A Hero's Journey v1.0 (1560+ Perks)

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Notes:

1. The cosmic warehouse is obtained for free. It has a concrete floor and fluorescent lights and is accessed through a special key. The key, when used in any lock, will allow that door to open to the warehouse, but the door cannot be closed while you are inside of it. If the key is ever lost, it will reappear in your pocket a few minutes later. It is by default 60,000 square feet of empty space that's 10 meters tall. Certain attachments are additional rooms attached to the edge of the warehouse but most must be within the main area. It's left to the readers' discretion and interpretation of the various perks.

Additions appear where you would've decided to place them should you have had the ability to choose where they went. Additions can be moved around as desired.

2. The cosmic warehouse comes with electricity, plumbing, heat and air conditioning by default. It does not have any other amenities such as a bathroom, housing, or internet access. It does have basic metal shelving for holding items, numbered for sorting.
3. Each domain is labeled for how it affects an individual getting these abilities as well as their source. Even if two domains have similar abilities, they affect the person in a different way.
    a. **Home Domain:** These are additions to the warehouse. They may change how the warehouse works in some fashion as well.
    b. **Power Domain:** These give abilities that can be used innately and are not able to be taught to others naturally. Most of these abilities do not grow through training but can be trained to be used more effectively.
    c. **Physiology Domain:** These change the core physical makeup and give benefits that are tied to one's species or physical structure. Every new species/physiology becomes an alt-form that can be used separately or can be merged to combine the innate abilities of the used species. If the abilities of a species are being used, then the species weaknesses are included.
    d. **Spirituality Domain:** These change the soul or spirit in a beneficial way. These can take the form of supernatural changes or the form of enlightenment through wisdom.
    e. **Manipulation Domain:** These give the ability to manipulate energy, the environment, etc. These abilities require training to expand the amount that can be manipulated and the precision of said manipulation.
    f. **Intelligence Domain:** These enhance mental prowess, processing power, memory, etc. These do not give specific skills but enhance the ability to use, learn, and master information.
    g. **Combat Domain:** These increase skill in combat. These come in the form of martial arts, training, etc. These can generally be taught to others and give the know how to use other abilities better.
    h. **Science Domain:** These give knowledge and skill in scientific fields. This is information that can be shared, taught to others, and used to create equipment.
    i. **Magic Domain:** These give knowledge and ability to use magical abilities. These can be taught to others if they have the ability to use said magic.
    j. **Miscellaneous Domain:** These give miscellaneous skills and knowledge all designed to be beneficial in some situation and can be used in conjunction with other abilities.
    k. **Charisma Domain:** These boost charisma by enhancing appearance, giving social skill/awareness, boosting presence, etc. These are mostly innate and cannot be taught to others.
    l. **Perception Domain:** These enhance the ability to absorb/observe information from the environment.

m. **Augmentation Domain:** These augment powers, abilities, etc. to be better than they were before. This can enhance the ability to train them, their overall power, etc.
n. **Reality Domain:** These change interactions with reality, this can be an increase in luck, the layout of reality, etc. They can also change how reality treats individuals and how individuals in reality treat others.
o. **Tools Domain:** These give equipment, weapons, resources, and tools to aid a hero in their efforts to change the world.

4. Anything with the same ability or a similar ability stacks cumulatively. For instance, if two perks give peak human capabilities, then you gain the equivalent capabilities of two peak humans added together

1. **Base Domain (92 Perks) [Top]**

1.1. **Access Key (Personal Reality Supplement) (Free)**: This is a special key which lets you access your Personal Reality and its contents. When inserted into any lock on any door, the door opens to reveal a gateway into your Reality at a predetermined location within it. You are Athe only person who can take the key from the lock, the gateway remains open as long as the key is in the lock, and if the key is ever lost or stolen you will find it in your pocket a few minutes later. You cannot close the door as long as you are inside the Personal Reality.

1.1.1. **Additional Keys (Personal Reality Supplement) (50)**: This Access Key Upgrade gives you additional keys to your Personal Reality. These keys attune to whomever you give them to and cannot be used by anyone other than them or someone they freely and without duress or coercion of any kind allow to use the key. If they lose the key, it will return to them if they are still alive, or to you if they are currently dead. If they die in possession of the key, their body will be transported to your Medical Bay, if you have one.

1.1.2. **Key Link (Personal Reality Supplement) (50)**: With this Access Key Upgrade, you can now close the door while you are in the Personal Reality and use your key in a special podium in the entryway to link your Personal Reality Door to any door in your current Host Reality that you've previously used your Access Key on. If you have extra keys, any door opened by any of them can be accessed. You may also use a recall function to bring up a list of all the doors that have been accessed by any key, thus allowing you to follow a Companion should you so desire.

1.2. **Security System (Personal Reality Supplement) (Free)**: Anybody coming in and out of your Personal Reality is now checked for any authorization you've given them to access it; and should anything about said authorization (or a lack of it) raise any flags in the system, then you will receive a warning about it. This

allows you to define just what sorts of authorization different individuals can have to access your Personality Reality, anything from No Access through Temporary Access and Limited Access to Unlimited Access is possible. All this does is notify you. It does not stop them on its own. A Keyholder's Access cannot be limited by the Security System. Only hand out Keys to those you trust implicitly.

1.2.1. **Detainment (Personal Reality Supplement) (300)**: This Security System Upgrade ensures that anybody without correct access authorization who attempts to break into your warehouse automatically gets detained in temporary cells, which are accessed through temporary doors in your Entrance Hall. The cells are not fiat-backed to hold everyone. If you'd have to exert yourself to fight someone, then the cells aren't going to hold them for long, at least without any upgrades. Detainment will attempt to work on anything that manifests anywhere in your warehouse without proper clearance… as well as anything that had proper clearance and is now clearly a threat. A Keyholder cannot be detained

1.2.2. **Force Wall (Personal Reality Supplement) (200)**: This adds a force-field to the entrances and exits to your Personal Reality. Nothing unauthorized can pass through these force-fields. The field is fully permeable to anything authorized. A Keyholder's Access cannot be blocked by these fields. Be aware, some enemies might conceivably be able to enter your Personal Reality without technically 'passing through' these force-fields. I don't know, but don't assume the Force Wall is utterly infallible. It is also potentially possible that you or your companions might bring something seemingly harmless into your Reality that turns out to be some kind of threat.

