of them are capable of awakening it. There are three main types of Haki including Armament Haki, Observation Haki, and Conquerors Haki. This perk grants you the ability to use all three of the Haki categories. You will gain talent on par with an average user of the type.

Observation haki is the most common haki power that enhances the user's observational abilities. Some examples of this are seeing the aura of others, sensing their emotions, gauging power levels, and even judging an individual's intent. Purchasing this will unlock all of the sub types of Observation haki including Future Sight and Voice of All Things. Future Sight as you might guess grants the user precognition. The exact amount of time that can be seen varies based on the user's skill. Voice of All Things grants the user the ability to hear the voices of others including animals and even objects.

Armament haki allows the user to manifest their spirit as a weapon. This is mainly used to harden the user's skin making them incredibly resilient to damage. The amount of their body that can be covered increases as their skill level does. Purchasing this will also unlock each level of the Armament haki including Invisible Armor, Hardening, Byogou, Ryuuou, Advanced Ryuuou, and Tribal haki.

Conqueror’s haki is the rarest form of haki and it is said that the users possessing Conqueror’s haki have the qualities of a king. Conqueror’s haki allows the user to enforce their will on others. They can knock individuals with weak wills unconscious and suppress others. When trained to a high enough level the user can also enforce their authority on reality using their haki to attack others and to affect the environment. Lastly as a side effect of imposing their will on others this ability can be used to tame various creatures.

Heavenly Tribulation Lightning - 200 CP
This power allows the user to summon and control Heavenly Tribulation Lightning. This lightning is used to temper ascended and divine beings once they attempt to reach the Divine rank. This allows the host to gain the control of the strongest form of lightning. The lighting is capable of scattering souls rendering them unable to reincarnate. In addition possessing this grants the user a connection to heavenly laws allowing them to comprehend concepts and laws much faster than normal.

All Weapon Mastery - 200 CP
This is a relatively common skill possessed by many gods related to combat and other beings that possess extended lifespans. This skill grants you complete mastery over any form of weaponry. This includes any cold weapon such as swords, spears, etc… as well as modern weapons like rifles and even futuristic robots. You will become as talented as a true master of your chosen weapon. For example using a spear you could become as talented as Cú Chulainn and Scathath. You will gain this level of skill with any weapon you pick up or use.

Perfect Mana Control - 200CP
Refining your control over your abilities is a simple, but complicated task that all true experts must complete. As your control increases you can perform more numerous and greater feats. This power grants you absolute control over any sources of energy you possess. This includes magic, ki, chakra, or any other type of energy you can acquire.

Perfect Body Control - 200 CP
While it is useful to have magic powers you should never forget to neglect your body. This skill reflects this aspect and grants you perfect control over your body. This includes aspects such as flexibility, control over your bodies systems, and subconscious actions. This perk makes body cultivation significantly easier, in addition to a number of other benefits.

Samsara Eyes - 200 CP
The Samsara Eyes are the perfect ability for an assassin. They allow the user to see the weak points of their enemies and allies. This normal is represented by red dots that appear on the bodies of others. The second ability is that the user becomes capable of seeing through illusions. The final ability the user can gain is the ability to see the life and death of anything when cultivated to the max level.

The Eight Gates - 300 CP
The Eight Inner Gates are a special set of limiters within the body. These gates restrict the user's energy flow in order to protect the user. This perk allows you to open these gates so

that you can unleash more of your potential and power. Each gate greatly multiplies your power, but each gate correspondingly increases the strain placed on your body. The final gate is capable of killing the user due to the sheer amount of energy that is unleashed. For example when Gai used it against Madara he was almost able to kill him and he earned Madara's respect. This power will grant you a talent with the gates and body cultivation on par with Lee and Gai.

Bathing in the Dragon's Blood - 300 CP
You are one of the rare warriors who has slain a Divine Dragon and bathed in its blood. Doing so has granted you multiple new abilities. The first effect is called Divine Dragon Slayer. This boosts damage against dragon type enemies by +200% and +300% damage against all types of Dragons. You instinctively inflict deep fear against dragons. The second effect is called Divine Dragon Body which grants the following effects: +500% Defence, -200% Damage taken, +150% Elemental defence, and +100% Elemental Damage.

Asura War God - 300 CP
By becoming the Asura War God you gain access to the War God's Domain. This power is separate from the Godly Title: War God. The user gains access to the domain of the War God based around the power of the cultivation world Doulou Dalu. This domains suppresses approximately 20% of your enemy's strength within the domain while boosting your speed, strength, and defence by 15%

Might of Atlas - 300 CP
The Might of Atlas is one of the spirit rings formed by Rei. This ring grants three powers. The first is Tremor from the tremor tremor fruit. It allows the host to control tremors. The second ability is Hak which allows the user to use all three forms of haki. The third ability is called Aegis which is capable of creating a shield of energy around an area. The shield will not break as long as the user provides enough energy. The shield contains an upper limit and will break if surpassed in one strike. The user cannot move when using Aegis. The final ability is a passive boost which includes the ability to increase your defence, strength, and speed by a factor of 15% at all times.

Unlimited Blade Works - 300/400 CP
This is one of the most iconic abilities from the Type Moon series used by Shirou Emiya. This ability allows the user to recreate any weapon that they have ever seen or encountered. For 300 CP you may acquire the standard version of Unlimited Blade Works. This version allows the user to recreate swords and similar weapons. In addition the user also has the ability to gain experience from each weapon's history. For example if you wielded a sword used by a legendary expert you could learn their style and become just as skilled as them. If you are willing to pay an additional 100 CP you may upgrade this into

Unlimited Phantasm Works. This allows you to recreate any item that you encounter. In addition to this you can also create your own Phantasms with this power and make the created versions of your gear permanent.

Mindscape - 200/400 CP
The mindscape is an area within your soul that allows you to train any of your abilities. You can train and manipulate your powers within this realm and the training will actually increase your control in the real world. The other main advantage is that time goes faster in your mindscape. The time dilation will increase as your soul grows in power. In the beginning it may only be 1:2, but if you have a Sovereign grade soul then the dilation may be 1:1000. For 200 CP this will only affect your techniques and any mental aspects. If you are willing to pay an additional 200 CP then you will be able to apply the physical effects in the real world. This means that any physical training and muscle memory you develop will be applied to your body. So you will be able to greatly increase the amount of time you can work out.

Sage Mode - 200/400 CP
Sage mode is an ability that refers to a complete balance and synergy with nature. This state is normally reached by those who achieve inner peace or tranquility with the world. The 200 CP option grants you a passive Sage Mode that allows you to absorb nature energy and makes you appear more friendly to any nature aligned beings. This includes animals, spirits, and any form of plant life. For an additional 200 CP you may upgrade this to Divine Sage Mode. This state is far more powerful than the normal sage mode due to its power coming from the concept of nature, the elemental law, and the weaker sage mode state. This state will greatly multiply all aspects of the users power and deepen your connection with nature aligned beings even further. You will become a veritable god of the wild and nature. This and the original Sage Mode are identifiable due to the appearance of tattoos across the user's body. This mode can be maintained almost indefinitely and the user will feel serene while using it.

Full Counter - 400 CP
Full Counter enables its wielder to reflect attacks aimed at them back at their enemy, but with more than double the power; therefore, the stronger the opponent's powers are, the stronger the user's power becomes. However, there are also many drawbacks to Full Counter: the user cannot initiate any attacks themselves, and they would not be able to reflect attacks if the opponent does not allow them to read the nature and timing of their attacks.

There are two variations of Full Counter. The first version is the one that Meliodas uses which can only reflect magic based attacks. This version of the ability is useless against

any physical based attacks. The second version used by Estarossa which can only reflect physical attacks. You may purchase this ability twice to gain access to both versions of the power.

Sin of Gluttony - 400 CP
The Sin of Gluttony is a powerful ability that Rei gained after he entered the world of Seven Deadly Sins. It grants the user three main powers. The first is the power of Gluttony which allows the user to eat all forms of energy to replenish one self. This includes unique sources of energy such as demonic and angelic magic. The second aspect is Storage which allows the user to store access energy into a separate reservoir. The third and final power is called Discharge. Discharge allows the user to release all energy stored in the reservoir in one attack. The only weakness of this power is that it requires you to store energy. If you do not have any energy stored then you will be unable to unleash any attacks.

Transcendent Trajectory EX - 400 CP
What was initially a spear technique, evolved to become a weapons technique due to Perfect Weapon Mastery. With the skills used to make this, the potential of this skill had surpassed it's original. What would have been easy to dodge by people over Divine Rank 5 now becomes a sure hit sure kill for those not in godhood. The problem is what about after godhood? Should the user fuse this skill further allowing it to evolve it may even change the heavenly fate itself.

Celestial Gluttony Cells - 400 CP
What was originally the Gourmet Cells, evolved after fusing with divine powers. Users can eat anything in this world and benefit. As the Celestial Gluttony Cells, the demon that manifests is a heavenly demon that the user controls. Power multiplier can be applied depending on how much fuel you have stored. With each 'meal', you store a certain portion of the power generated into a storage tank which will be used to fuel the heavenly demon manifestation. Power multiplier can be increased should you increase the fuel burned per second.

Godly Title: War God - 400 CP
As the almighty god of war, not only is your physic powerful but your power output is heaven defying. The more enemies there are the more power you gain as the desire for war flows through your veins. There is no upper limit on this effect. As long as more of your foes are marshaled against you then your strength shall continuously rise. This boost will remain in effect as long as the battle is continuing. So you will not grow weaker until the fighting has ceased and blood no longer flows.

Godly Title: Goddess of Fate - 400 CP
The goddess of fate title was an ability possessed by Rei's sister Kyra. This title allowed her to resurrect herself once every 24 hours no matter how severe the injuries were. Even destroying her soul would not work. This ability however is only effective only per day. Once you have been resurrected then you will permanently die if you do not have another means of resurrection.

Blessing of the Akashic Records - 400 CP
This is the blessing of The Akashic Records. It is designed to assist any being in rapidly gaining power. The blessing causes the user's cultivation to passively increase at a fast pace. Second, the user's body will be passively refined every second on its own. You could literally be laying on a bed doing nothing and your body would be refined continuously. The third effect is that the user's soul will undergo strengthening every week automatically. Lastly the user's will power will be greatly increased due to hidden resistances gained.

Celestial Title: The Librarian - 400 CP
Whilst not as powerful as God Titles, The Librarian is a goal that many mortals and gods alike have sought out. The one perquisite is for the title holder to gain a moderate link to the Akashic Records. As The Librarian, you have access to the Akashic Records/the books of the universe which records every event that had or would happen. However, understand that peering into the past is easy but peering into the future has a cost. You may freely access any information from the past of any universe. Looking into the future however will require you to pay a corresponding cost to the information you want to access. This is because you are essentially altering reality to force the outcome you desire. If you purchase any skills related to the Akashic Records aside from the Blessing of the Akashic Records you receive this for Free.