1.2.3. **Partition Plan (Personal Reality Supplement) (100)**: This Force Wall Upgrade allows you to set up internal force-fields throughout your Personal Reality. If you have Central Control, they can even be customized with different levels of security. Be aware, a Keyholder's access cannot be blocked by these fields.

1.2.4. **Automated Weapons Security System (Personal Reality Supplement) (200, Requires Central Control)**: This Security System Upgrade adds automated weapon security systems to your Personal Reality. Useful for keeping invading enemy forces from easily overwhelming systems or personnel. You'll need to supply the weapons, but this will provide ammo and targeting systems for the shooting and maintenance and repairs for between the shootings These weapons will not fire on a Keyholder… but can fire very very very close to a Keyholder.

1.3. **Environmentally Neutral (Personal Reality Supplement) (Free)**: By default, the temperature in your Personal Reality is never too hot nor too cold, the air will always smell faintly musty but scent neutral, and the air will always be breathable… even if two different species with different atmospheric requirements are present in it at the same time…. well, as long as both species are there with permission. This won't protect breathing invaders. Earth Standard Gravity will be maintained in all areas, and the air will be just humid enough. This also ensures that there will be minimal dust build-up over the centuries, though there will be some.

1.3.1. **Environmental Controls (Personal Reality Supplement) (200)**: Not only does this allow you to control the temperature inside your Personal Reality… it allows you to change the temperature, humidity, ambient noise, gravity, and airflow to any and all parts of your Personal Reality independently. Want a one meter cube of freezing cold nothingness surrounded on all sides by temperatures that would be fitting for soup? Go for it. This can change the gravity from 0.00001 gees all the way up to 8 gees, the temperature anywhere from -40 °C all the way up to 180 °C. Comes with a tablet that has all the system controls you'll need and a big ol' box of wireless thermostats. The direction of gravity can be easily manipulated in whole or part of your Reality. So if you want to build a Labyrinth style room with doors and stairs going every-which-way, feel free. This virtually eliminates dust build up (1,000th normal)

1.3.2. **Improved Regulation (Personal Reality Supplement) (400)**: Unhappy with the limits of Environmental Controls? This gives you a much greater range. How much greater? You can control the ambient noise level to generate sounds anywhere between -10 decibels and 160 decibels. Temperature-wise, you can range from absolute zero to 15,000 degrees. Gravity-wise, you can completely negate gravity or ramp it up to what is common on the surface of a neutron star. Humidity? Anywhere from 0% to 150%. That's not a very dense fog, that's active rainfall… though this last requires Pipes Pipes Pipes or a very large amount of water in your Personal Reality. As for airflow, you can have F-5 scale winds if you really want them. Hell, go nuts, have the kind of winds only seen in gas giants, the kinds that make an F-5 tornado seem placid. Think Coriolis Winds in excess of 800 kilometers an hour. This eliminates atmospheric dust.

1.4. **Shelving (Personal Reality Supplement) (Free)**: Basic metal shelves to keep your goods on, the kind you find in industrial big box stores, sized for pallets and numbered for sorting. You'll get up to as many as will suit your initial space allotment, but if you don't take all of them, you'll need to buy more on your own… they sell them at most business supply warehouses, ironically enough.

1.4.1. **Storage Solutions (Personal Reality Supplement) (200)**: Your Personal Reality now has a specialized set of construction automatons which can produce the appropriate storage option for anything you know how to safely contain. These golems could make protective cases for your collectables, display cases for your pet universe, or just endless crates to stuff the preserved heads of everyone who has ever crossed you. All such storage items are fiat-backed never to weaken or wear out and can easily integrate any form of security you might have. All will be clearly labeled.

1.5. **Neutral Lighting (Personal Reality Supplement) (Free)**: These lights are nothing special, It's a color-neutral, source neutral ambient lighting system. It's not really that bright… think early twilight gloom, but if you want better, install it.

1.5.1. **Natural Lighting (Personal Reality Supplement) (50)**: Completely natural lighting that looks and feels and functions as good as the real thing (sun, moon, or starlight). Comes with sectional dimmer switches and can be sourceless or from any lamplike object you bring into the Personal Reality. Purchasing this upgrades all sources of lighting you bring in, even things like TVs and Computer Monitors to be perfectly safe and naturally adjusting for minimal eye-strain. This replaces Neutral Lighting and does not require any power source.

1.6. **Basic Accommodations (Personal Reality Supplement) (50)**: This provides minimalist accommodations for you and each companion. Essentially the same thing you'd get in Basic Training in the military. A barracks with a bunk and a locker and a camp toilet. If you bought Plumbing, this improves to include a communal shower and toilets. In fact, someone need not be a companion for this to work. Anyone you allow into your Personal Reality will be allotted a similar level of basic living quarters, thus allowing you to turn your Personal Reality into a refugee center if you like. If you have Basic Nutrition, this will provide any such guests as you may invite into your Personal Reality with very basic food equal to 1200 Kcal a day, totally vegetarian. This can support up to a maximum of 1 person for every 4 cubic meters of space in your warehouse per day.

1.7. **Shooting Range (Personal Reality Supplement) (50)**: This adds a high tech shooting range to your Personal Reality so that you and your companions can practice your marksmanship in a safe environment. The Shooting Range comes with a fully functional but harmless copy of any weapon you're familiar with. They have the exact same weight, balance, and accuracy. These duplicates are colored like nerf weapons so you don't get them confused if you accidentally take them out of the Range. If you also have the Underside or Arena, you automatically get a self-reconfiguring laser-tag arena. If you have both you automatically get an urban combat training course, and if you have the Woods,

you get an outdoor shooting range / wilderness combat training ground. If you have Weather Control, you can change the terrain and climate inside this zone. Said zones' size depends on how much space you have. If you're running with only Starting Size, your Laser-Tag Arenas are going to be 40 m on a side and 2 stories tall. Every size expansion applies to the arenas as well, doubling the height and multiplying the footprint by x100 (400 m x 400 m x 4 stories, 4 km x 4 km x 8 stories, 40 km x 40 km by 16 stories, and so on.)