Element Physic - 400 CP
This option allows you to gain the power of elemental physics. These powers embody the elements and grant the user incredible power. Each option costs 400 CP, you may buy this as many times as you can afford.

- Purifying Flame Physic: The strongest flames of gods that can purify all have been absorbed into your body. You are the catalyst to these powerful flames which every god fears should they be used with the power of a god. This is the first time in history that a person can freely wield the purifying flames. A feat not even the element god could succeed in but instead gain a lesser flame. When someone attacks you with any form of fire, you will absorb 90% of the damage and convert it into health, energy and stamina.
- Heavenly Water Physic: Holding all the powers related to water, even the Greek 'god' Poseidon will bow to you. Whilst this achievement had been gained before, it

was never this fast. When someone attacks you with any form of water, you will absorb 90% of the damage and convert it into health, energy and stamina. Continuing to all the other trials, Rei completed them in breakneck speeds having gained his epiphany in the fire trials.

- Heavenly Earth Physic: Wielding the mighty power of everything to do with the Earth below one's feet. You now hold the defence and power of Earth. When someone attacks you with any form of earth/rock, you will absorb 90% of the damage and convert it into health, energy and stamina.
- Heavenly Wind Physic: Containing the power of the wind, you are free and forever moving. You have the speed, the cutting power and the adaptability of wind. When someone attacks you with any form of wind, you will absorb 90% of the damage and convert it into health, energy and stamina.
- Heaven Piercing Lightning Physic: Amassing the power of the Heaven Piercing Lighting. You wield unmatched attacking potential with this element. Whilst the Heavenly tribulation lighting allows for you to destroy a person's soul, there is also the chance for you to help them increase their cultivation. The Heaven Piercing Lightning is pure attack no defence. It's all or nothing. When someone attacks you with any form of lightning, you will absorb 90% of the damage and convert it into health, energy and stamina.
- Conceptual Element Physic: Wielding the conceptual elements such as time and space, you have surpassed the conventional elements. When someone attacks you with any form of conceptual element, you will absorb 90% of the damage and convert it into health, energy and stamina.

Devil Fruit - 200/300/400 CP

Devil fruits are mysterious fruits scattered throughout the world. These fruits grant powerful abilities to the beings who consume them. By taking this power you will gain the power without the normal weakness to sea stones and water. The exact fruit will depend on how much you pay.

- For 200 CP you can acquire an average devil fruit. This will cover most of the Paramecia fruits and most of the Zorn fruits.
- For 300 CP you will be able to choose a Logia fruit and some of the stronger fruits. This will include some of the Paramecia fruits like the Ope Ope no Mi and the Ancient Zoan like the Ryu Ryu no Mi, Model: Spinosaurus.
- For 400 CP you can choose the most powerful devil fruits such as the Mythical Zoan like the Uo Uo no Mi, Model: Seiryu, the Dark Dark Fruit, and the Tremor Tremor Fruit. Lastly you may freely design a fruit based on the amount you pay.

Powers of a Soul - 200/300/400/500 CP
Within the Bleach multiverse there are countless different powers. One of the main powers and most notable is the various release states used by different factions. This includes the Bankai of the Shinigami, the Resurrección of the Hollow/Arrancar, and the Sternritters designation used by Quincy. This option allows you to purchase canon ability or to design your own based on the amount you pay. This option will grant you the spirit, the shikai, and the final release of the user.

- For 200 CP you may acquire an average power such as Giselle's ability to turn anyone to stone by covering them with her blood, or Grimmjaw's Pantera which grants him a number of powers based on a panther.
- For 300 CP you can choose one of the stronger powers like Muramasa, Baraggan's Arrogante which gives control over time and decay, and Bazz-B's The Heat which gives him incredibly powerful flames.
- For 400 CP you can choose one of the strongest powers from the setting. Some examples of this level include Yamamoto's Ryūjin Jakka, Ichigo's True Tensa Zangetsu, and Aizen's Kyōka Suigetsu.. Should you choose a power with its own spirit like the Shinigamis zanpakutos then you may choose whether they come with the power as well. Should you keep the spirit then they will become loyal to you. In addition you may combine this with the This is my Second Form power to add an additional stage to this release. For example you could gain a Segunda Etapa for a Hollow Resurrección. Ulquiorra Cifer will cost 400 CP and you may gain his Segunda Etapa without this however since he is a unique character and the only one who has demonstrated this power.
- The final option is that you can pay an additional 100 CP to add on the abilities from other versions of the setting. For example if you choose one of the Espada then you would unlock their Hogyoku Infused states and any additional powers they gained.

Martial Spirits and Spirit Rings - Varies
Martial Spirits are the main cultivation method used in the world of Doulou Dalu. Each spirit can take on one of three forms. These forms include Tool spirits, Beast Spirits, and Body Spirits. Each spirit is capable of storing nine spirit rings. These rings typically are the spirits of another being or a skill they possess which grows in power corresponding to the ring's age. For example most cultivators use the spirits from various spirit beast that they kill. You however will be able to use your own bloodlines, transformations, and other powers as spirit rings. In addition if you are willingly to pay 500 CP instead then you will have a Twin Martial spirit. This allows you to choose a second Martial spirit and you may potentially gain an additional 9 rings. Next regardless of which level you purchased if you are willing to pay an additional 100 CP then you will gain the ability to age your own spirit rings. This means that like Rei you can cultivate all of your rings so that they are over a million years old.