1.8. **The Big Pool (Personal Reality Supplement) (50)**: This requires Pipes Pipes Pipes. An Olympic Water Park (diving pool, swimming pools, warm-up pools, etc) is added to your Personal Reality. The pools upgrade with all the newest tech if you have Central Control.

1.8.1. **The Bigger Pool (Personal Reality Supplement) (50)**: This Big Pool Upgrade adds a lazy river and an entire indoor beach complex to your Aquadome. You know, like they have in Japan. Because those things are absolutely titanic, the footprint of this will not be taken from your available area unless you've bought three or more size upgrades to your Starting Size. Don't try to store things in here… they'll get very wet and sandy.

1.8.2. **Let's Have Fun (Personal Reality Supplement) (50)**: This Big Pool Upgrade adds waterfalls, jumping decks, and other similar stuff for your pool complex, including a wave pool and a dozen different water slides of the kind you'd find at the best water parks. This includes small coves for more private types of fun, or massaging pools for relaxing water massages.

1.9. **Jumper Total Fitness (Generic First Jump) (100):** You have access to special workout facilities. These facilities, besides being an absolutely amazing gym, will adjust to provide a good, safe workout for you, no matter how great your physical abilities become. It also includes facilities for safely and effectively training any special abilities you might possess, no matter how powerful or dangerous those abilities are. This attaches to your Warehouse after this Jump.

1.10. **Meditation Room (Generic Fist Jump) (100)**: This room is perfectly designed for you to meditate in, with whatever decorations, features and facilities will help you focus and clear your mind to the utmost degree. It provides a massive advantage in training in any sort of spiritual pursuit or anything else that requires long periods of contemplation.

1.11. **Large Kitchen (Rune Factory) (100)**: Comes with a fridge and every type of appliance needed to cook any dish. Comes with a cookbook that contains every possible recipe in a digital hub that updates with every jump or culinary advancement in the world.

1.12. **Large Laboratory (Rune Factory) (100)**: Comes with a laboratory storage and every type of appliance needed to produce medicine, herbs, seeds, and anything else that could be considered medical or related to it. Comes with a book that contains instructions on how to make every possible medicine, treatment or anything else on the subject in a digital hub that updates with every jump or medical advancement in the world.

1.13. **Big Belly Burger (Arrowverse) (100)**: There is only one constant in all the multiverse, & that is Big Belly Burgers. It has been dubbed the “tastiest burger in all the multiverse” & it would seem that your benefactor agrees! That’s why she’s installed a mockup BBB in your warehouse, with classic choices always available but also specials that are only available in your current jump. Even has a never ending soda fountain with all the classic American soft drinks: Coke, Pepsi, Dr Pepper, Sprite, and Mountain Dew. Shakes are also available in any flavor you can think of. Your meal will be available as soon you order so no need to wait!

1.14. **Resource Generator (Toaruverse) (100)**: Buying materials and resource cost too much time and manpower especially if the materials or recourse that you need are limited or rare. You gain a warehouse full of materials and resource no matter how common to how rare it is that you need to build any technology that you want. It replenishes used materials every twenty-four hours after you took it out the warehouse additionally it records and replenishes any materials that you add in your warehouse. After jump it would become a warehouse add-on or be inserted near your starting location.

1.15. **Hot Springs (Re: Monsters) (100)**: This small collection of natural hot springs is perfect for relaxation, easing physical pains and helping to unwind mental stresses. By default, these hot springs are unfurnished and simply out in the wilderness. In future jumps this hot spring (and onsen if applicable) can be a warehouse attachment or imported into the world in a location of your choosing.

1.16. **Trophy Room (Young Justice) (100)**: Purchasing this adds a room in your warehouse with several cabinets, display cases, and bookshelves for displaying your various collections and items, as well as ample space for anything else you may wish to display, including statues and paintings. In addition, you can choose to purchase this again to gain any one item from each previous Jump that you’ve completed for display purposes only. Attempting to use it for anything besides display purposes will cause that item to disappear in a puff of smoke and become lost forever. If you’d prefer, you can instead choose to receive expertly made artwork that’s related to the setting in some way. Seems to grow slightly with each completed Jump.

1.17. **Who's Got the Powa (Personal Reality Supplement) (100)**: This provides enough electricity to power a city the size of New York City or London, forever, with nary a brown out or power fluctuation ever. It also comes with all the basic wiring hookups, surge protectors, outlets, circuit-breakers, routers, etc you might need… but you'll probably want to get a qualified electrician in at some point… or pick up a companion who does that kind of thing. Purchase of this supplies all facilities inside your Personal Reality with electrical hookups.

1.17.1. **POWER OVERWHELMING (Personal Reality Supplement) (400)**: Not enough power? Okay, this Who's Got the Powa Upgrade means that your Personal Reality is now hooked up to the full power of a Sol-Class Star encased in a Dyson Sphere. Congratulations, you're now a Kardashev II civilization. If this isn't enough power, you need an intervention.

1.17.2. **An Intervention (Personal Reality Supplement) (800)**: Well, okay. you asked for it. We need to have a talk about how you're using this much energy. Congratulations. with this Upgrade to Power Overwhelming, your warehouse now produces as much raw energy as you need to run all your devices… yes, even if that's a billion UWS (Universe Watts Per Second… or as much energy as an entire Universe contains per second). Seriously though, you need help.

1.17.3. **Tashi Station (Personal Reality Supplement) (200)**: Did someone say 'Power Converters'? This Upgrade to Who's Got the Powa means that your generator now pumps out any esoteric energy type your Personal Reality's equipment or city-like objects might need by converting some of its electricity into whatever, be that mana, anbaric power, natural gas, ether, the power of love, or the power of rock and roll. How, you ask? FIAT, BITCHES! (insert Air-Guitar Solo Here)

1.18. **Lofty Loft (Personal Reality Supplement) (100)**: Is it depressing having your home surrounded by storage space? You gain an area the same size as your starting space that is reserved entirely for housing and luxury facilities, such as pools and sports fields. It is situated either next to your Cosmic Warehouse or above your Cosmic Warehouse. Separate purchases of Additional Space applied to it instead of Cosmic Warehouse can be used to expand it.