Lastly if you find something stronger or wish to replace one of your rings you may remove one to gain a new ring.

Godly Title: Element God - 500 CP
As the god of the elements, you wield and absorb every element that is aimed towards you. This ability alone is not as strong as the elemental physics, but is effective over every elemental. Lesser forms of elements are absolutely subservient to you. These elements include all of the non conceptual elements. Combining this title and the elemental physics make you a true god of the elements and virtually immune to elements. You may freely manipulate the elements and combine them at will. You may absorb the elements to replenish your own energy and to take command over your enemies elemental abilities.

Godly Title: God of Nothingness - 600 CP
As the God of Nothingness, you are nothing yet something. Everything came from nothing thus it must eventually return to nothing. Nothingness was special to begin with. Everything came from nothing. The state of nothing gives the user the power to absorb everything that comes their way, including the backlash of god titles. This means that they can inherit the power of every god title. There are a number of other powers granted with this title, but the main ones are listed above.

Ultra-Instinct - 600 CP
Harnessing the power of instantaneous reaction and instinctual combat, you drastically increase your battle prowess through breaking your limits/shell. This state is only reached by warriors who have become completely in tune with their instincts. Even amongst the gods this is considered a rare ability. For example the System God only had a natural compatibility of 10% with Ultra Instinct. This power will greatly strain the user's body at first, but over time it can be trained and mastered. This will increase the power you receive as well as decreasing the stamina drain.

Godly Might of Saitama - 600 CP
This power grants you the might of the One Punch Man. This ability allows you to break through the limits of your body, causing your strength to be boosted exponentially. Your strength will receive a multiplier which is proportionate to your body cultivations. As a normal mortal you may become as powerful as a mythological creature. As a god you could gain the power to shatter galaxies with a

single punch. There is no upper limit as long as you are capable of strengthening your body continuously.

Limitless Transformation - 800 CP
This is the nen ability possessed by Gon Freecss. The ability Limitation Transformation allowed Gon to gain the power he'll ever have in an instant. Or rather enough to defeat the foe in front of him. This means that you will gain enough power to defeat any foe that you face, but you will have to pay an equal cost. Merely using this ability for a few seconds exhausted the System God and nearly killed him. Since you are paying for this ability with CP your version will have the ability to be trained. This can reduce the cost when using this power. Regardless of how much you train this ability, one cost will remain steady however. After using this transformation you will be exhausted and require rest before you are capable of fighting once more.

Library of the Heavens Path / Akashic Records: Knowledge Branch - 800 CP
The Library of the heavens path can record anything the user sees. This included cultivation techniques and the knowledge provided in different occupations. However, the more accurate term to deem this is the Akashic Records - Knowledge Branch. As part of the Akashic Records, knowledge is recorded in this section. Knowledge is the focus. One can pass on knowledge or choose to retain it. As you learn to harness more of this power you correspondingly gain access to more and more knowledge.

Akashic Records: Skill Branch- 800 CP
The Akashic Records Skill Branch is the compendium of all your skills and knowledge. It is said that the Akashic Records contain the events of all that happened in the past, present and future. However, the merging of your skills have created the second Akashic Records which is only accessed by you. You are able to record, reorganise and recreate any skills you so happen to need or want in an instant. However, this is only limited by the information you know/recorded. Therefore, it cannot make anything you don't know about. In addition this ensures that you will remember every power you possess, and will be able to cast them at will.

Akashic Records: Heavenly Fate Insight Branch - 800 CP
The Akashic Records Heavenly Fate Insight Branch allows the user insight into the fate of any being. This branch can be used to peer into the future of any being predicting their actions and their fate. This can be used in combat allowing the user to avoid their attacks and function similarly in other situations. For example you could control a conversation or debate as the user will know their opponents words before they can even think of them. This branch is also capable of synergizing with the Akashic Records Heavenly Fate Rewrite Branch allowing the branches to function at their peak capacity.

Akashic Records: Heavenly Fate Rewrite Branch - 800 CP
The Akashic Records: Heavenly Fate Rewrite Branch allows the user to alter the Akashic Records so that they can change the fate of any being recorded within. By gathering information about the target you can change aspects of their fate or even their traits. The main weakness of this branch is that you must possess information about someone to change their fate. So if you do not have any information then any changes will be made random at best. This branch is also capable of synergizing with the Akashic Records Heavenly Fate Insight Branch allowing the branches to function at their peak capacity.

The End - 1200 CP
This power is among the most overpowered abilities in all of reality and fiction itself. The End allows the user to copy and master any abilities that the user witnesses. This version allows the user to copy fighting styles, unique techniques, passive skills, and virtually anything that is witnessed by the user. The only exceptions are that The End can not alter your species and while it will grant you the power it can not boost your body. So you could copy an overpowered ability, but not be physically strong enough to use it safely. The final feature and what is probably the most overpowered aspect is that any power is copied at 120% of the user's original power. This means that any power copied will be far stronger than the original ability. This percentage can also be raised as Rei was later able to copy abilities at 150% strength and this percentage could continuously be increased as he got stronger.

Items

All items are discounted to their origins and the 100cp items are free for their origin. In addition, you gain 400cp to spend freely in the Items section. Further purchases will be discounted for items that can be purchased multiple times.

Anime Inhabitant

A Poor Disguise - 100 CP
You would think that a simple scarf would be a terrible method to conceal yourself. This red scarf however is a remarkably effective tool to disguise yourself. While you are wearing the scarf your face will become impossible to identify and any special features will become indiscernible. Should you lose the scarf then it will reappear in your warehouse or your pocket the next day.