1.19. **Central Control (Personal Reality Supplement) (100)**: This optional purchase hooks your Personal Reality up with a Smart Pseudo-Intelligent Computer System that tracks the location and condition of all items brought into the Personal Reality. It will share that information with you or anyone you authorize to use the system. They do not have to have a key and you can set up varying levels of access. Central Control can also recall your companions to the Personal Reality if you have Portal and command it to or they are killed and you've set up

automated recall. It can open your Personal Reality Door from the inside if you've given it permission to do so, but will only admit those it believes will assist you. It can only open doors on which Access Key has been used on, but the key need not be still in that door for the door to be opened.

1.19.1. **Your Robots (Personal Reality Supplement) (200)**: This Central Control Upgrade provides you with an automated sorting system that sorts and automatically retrieves anything stored in your Personal Reality. These Robots are completely upgradeable and programmable, so you can keep them out of key areas or tell them not to disturb certain potentially explosive experiments if you want. You get twenty of them and instructions on how to make more.

1.19.2. **Maintenance Systems (Personal Reality Supplement) (100)**: This upgrades Your Robots so that instead of just sorting and fetching they now automatically upgrade with all tech production and repair skills you gain and now provide basic cleaning and maintenance services for anything in your Personal Reality that you know how to fix or repair. They are going to be practically invisible unless you look for them.

1.20. **Pipes Pipes Pipes (Personal Reality Supplement) (100)**: Purchasing this provides your Warehouse with enough plumbing fixtures to turn the entire volume of your Personal Reality into one massive pool… or anything below that. This provides clean running water with any reasonably common additives you like (chlorine, glacial milk, fluoride), but does not provide a limitless supply, nor does it heat the water. By default, the amount of water this system can produce per day is 1 billion liters or one megatonne of water or a block of water 100 meters on a side, and the default temperature of this water is 25 degrees Celsius. It can support any civilian infrastructure on the same scale as Mexico City or Tokyo. Comes only with the basic hookups. You'll need a plumber to do the actual piping. We hear Mario's very good. Bathrooms not included. Purchasing this supplies all facilities inside your Personal Reality with water feeds, and if you've Got the Powa, it will supply hot and cold running water as well. These pipes include sewage and storm drain systems, vanishing waste as effectively as they create water. Anything that is not biological waste, loose grime, or liquid waste will be shunted into a special processing venue where you'll have to dispose of it (such as toys, trash, large trees, etc). This venue will be somewhere discreet in your reality behind a door labeled "Authorized Pipes Personnel Only". The stuff will be cleaned of biological contaminants for you. The entire Pipe system is self-cleaning and self-maintaining, guaranteed free of vermin and bad odors.

1.20.1. **Waterworld (Personal Reality Supplement) (300)**: This Pipes Pipes Pipes Upgrade provides you with all the water you'll ever need. Every day this massive Hydrocore Tap can generate enough H2O in any natural

form to cover Luna in seas 10 meters deep… let's call it 500,000,000 cubic kilometers of water. Of course, throughput is going to be a bitch, so the Hydrocore comes with a Global targeting computer and up to a million hoses each capable of pumping out 500 cubic kilometers of water a day… or 5.8 million tons of water a second… or 29 times the flow rate of the Amazon River… each. If this isn't enough water for you, you might be obsessed, or making a star.

1.21. **Wellness Centre (Personal Reality Supplement) (100)**: This provides your Personal Reality with a size-adjustable complex in which you and your companions, followers, and hangers-on can enjoy private or semi-private massages and other types of spa pampering. It's fully equipped with all the most useless and pointless 'therapy' types, but it requires purchase of Servant Quarters to keep it staffed, otherwise you'll need to come up with your own solution to get it staffed. This requires Environmental Controls, Water, and Electricity.

1.21.1. **Bath and Body Works (Personal Reality Supplement) (50)**: What's a Wellness Centre without a Spa and Roman Baths? This Upgrade to the above facility provides you with a huge sauna (with or without large burly Russians or Finns to beat you with leaves) including a large snowdrift and ice pond to jump into after your steam, as well as a dozen different Roman-style, Japanese-Style, and Chinese-Style bathing pools of all different temperatures to relax in. Guaranteed to be cleaner than clean and extremely foggy.

1.22. **Basic Nutrition (Personal Reality Supplement) (100)**: This option provides a basic (if minimalist) food delivery for you and all companions (metered for a normal human dietary requirement). This delivery comes once a week and is the kind of thing you'd buy on a very strict budget; Ramen, Peanut Butter, Generic Cereal, Dry Beans, Eggs, Tofu, Fresh Common Fruits & Veggies, Canned Fruits & Veggies, Dry Pasta, Salt, Pepper, Milk, Bottled Water, Rice, Flour, Butter, Barley, etc. (Note, you cannot sell the Salt or Pepper for money.) Essentially the purchasing power of 50 dollars US a week per person.

1.22.1. **A Little Less Basic (Personal Reality Supplement) (200)**: Although not a huge improvement, this raises the basic food allotment to what can be expected for a middle class working family's budget. You can set it to the kinds of things your home culture might buy… or simply set it to a random sampling of various cultures' food purchases. Honestly, it's fascinating seeing what people buy. Check out Hungry Planet if you can. This is effectively 150 dollars US a week per person, adjusted for cost of living and whatnot. You have very limited brand control.

1.22.2. **A Lot Less Basic (Personal Reality Supplement) (200)**: This A Little Less Basic Upgrade gives you specific cultural (rural France in the 1880s, Moscow under the communists, biblical israel, etc.) and general purchasing breakdown (X% grains, Y% junk food, Z% fresh fruits, etc.) plus raises the food budget to 300 US dollars purchasing power per person per week. Each week you can change what kind of food delivery you get and where it comes from, including any culture you've jumped into along your travels. This still does not give you direct control of what you get, just a general batch of stuff that fits your requirements. You can specify brands you'd like, however.

1.23. **Greenhouse (Personal Reality Supplement) (100)**: A greenhouse in which you can now grow some of your own vegetables and fruits. I hear that strawberries are especially popular this season. It is set up for soil-ponics, hydroponics, or aeroponics and is contained in a separate structure that has a footprint of exactly half your Starting Size in all dimensions. Any increase in size to your main space multiplies your Greenhouse's space by a factor of 5.