Might Guy's Youthful Training Manual - 200 CP
Do you want to get fit and prove that your physical might can surpass anything else in the world? Well then this guide is perfect for you. It contains the insights and lessons of Might Guy. By following this regime you can strengthen your body continuously and let the power of your youth explode! This manual is capable of strengthening your body to equal that of Guy at his best when he actually was capable of killing Madara if you are a normal person.

Jumper's Hat - 400 CP
Welcome to Jumper's Hat, this is a business that closely resembles the Boar's Head from Seven Deadly Sins. This business will be a bar by default though you may choose a different type of business if you wish. One of the most interesting features is that the business is built on top of a giant creature similar to how Boar's head is built on Hawk Mama's back. This allows you to move the business wherever you want and makes it so that

business is defended by a powerful guardian. Your chosen creature will be virtually indestructible although it will not have an equally powerful offensive measure aside from its body.

This is my Home - 600 CP

The most valuable thing a being from an anime world could ask for here is their own universe. Which is exactly what this option grants you. By purchasing this you may acquire dominion over one universe of your choice. By default this will be your home universe or the location you started in. Also while this mainly refers to anime universes you will not be limited to those choices alone. You may also choose any novel worlds as well as anime worlds. You may purchase this option multiple times if you wish to gather additional universes.

Transmigrant

Currency Conversion - 100 CP
One of the problems that you might not think about is acquiring funds when you travel to a new world. After all, just because you have money it doesn't mean that they are going to accept whatever currency you possess. This is a machine that automatically converts any currency you possess into one that fits your new world. You can insert any currency or treasure that you possess. You will be given an equal amount of currency from your current setting. For example if you shoved a high purity cultivation crystal you could receive a certain amount of gold equal to its worth in the setting.

Sacred Treasure - 200 CP
The Sacred Treasures are the tools and weapons wielded by each of the Seven Deadly Sins. Each time you purchase this option you may choose one of the following items. They include the following:

- Spirit Spear Chastiefol: This is the Sacred Treasure belonging to the Fairy King. It is able to levitate and change its form at will, controlled by Disaster. It was created from the Sacred Tree. Its various forms have different abilities derived from the Sacred Tree and it is capable of evolving.
- War Hammer Gideon: The Sacred Treasure of Diane. It appears as a giant war hammer. It greatly enhances Diane's Creation, and it can cancel magical attacks by absorbing them and channeling them into the earth.
- Twin Bow Herritt: The Sacred Treasure of Gowther. It appears as a pair of luminous energy bows. Formed by Gowther at will. It greatly increases the range of Gowther's Invasion.
- Demon Sword Lostvayne: This Sacred Treasure was used by Meliodas. It appears as an ornamental short sword. It has the power to create clones of the user, although they are weaker than the user. They however are capable of using any unique abilities the user possesses. For example Meliodas's clones were able to use Full Counter.
- Morning Star Aldan: The Sacred Treasure of Merlin. It appears as a crystal ball. Merlin uses it as a medium for her magic spells. The full range of its capabilities are unknown.
- Divine Axe Rhitta: The Sacred Treasure of Escanor. It appears as an axe with a blade shaped like a crescent moon, similar to that of a monk's spade. It has the power to store and release extreme amounts of high heat, which Escanor releases from his body via Sunshine.
- Holy Staff Courechouse: The Sacred Treasure of Ban. It appears as an ornate four section-staff. It can strengthen Ban's physical and mental abilities to their maximum,

as well as lengthen and distort its chain angle, allowing the wielder to attack from any angle at any opponent over a significant distance at an extremely high speed.

Great Tomb of Nazarick - 400 CP
Behold the mighty fortress Great Tomb of Nazarick crafted by the guild Ainz Ooal Gown. The tomb is composed of ten floors. Each floor has a number of special features, treasures, and a guardian. This item will grant you a copy of Nazarick with all of the NPCs, World Items, and everything else held within Nazarick. All of the NPC's will be loyal to you and there will be no other supreme beings like Ainz. Alternatively if you dislike Nazarick you may design your own fortress with an equal amount of resources and NPCs. You may purchase this item multiple times to acquire multiple guilds as well.

The Infinite Expanse - 600 CP
This expanse is a realm of your own. The most unique aspect of it is its ability to grow. This realm can grow and expand as you inject more and more power into it. It will start out around the size of a small island, but it has the potential to become an entire universe. Given enough time and energy this realm could even become an entire multiverse. As the realm expands you will gain the ability to add buildings, and even other lifeforms here. Manifesting these features will require energy with the cost increasing as the power of your manifestations does.

Member of the Gods

Divine/Forsaken Beast - 100 CP
The forsaken beasts are the native inhabitants of the Forsaken Realm. They can range from mere common rank beasts all the way to the True God Emperor rank monsters. This option allows you to receive a dozen divine or forsaken beasts which will follow you. These beings are primarily capable of assisting you in battle and taking on utility roles. For example a hawk could fly over a battlefield observing the field or it could fly down and strike your enemies.

The Seal of Solomon - 200 CP
The Seal of Solomon is a powerful ring that grants the wielder mastery over any demon they encounter. This ring can be used to absorb the power of the demons and to assert control over them. This version of the ring has been enhanced so that it is capable of holding any demonic being and it will prevent the user from being corrupted while using the ring. You may freely summon the demons from the ring or instead choose to use their abilities while they are sealed within the ring. When you receive the ring it will start out empty and you will have to fill the ring on your own.

God Ascension Realm - 400 CP
The God Ascension Realm is the main training hub for the gods. The realm possesses six main areas which include the colosseum, the portal room, the cultivation tower, the Trials of the Gods, the auction house and the recruitment area. The colosseum allows members of the realm to challenge each other. Normally the fighters are teleported out once they receive a certain amount of damage, but you can engage in death matches as well. The portal room allows the users to travel to different realms in order to train. All users who enter will be provided with an escape seal that takes approximately twenty seconds to activate. The cultivation tower is a tower that boost the comprehension speed of its inhabitants and alters time to be twice as fast inside. The Trials of the Gods is an area where rifts appear left behind by other gods. These rifts contain the essence of the dead gods which can be absorbed by others. Next is the auction house which sells treasures from various realms. This house also sells skills from the system and some other rare treasures. Lastly is the recruitment area where the clans gather, teams meet up to head to

the portal realm, and where individuals can hire bodyguards. This realm will be inhabited by a large number of gods who will be loyal to you.

The Forsaken/Divine Realm - 600 CP
The Forsaken Realm is the main area where the forsaken beast resides. It is the counterpart to the Divine Realm where the gods and order reign supreme. The Divine Realm and the Forsaken Realm are two of the most powerful, but far from the only realms that exist here. This option allows you to choose one of these realms to gain control over. You may either take one of the canon realms or you may choose to create your own. If you choose to create your own realm you will have full reign over the specifics. The realm may be made up of any species you desire and the worlds may be structured however you wish. The only restriction is that when you initially create it there will be a limit on how many powerhouses you start with. You will only be able to have forty three True God Emperors at most. This limit is based around the upper strength of the Forsaken Realm when war breaks out between the realms.

Companions

If it is not otherwise specified then each companion receives 600cp to customize themselves, and may choose one origin. All companions are allowed to take drawbacks as well. Lastly companions may also purchase other companions.

Import companion 50-400cp
Depending on how much you pay you can import a number of companions into this jump. For 50cp you can import 2, For 100cp you can import 4, for 200cp you can import 8, and lastly for 400cp you can import all of your companions. Each companion receives 600cp each and gets to pick an origin.

Canon Companion - 0/100cp
If you befriend any of the various beings in this multiverse you may recruit them as companions. After all, if you're going to put that much effort in you shouldn't have to pay for it. If you pay 100cp you may guarantee that you start out with a positive relationship with a character of your choice. This could be a good friendship or some other relationship of your choice.

Capable Sidekick - 100 CP (Free Anime Inhabitant)
One of the staples of a proper anime protagonist is a capable sidekick. This individual is capable of fulfilling the role for you. They possess a wide variety of skills that can complement yours. This also makes it easy to perform things such as fusion attacks. Most importantly is that this person will follow you into hell and back. No matter how bad things get this individual will do their best to support you. You may design their appearance and personality if you wish. Even if you do not they will be guaranteed to get along with you perfectly. Lastly you may purchase this multiple times to acquire multiple companions. Maybe you want to form an entire squad instead of just one sidekick, it doesn't really matter.

You Other Half - 100 CP (Free Transmigrator)
This companion is someone that could truly be called your other half. They match you in every way that you could imagine. In addition to their great beauty, they are also powerful individuals with talent on par with yours. They may not be quite as fast as you, but they will certainly be on par with a protagonist at a minimum. You may choose their personality, species, and appearance if you wish. Otherwise it will be created randomly, Also you may choose this multiple times if you so desire. All of them will get along and love each other just as much as you.

Divine Bro - 100 CP (Free Member of the Gods)
This is an individual similar to the happy go lucky cultivator Vex. They were originally someone from our world who was killed by the mighty truck-san. Afterwards they reincarnated into an anime world, were given a weaker system, and successfully bested the world. Unfortunately the protagonist was still there and as a result they were overshadowed. Since they have been training in the divine realm until they met you. Feeling that you had the aura of the protagonist they've decided to tag along with you in the hopes of getting a waifu/husbando. Perhaps you could assist them or take the role yourself. You may freely choose their race, bloodlines, appearance, and personality if you wish.

Divine Mentor - 200 CP
It seems you have earned the eye of a high ranking god. This is a powerful god on par with the Elemental God, the System God, the Beast God, or the Demon God. They will do their best to train you in their domain and once you become strong enough they will be willing to pass on their laws. This will remove their main authority, but overall it will not weaken them greatly. You may purchase this multiple times if you wish to gain additional mentors. For example Rei had at least five direct mentors and was chosen as the successor of some additional gods.

Your Original Family - 400cp
Reincarnation can make family connections confusing as you can technically have multiple individuals fulfilling every role. For example if you reincarnate five times then you might have five sets of parents, siblings, and other assorted members. This option however allows you to recruit/gain your original family members. You may justify it however you wish. By default you will learn that you are a reincarnated individual and it turns out your original family has been looking for your soul. All of them are powerful members of the Higher Realms. Both of your parents will be at the True God Emperor rank and any other members of your family such as siblings will have the potential to reach this level of power at minimum. Lastly just to clarify you may optionally adjust the total amount of individuals within reason. The upper limit however would be approximately a dozen members. You may freely customize the appearance and personality of these individuals if you wish.

Drawbacks

There is no drawback limit, but make sure you can handle whatever you take.

Supplement Mode - 0 CP
Well it turns out this entire time you only filled out part of the paperwork. You may take this jump and use it as a supplement to a second jump. This will allow you to either merge the two jumps or for you to take all of your purchases into a new world. Just remember you can't run from the drawbacks, no matter how hard you try to.