1.23.1. **Seeds and Seedlings (Personal Reality Supplement) (50)**: This Greenhouse Upgrade provides you with a package once a year that contains a random assortment of seeds and seedlings for you to plant in your Greenhouse. Has enough seeds and seedlings to fill half of your Greenhouse and they're chosen (and labeled) from all the Host Realities you've visited, though all are relatively normal plants for their Host Reality.

1.24. **Workshop (Personal Reality Supplement) (100)**: Each purchase of this adds to your Personal Reality Workshop needed to perform a specific type of craft, which is to be specified when purchase is made. It comes with a basic set of tools and supplies. Good for fixing or creating all sorts of things, although any complex parts or nonstandard supplies will have to be brought in from outside. Additional purchases can add different types of Workshops to your Personal Reality or expand existing ones. Anything built in one of those workshops is fiat backed to be restored to its original condition within 48 hours if damaged or destroyed.

1.25. **Garden (Personal Reality Supplement) (100)**: A garden in your Personal Reality, small place filled with aesthetically pleasing flowers, bushes, trees and decorations like fountains and garden gnomes. Comes with benches for you to sit on and relax, with birds singing from branches and butterflies fluttering around. Perfect for a bit of a break away from the hassle of busy life.

1.25.1. **Park (Personal Reality Supplement) (50)**: This Garden Upgrade turns it into a park, with paths through it that are perfect for running and skating,

and grassy areas ideal for throwing around some frisbee. Maybe you could hang a hammock among these trees?

1.25.2. **Meditating Corner (Personal Reality Supplement) (50)**: This Garden Upgrade adds several hidden corners and alcoves that are perfect for meditation, being calm and relaxing. You're guaranteed never to be unduly disturbed while meditating in one of these spots and time spent meditating is quadrupled.

1.25.3. **Courts (Personal Reality Supplement) (50)**: While the Park is great, not all varieties of sports can be freely played on open grass. Soccer and football might be possible with some personalized rules or some chalk, but games like tennis and basketball are probably right out. With this Garden upgrade you'll find a couple of tennis courts, handball courts, and a basketball court have been added for you and your companions to enjoy playing all sorts of games.

1.26. **Alchemist's Laboratory (Overlord) (100)**: A fully fitted and supplied alchemist's laboratory ready for your use. It comes with the highest quality supplies and equipment required to make magical potions, allowing you to make potions to emulate the effect of any spell you know that could be reasonably made into a potion via alchemy (assuming you know alchemy, at least). The equipment will automatically upgrade itself relative to your own personal skill level, so the more skilled you are the better it will be to reflect that. Reagents for common, rare, and higher quality potions restock themselves automatically on a regular basis.

1.27. **Library of Babel (Campione!) (100)**: Perhaps a name too big for what it is, but its usefulness can't be denied. This is a large library is a collection of myths, legends, fables and records about gods, angels, demons, heroes and other fantastical beings. It also recorded the cults for each and their transition in time and geography. As expected, it would take a long time to memorize it all, but is a good source of information if you happen to need it. It updates every jump.

1.28. **Bespoke Wardrobe (Fate/Stay Night) (100)**: Whether you need to look good for work or you've just got a liking for being fabulously attired, this has you covered. Either attached to your Warehouse or to a property you own, this room is filled to the brim with custom tailored clothes of any range. From three piece suits to dress shirts and slacks to bathing wear, any modern day article of clothing you can think of can be found here. Whatever you pick up will always be tailored to you specifically and can optionally have a crest of your choosing somewhere on the piece of clothing. There's no need to worry about running out either.

1.29. **Dragon Lair (King Arthur) (150)**: An attachment to your warehouse that adds a large cavern. About once a month it spawns a large amount of gold coins and

gems inside of it. If you have a companion has a draconic form or is a dragon themselves they may take up residence inside the cave without taking up a companion slot.

1.30. **Secret Lab (Invincible) (200)**: You have a full kitted out secret lab, hidden in a warehouse of your choice. You own this warehouse outright, and for some reason it continuously gets utilities without you ever paying. The most important things that this warehouse comes with is a fantastic high tech lab and refilling resources. It comes equipped to be fully utilizable by a super-genius to make high tech objects. It has refilling resources sufficient to make and maintain about a dozen drones or suits of armour on par with Robot Rex's. This warehouse can be added into any new jump or world that you travel to and retains all upgrades.

1.31. **Cloning Tubes (Invincible) (200)**: A set of two cloning tubes is now yours jumper. So long as you jump in one, and have enough power. A perfect clone of you will jump out of the other, a perfect copy of all of your powers, abilities, and memories, including entering the tube in the first place. Neither you nor your clone will be able to determine who was the originator, so I hope you like working together. For +100 CP you have changed the tubes. Now your clone comes out knowing it's a clone, subservient to you and only has a copy of the powers you permit it to have. While it is generally subservient, be careful as it isn't mind control: if you push it too far your clone may snap and try to kill you.

1.32. **Phantom Babel (Medaka Box Abnormal) (200)**: The school has been around for quite a while now and undergone more than a few revisions. The old school buildings are rather massive affairs, dotted around the campus and usually cordoned off. It seems you've got one of your own though, gifted to you by the administration. This ten storey tall mish-mash of buildings is quite large and filled with countless entertainment systems, hobby tools, creature comforts and other objects to make it into the perfect den for a bored student like yourself. You'll find a similar structure existing in future worlds at your school or workplace of the time or you can combine it, just once, into your warehouse or existing property.

1.33. **To Those We've Lost (DC – Blackest Night) (200)**: A gift for those long gone. This is a crypt themed around your chosen color, standing as a monument to those long gone from your journey or life. It contains constructs of those you've known and any with emotional connections who have perished in the past or during your journey, along with details on how they died. This crypt does not contain any physical remains or keepsakes unless you personally buried them there. This can be attached to a property you own or made into a Warehouse attachment.