Self-Insert - 0 CP
So you want to be one of the named characters huh, well if you take the appropriate background, and then you will get to take their place. This won't give you any of their skills unless you buy them however. Otherwise you are free to go in as any character you would like.

Extended Stay +100 CP
For each purchase of this your time here is extended 10 years. Just be careful this world has a number of dangers even to those who stand at its peak. Staying here may give you some more opportunities, but it also carries many perils. Lastly, depending on how long you plan to stay you may need to find some method of extending your lifespan.

Androgynous Allure +100 CP
Congratulations you are considered a very attractive individual. The only problem is that you greatly resemble a member of the opposite gender. Meaning that if you are a male then you are likely thin and possess long hair. If you are female then you probably are larger than most and have a flat chest. Alternatively you will appear as whatever option you would rather not be. The main issue is that you get incredibly irritated whenever someone misidentifies you and trust me this will occur a lot.

The F%ck Did You Say +100 CP
Woah you really need to watch your temper. Like the Fire Demon that was later revealed to be Lucifer that Rei possesses and some notable individuals like Bakugou you have a short fuse. Compared to an average person you can be set up by simple jokes and minor offenses. Your temper can be restrained if you have enough willpower and are capable of controlling yourself. Of course you could always not bother with control, but this is probably going to ensure that you have few if any friends.

Demiurge's Complexity +200 CP
The problem with being too smart is that you tend to overthink issues. One of the best examples of this is Demiurge the archdemon from Nazarick. You will take minor mistakes and actions and come up with convoluted plots about why they occurred. For example

when Rei forgot to suppress his bloodline Demiurge believed this was the beginning of a complex plot to take over the world. You will gain a similar level of complex paranoia. Try not to cause too many problems from previously innocent situations.

You Think You Are Worthy of my Daughter +200 CP
Well I have good news and bad news. The good news is that you have fallen in love with an incredibly beautiful and powerful individual who loves you back. The bad news is that their parents disapprove of you. If you want to stay in a relationship with them then you are going to have to prove yourself. Their parents will likely impose a number of challenges or restrictions on you. Should you succeed in gaining their approval however you may take your new love and their parents if you wish as companions for Free.

Your Body Isn't Strong Enough +200 CP
Your body is rather weak and considered frail for your strength. This condition can cause a variety of issues. First is the obvious one which means that your defense is significantly weaker compared to an average individual. Second, this will prevent you from using a number of straining techniques as well preventing you from acquiring more powers due to the strain. Lastly this will slow down the rate at which any body training technique progresses. It won't be impossible to deal with this, but it will require a significant amount of effort and time.

TIME AND PLACE +200 CP Now there is a certain time and place to handle most issues, but when it comes to you everyone seems to want to do things at the wrong time. People seem to constantly attempt the stupidest actions regardless of the circumstances. For example while fighting All For One the other heroes were telling him to surrender and they were under arrest. They did this in the middle of the fight in front of a far worse criminal. You might not have to deal with these issues often, but you will certainly have to deal with a few of them during your stay.

I Thought I Was Playing on Easy Mode +400 CP
As you grow in power things should be getting easier. In fact when you are strong enough you should be capable of outright steamrolling entire worlds. This drawback changes that and ensures that you will always be facing a significant challenge when dealing with your foes. For example when Rei fought All For One he possessed far more quirks then he did in canon and survived the bombardment of literally a million noble phantasms. Cannon fodder and monks won't be greatly affected, but any notable enemies and bosses will be buffed so that they are a challenge. Minor bosses will make you sweat and major bosses will actually pose a real threat. Any world bosses or endgame baddies will require everything that you've got to beat.

Forgotten Payments +400 CP
It seems that your benefactor forgot to pay for access to the game or failed to upgrade your deal. As a result you have been restricted and aren't allowed to use items that don't belong here. In addition, you have been banned from accessing your warehouse while you are here. You get to keep access to your powers, but any items that don't belong to this universe are forbidden.

Powers Begone +400 CP
So you thought that you could just use your other powers in order to blitz the setting did you? Well now you can't, your out of jump powers have been locked away. If you are going to survive in this world then you're going to do it with the powers that belong to this setting. As a small mercy you will be allowed to use any powers that can fit this setting such as any abilities from the location options or anything else related to any anime series.

You're Family is a Bunch of Psychos +200/600 CP
So it seems that you've got some messed up family members. They seem to have an unhealthy obsession with you. For 200 CP you may select the slightly better option. This will give you a family member like Aiko who can best be described as a yandere with some self control. They will be willing to tolerate others being around you, but they will be obsessed with ensuring that you somehow end up in a relationship with them. If you want an additional 400 CP then you may not only get rid of this self control, but throw them off the deep end. This will instead give you someone like Kyra Rei's sister turned "brother". She was far more obsessed with him and killed him originally when he fell in love with a goddess. She was sealed in Rei's original body

as a punishment by their father since it restricted her power. Another example of her obsession is that she killed hundreds of female gods who Rei met before she was banished.

War God's Wrath +600 CP
The God of War hid his intentions until many of the other gods had fallen. Before this everyone believed him to be an ally and a powerful force of good. Once he revealed himself however he unleashed a powerful array spreading insanity and bloodlust into anyone that it contacted. This effect spread through dozens of universes and the entirety of the High Realms. In addition to this it was revealed that the God of War was the hidden wielder of the Ashakic Records who corrupted Rei's family members including both of his sisters and mother. Lastly the God of War possessed a powerful ability to disable any ability that was known by the Akashic Records. He only died after Rei restarted the multiverse over 400 times and continuously improved his plots along with the system. Taking this drawback will cause the God of Wars attention to be placed on you instead of Rei. He will do everything in his power to kill you and drive you to despair. This will only end once one of you has been slain.