1.34. **Underground Shelter (DC – Blackest Night) (200)**: Because the apocalypse happens with such alarming regularity in this world, you've secured a secret

bunker for yourself to hide out in. Located on the planet you start on, it is a safehouse that only opens for you and those you approve it. The building is durable enough to withstand several nuclear wars, though it can still be broken into by direct force. Comes with camera surveillance of notable locations on the planet, if any. Post-jump, this can become a Warehouse attachment or hidden near your starting location if applicable.

1.35. **Castle Jumper (King Arthur) (200)**: A castle that you own and follows you from jump to jump. You can select where it appears in every jump, alternatively it can simply attach to your warehouse if you want. You can have it spawn in at anytime if it's in your warehouse.

1.36. **Jam Breeding Device (Duel Monsters - Shadow Realm) (200)**: This curious device was found at the bottom of a Labyrinth, and created numerous issues for the surrounding farm folk. Simply put, it produces mindless but loyal(to the one owning the device) slimes that can float through the air. They're acidic to the touch, but insubstantial. However, the Breeding Device can produce them constantly at a rate of about 1 a minute. This can build up, and even the insubstantial Jams can cause heroes a problem in such a vast number. Be very wary of how long you leave this unattended…

1.37. **Workshop (Fate/Stay Night) (200)**: The home base of every magus and their main lab. This grants you a small and hidden hideaway, filled with materials that would assist any research or experiments you run involving Thaumaturgy or Magecraft.

1.38. **Additional Space (Personal Reality Supplement) (200)**: This starting space upgrade expands your warehouse by a factor of 10 in each dimension. This can be taken multiple times.

1.38.1. **Adaptive Inactive Storage (Personal Reality Supplement) (300)**: This Starting Space Upgrade means that your Warehouse will automatically gain a special customized storage space for anything you purchase with CP… But what's so good about that? This storage space is inactive. That means anything in it isn't out in a Host Reality, it isn't out in your Personal Reality. The stuff cannot be interacted with in any way except to pull it out of Inactive Storage… if you have the space to do so. So if it doesn't fit inside some part of your Personal Reality that can be used for storage, then that item is only accessible if you bring it out of inactive storage into a Host Reality. This allows you to decide if something like your personal continent will be subjected to whatever nastiness is in a given Host Reality. Anything can be put into inactive storage between jumps.

1.39. **Underside (Personal Reality Supplement) (200)**: This allows you to create Basement Spaces in your Personal Reality. The maximum volume of all 'underground' spaces is equal to *1⁄2* the volume of your Personal Reality, but these spaces need not be contiguous. Connections such as chutes, corridors, or elevator shafts are not counted for that total unless you start trying to cheese it by creating an infinitely long corridor to store things in.

1.40. **Medical Bay (Personal Reality Supplement) (200)**: Fully functional medical bay that can fix up anything that still has a pulse or equivalent. Does Dentistry too. Also provides detailed accounting of a person's medical history. This will not repair genetic defects or replace / repair cybernetics and possesses no ability to differentiate between beneficial and harmful nanites or implants without you providing that information to the system. Works on animals as well. By 'Fix Up' we mean complete repair to full function, not patch up.

1.40.1. **Nano-Medical Lab (Personal Reality Supplement) (100)**: This Medical Bay Upgrade allows the Medical Bay to tell exactly what every nanoscale contaminant inside a living body does and, optionally, remove them without causing harm to the host. The NML can also replicate and administer Medical and Augmentation Nanites as long as you have the materials and requisite know-how. All NML administered Nanites have fiat-backing.

1.40.2. **Bio-Synthesis Lab (Personal Reality Supplement) (100)**: This Medical Bay Upgrade covers all serums, viruses, bacteriological agents, and other chemical, genetic, or retroviral repair and boosting sciences, giving the results fiat-backing. Does not provide any knowledge base.

1.41. **Housing Complex (Personal Reality Supplement) (200)**: Having space for all your Companions and Followers can be tricky. Sure, you could pay to have some houses built, but with this option you, and each Companion and every child of yours or of a Companion gains their own bedroom. Every three bedrooms gain a full bathroom and your bedroom has a master bath. It's not luxurious by any means, but this house (or houses) have 1 kitchen & dining room, 2 half baths, two general purpose rooms (offices, living rooms, game rooms), a few small closets, and a pantry for every 6 people. Individual rooms tailor themselves to the general likes of the individual and come with basic but not quality furniture. Companions who decide to share a room can cause their rooms to merge to create a larger room, but each basic room defaults to 4 meters by 5 meters by 3 meters. Non-bedrooms are on the small side but large enough to function. Floors are basic linoleum and walls are basic low grade paint. Appliances and fixtures are pretty bare bones and the walls are little more than plywood and wood frame. The bedrooms don't have closets. Any other Personal Reality Extensions can be made part of the Housing Complex or kept separated. Each house must have a

kitchen. That's the rule. No more houses than total number of kitchens. A house may, of course, have more than one kitchen.

1.41.1. **Upscale Housing (Personal Reality Supplement) (100)**: This Housing Complex Upgrade makes a number of minor changes to the above. Floors are now either carpeted or wood paneled, walls are wallpapered, rooms are 50% larger, the cut off for additional rooms is lowered to every five and the furniture is decent. Kitchen Appliances, bathroom fixtures, closet doors… everything is improved a bit. The walls are now drywall and metal frame with insulation. Not soundproof, but better. Closets are now adequate and installed in each bedroom. Every two bedrooms besides the master bedroom share a bathroom and every two kitchens spawns a new master bedroom. Master Bedrooms now have one walk-in closet each.

1.41.2. **Luxury Housing (Personal Reality Supplement) (200)**: This Housing Complex Upgrade does everything that Upscale Housing does and does it better; high end luxury rugs, lush carpets, parquet wood floors, wood paneled walls, high end furniture, rooms are twice as large as the base, and the cut off for additional rooms is lowered to every four persons. Appliances and Fixtures are very nice and stylish now and the walls are quite soundproof. Closests are now a respectable size. Bedrooms get their own bathrooms. Every kitchen spawns a new Master Bedroom which is now a personal suite (sitting room, bedroom, two walk-in closets each, bathroom with separate whirlpool bath and shower.) New rooms can create separate houses or add on to the main house.