Corruptive Perversion +600 CP
It was revealed at the end of the story that the reason Rei's sisters and mother became evil was due to the corruptive influence from the Akashic Records. By taking this perk a number of the companions that you care for have been corrupted. Not only will they retain their previous abilities, but their powers have been significantly boosted so that each of them can be a credible threat to you. It will be possible for you to remove this corruption, but you will need to capture them first and then purify them. Once the jump ends all of your companions will be purified, though they will probably be distraught once they realize what they did in this jump.

Scenarios

You may take any number of scenarios unless there are any specific requirements. In addition you are unable to proceed to the next jump until you accomplish this goal. All scenarios can take place after the main jump so there is no need to worry about conflicting goals or lack of time. To clarify, you will essentially be taking the jump again, only you will have a specific goal instead of just needing to survive. There is no punishment for failure aside from losing access to the reward of the Scenario. Each scenario you take will give you 500cp as well to spend on the document upon completion.

Ascendant Rising

Congratulations you are now the hero of our story. That's right you will be replacing Seig/Rei. The jump will last until the story ends canonically or you die. You will face all of the challenges that Seig/Rei did without his plot armor and abilities unless you purchased the relevant perks. You will also receive all of the same opportunities to succeed as he did however should you follow his path. Lastly you will receive his memories so that you know what's going on and have his experience.

Reward
For completing this scenario you will receive a variety of rewards.

- First any technique or item you learned/gathered through your journey will gain Fiat backing.
- Second, all restrictions on any ability you gained whether through an action in the jump or by purchasing it will have its limits removed. This will also work with any temporary abilities such as being a realms master. Even if you give up the position you will still retain the power you received.
- Lastly, you will get to take ALL of your friends, family, and forces with you. This will include any territory, empires, and whatever areas you control. You may choose whether they all share a single companion slot or if they are divided up based on their affiliations.

Ending

Go Home: Maybe your time in this world made you realize life wasn’t that bad. Go home with the abilities you’ve gathered and enjoy your life.

Stay Here: Maybe you’ve gotten attached and are determined to make this your home. If you really want to stay here, take +1000 CP for additional purchases and get ready for the long-haul here.

Keep Going: Perhaps this is just one more stop on the road for you. Maybe you did nothing or maybe you changed everything. Regardless, you're determined to continue your journey. Maybe the next world will be a bit nicer than here.

Notes

All perks that have active and passive effects may be freely toggled on and off.

Story Link

- https://ranobes.net/novels/1205311-the-divine-anime-system.html

Overall Ranking

- Common
- Uncommon
- Rare
- Super Rare
- High
- King
- World
- Sovereign
- Ascendant
- Divine
- God

God Rankings

- Low God
- God
- High God
- Peak God
- True God
- True God Emperor
- Transcendent Empyrean God

The Divine Anime System Lottery Percentages

- Common 40%
- Uncommon 25%
- Rare 15%
- Super rare 5%
- High 2.5%
- King 1.5%
- World 0.4%
- Sovereign 0.3%
- Ascendant 0.2%

- Divine 0.07%
- God 0.03%

Chances of better graded items are increased with the special lottery, premium lottery and the divine lottery. When the host draws 10 tickets, the host would get 1 for free. As a first time bonus, common to rare chances are decreased while super rare to king are increased.

Shop Abilities Pricing

- Common - 10 - 500 SP
- Uncommon - 600 - 1,000 SP
- Rare - 1,100 - 10,000 SP
- Super Rare - 11,000 - 100,000 SP
- High - 110,000 - 500,000 SP
- King - 1,000,000 - 5,000,000 SP

Examples of some Abilities Cost

- Godspeed - 40,000 SP
- Railgun (Magical Index) - 30,000 SP
- Flying Thunder God - 20,000 SP
- Haki (Observation, Armament, and Conqueror) - 45,000 SP
- Senbonzakura (Bleach) - 40,000 SP

Worlds Mentioned or Traveled To

- My Hero Academia
- One Piece
- Seven Deadly Sins
- Overlord
- Problem Children Are Coming From Another World, Aren't They?
- No Game No Life
- Bleach
- The Irregular at a Magical High School
- JoJo's Bizarre Adventure
- Toriko
- The Strongest System

To Go Even Further Beyond Example

- Shikai ——> Bankai ——> Shojun ——> Choetsu
- Rei’s Shojun - Realm of the God Emperor
    - Passive- Will of the fallen: With every soldier defeated, the emperor and his personal guards are buffed with a 0.1% increase in power. With every commander defeated the emperor and his personal guards gain a buff of 50%

increase in power. With each personal guard defeated, the emperor and any remaining personal guard gain a buff of 150% increase in power. With all soldiers, commander and personal guard defeated, the emperor gains a buff of 300% increase in power. All buffs stack, buffs are temporary.

- Rei's Choetsu - Gift of God
    - A gift from god in times of need. Everyone who is marked will gain a significant power boost and enter a Bankai State. Overall status is boosted by 500% Pain reception decreased by 98% Energy recovery is boosted by 1000% However, all the pain and fatigue is directed onto the host at a 300% multiplier.

Changelog

- Jump in Progress
- V1 is completed
- Fixed a lot of grammar issues.
- Changed Spirit Rings to Martial Spirits and Spirit Rings
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