1.41.3. **Opulent Housing (Personal Reality Supplement) (300)**: This Housing Complex Upgrade does everything that Luxury does and does it better. Rooms are frankly too big, fixtures and furniture are all unique handcrafted pieces, the walls have murals, the floor mosaics… everything isn't just top of the line, it passed that miles back. High Ceilings, beautiful feng shui, custom decor for each room… huge closets. Additional Rooms generated every three persons. All Bedrooms are now Master Bedrooms and come with ensuite saunas, day spas, and personal office with reading nook. If you have an incremental purchase scheme, you do not get a refund if you bought Upscale Housing or Luxury Housing first. Opulent does not require Upscale or Luxury to be bought first.

1.41.4. **Seraglio (Personal Reality Supplement) (200)**: Do you want an old fashioned Harem? Or just to have a place in your Warehouse that looks like you might have a Harem? This is for you. A huge open courtyard surrounded by room-sized alcoves perfect for crafts and sleeping or maybe a little fun. The area is always pleasant, beautifully scented and

full of soft music and laughter, and everyone in it always seems extra beautiful and well groomed. It is a place of enjoyment and contemplation, a place to get away from the world, and time spent here relaxing always takes 1/10th the amount of real time that it seemed to take. Comes with a large central fountain that has water that smells of roses or honeysuckle and tastes as sweet as summer dew.

1.41.5. **Grand Dining Hall (Personal Reality Supplement) (200)**: This Housing Upgrade provides you with your own personal Valhalla, which absorbs all food purchases you have made and displays them on platters and sideboards, always perfectly fresh, always at the ideal temperature. The hall is enormous, as large as the number of guests would need, with room left for dancing and fighting and contests of prowess and might. Always clean and decorated to your current tastes.

1.42. **Extranet (Personal Reality Supplement) (200)**: This handy add on connects your Personal Reality with the local Data Networks of the Universe you're currently in… not only that, but it gets the kind of performance only really ever seen by ISPs at their hubs. If your current Reality of Residence does not have a Data Network, this will connect to the nearest equivalent.. yes, even if that is nothing more than a town gossip and a local library.

1.42.1. **VOWP Cellular Service (Personal Reality Supplement) (200)**: This Extranet upgrade hooks your Personal Reality up with Voice Over Warehouse Protocol Cellular Service, and provides you with fiat backed cellphones that are guaranteed to connect to the Personal Reality or to any other cell phone on the service… regardless of what Reality those phones are connected to at the current moment. You gain a vending machine that vends Nokia dumb-phones, iPhones up to 8, and Galaxy S7 smartphones, plus any cell phone (or similar) you supply it with a copy of, as well as SIM cards or the equivalent for other phones. These phones will work just fine no matter where you find yourself, but be careful as they're just as durable as normal ones and will need to be replaced should they get damaged or destroyed. They must be charged as normal, but get extremely good battery life.

1.43. **The Big Pool (Personal Reality Supplement) (200)**: An Olympic Water Park (diving pool, swimming pools, warm-up pools, etc) is added to your Personal Reality. The pools upgrade with all the newest tech

1.43.1. **The Bigger Pool (Personal Reality Supplement) (Free)**: This Big Pool Upgrade adds a lazy river and an entire indoor beach complex to your Aquadome. You know, like they have in Japan. Because those things are absolutely titanic, the footprint of this will not be taken from your available

area unless you've bought three or more size upgrades to your Starting Size. Don't try to store things in here... they'll get very wet and sandy.

1.43.2. **Let's Have Fun (Personal Reality Supplement) (Free)**: This Big Pool Upgrade adds waterfalls, jumping decks, and other similar stuff for your pool complex, including a wave pool and a dozen different water slides of the kind you'd find at the best water parks. This includes small coves for more private types of fun, or massaging pool for relaxing water massages.

1.44. **Entertainment Room (Personal Reality Supplement) (200)**: Keeping yourself busy isn't always easy, and sometimes you just want to relax and listen to some music or watch a movie. This is for you. A six room complex is added to your Personal Reality. Each room is an almost perfect movie theatre, music room, video-gaming theatre, sound stage, or miniature live theatre. There are 24 comfortable chairs in each (the exact level of luxury depends on your housing level). A popcorn and generic candy vendor and off-brand soda dispenser (self-service) are provided at the basic, but will upgrade to name-brands with any housing upgrade.

1.44.1. **Kit and Kaboodle (Personal Reality Supplement) (50)**: There's not much purpose in having a sound-stage if you don't have recording equipment and instruments. While not the best, this Entertainment Room Upgrade provides you with professional grade musical instruments of any kind found on Earth, and a professional mixing board and easy to follow instructions on how to make best use of it. The instruments from this can't be removed from the Warehouse without the Extruder.

1.44.2. **Auditorium (Personal Reality Supplement) (50)**: This Entertainment Room Upgrade adds an auditorium to your complex with stage for bigger productions and comfortable seating for viewers. The Auditorium can seat up to 400 in comfort and the followspots always follow, the lights always change on cue, and the props and sets are always in the proper order and condition.

1.44.3. **Costume Closet (Personal Reality Supplement) (50)**: This Entertainment Room Upgrade adds a closet full of costumes, exactly what you need to perform your various acts or routines. The contents will adjust to the wearer and will be as comfortable as reasonable. They're self-cleaning and self-repairing, but they cannot be removed from the Warehouse without the Extruder.

1.45. **Game Room (Personal Reality Supplement) (200)**: So much free time, so little to do. This room is the answer to that. Not only is it equipped with 6 networked

PCs customized for gaming circa the year you came from, it has up to 12 real world gaming consoles and any gaming network required to connect them. The furniture matches your general housing level but will always be at least comfy beanbags. In addition to the PCs and Consoles, you'll also get a dozen real world arcade cabinets (up to four of the same machine may be counted as a single machine for multiplayer games), a pool table, a billiards table, a two lane bowling alley, a darts set up, and up to six other game specific tables, including table top board games and RPGs. The room comes with a mini-fridge and microwave. And a room for games wouldn't be very much use without games, so you may select 250 games from the real world to have up to 6 copies each of, and you gain 6 copies of any one new game (all DLC or expansions included) every month. Free of charge. No magical or other-wise powered games included. If you also have the Entertainment Room the two can be combined to turn the rooms into personal gaming rooms using the Game Room equipment.

1.46. **Garage (Personal Reality Supplement) (200)**: A garage for you to place into your vehicles, automatically adjusting to meet with their requirements. Any sort of land, air, or space based personal vehicles (up to the size of 12 meters long, 6 meters wide, and 4 meters tall). The Garage has room for up to 40 such vehicles, with every increase in your Starting Size also increasing the number of slots by a factor of 5. The Garage comes with its own entry room and a set of adaptors which can turn garage doors (even non-automatic ones) into Personal Reality Portals. These adaptors respond to the presence of a Key Holder and open the way into the parking area. If you also have the Pond, this installs a Marina which comes with special adaptors for boat slots. Boat slots do not worry about the draft or masts of the boats you part in them, only the distance from the waterline to the top of the primary hull. Each size increase of the total Personal Reality also increases the maximum size of a vehicle by a factor of 5 (60x30x20, 300x150x100, 1500x750x500, etc.)

1.46.1. **Parking Station (Personal Reality Supplement) (50)**: This Garage Upgrade adds 8 additional parking stations to your garage, multiplied by 5 for every Starting Size Increase you purchased above.

1.46.2. **Fuelling Station (Personal Reality Supplement) (50/200)**: This Garage Upgrade has two levels. The first provides all your vehicles with any standard mundane fuel and costs 50 WP. The second level, which costs an additional 150 WP, will fuel any vehicle you have no matter how esoteric the fuel might be, although said fuel can be used only to fuel your vehicles. Attempts to use it for other means may have terrible consequences.

1.46.3. **The Big Garage (Personal Reality Supplement) (300)**: Have some vehicles that don't exactly fit in the Garage? Say… The Enterprise? Light

of Terra? Dahak? A Galacti World Ship? The Big Garage can handle it. You start with 4 dry docks, each large enough to house, well, anything. Each additional Starting Size increment doubles the number of dry docks.

1.47. **Library (Personal Reality Supplement) (200)**: A place to keep all the books and writings you and your companions might create or gather throughout your adventures, with all of them kept in pristine condition and automatically sorted based on your selected scheme, no matter how harebrained. Comes with a reading area that has an effect of slightly boosting concentration, reading speed, comprehension, and retention rate.

1.47.1. **Digital Database (Personal Reality Supplement) (100, Requires Central Control)**: This Library Upgrade automatically digitizes every text that enters your Personal Reality, even if it's already in digital format, and does so safely (spells will contain the correct symbols but not power, memetic or conceptual texts will be rendered harmless). The entire contents of your Library are now completely searchable, indexed, and intelligently cross-referenced, allowing far easier use and accessibility.

1.47.2. **Starting Collection (Personal Reality Supplement) (100)**: This Library Upgrade gets you pre-stocked with books you would expect to find in an average town and school library, with a nice spread of books on a variety of topics and in a language of your choice. This comes with 10,000 individual fiction titles and three times that number non-fiction titles covering all normal real-world subjects. Most of the books will be best sellers or classics (80%) and will cover the last hundred and fifty years or so. The other 20% will be more esoteric works, but seldom anything particularly obscure or rare.

1.47.3. **Expanded Collection (Personal Reality Supplement) (50)**: The Library Upgrade specializes your library in a specific way, adding books on specific topics, things that you would expect in specialized university libraries. Each purchase of this comes with 15,000 specific titles in the language of your choice (even if such works have never been published in your selected language). The more specific a topic you pick, the more specific these books will be. So picking Biology as a topic will get you books ranging from everything on animals, plants, anatomy, genetics, microbiology and ecology, while picking entomology as a topic will give you extremely detailed books about different types of insects, their physiology, and so on. The subject must be one from the real world, but do remember that there are thousands and thousands of real world books on the occult, so it's not unlikely you can find what you like.

1.48. **Arsenal (Personal Reality Supplement) (200)**: Placing your battle armor and sword right next to your wedding dress rarely appears all that practical, so with this purchase an armoury gets added to your Personal Reality, into which you can place your battle armors and your weapons, and same for your companions. Content placed into armoury will be sorted for easy access and will be kept in pristine condition, always cleaned when placed back and minor damages automatically repaired, although for bigger types of damages you'll have to figure out something by yourself. If you have Portals, you can summon your equipment through any portal you open

1.49. **Pool of Cultivators (Battle Through the Heavens) (200)**: There are many wonderful natural treasures that can speed up cultivation. This is one of them. A rocky pool ten meters in diameter, filled with a sparkling green liquid. Those who bathe in it will find their cultivation sped up to double their previous speed. Non cultivators from future jumps who bathe in it over the course of a week will start to gain their own Qi and will be able to start cultivating.

1.50. **Shinobi Library (Naruto) (200)**: An attachment to your warehouse containing rows upon rows of bookshelves, each filled with scrolls. Here, you can find information about numerous techniques but, unlike the Training Journal, instead of learning actual jutsu, this is a compendium of knowledge on stuff like how each hand sign affects energy flow or the best way to form chakra into an element. With this you could easily develop new techniques, although their power and effectiveness will depend on your intelligence and creativity, as well as analyze the already existing ones to improve, counter or do whatever else you might think of. Post-Jump, new sections detailing the magic system of whatever world you find yourself in will be added here. They won't be as expansive as the Naruto section at first, but they will grow over time and as you do in-setting research.

1.51. **Airport (DC – Blackest Night) (200)**: Did you know Hal Jordan's previous occupation was an Air Force pilot? Whether you were one yourself or found the job interesting, you own a private airport of your own with a pair of supersonic fighters as a bonus. The airport can store and fuel any atmospheric vehicles you own, particularly the aerial kind. You can attach this to a property you own or make it a Warehouse attachment.

1.52. **The Workshop (Marvel Cinematic Universe Vol. 1) (300)**: Even if Tony Stark built his armor in a cave, it's when he got access to additional resources that his designs really shined. That's why there's this Warehouse Attachment workshop that can assist your endeavors by supplying you with a considerable amount of tools for construction of various forms of technology. This also comes with automated arms that can assist in disassembling and reassembling complex forms of technology that are of your design. Finally, it will also come with a

powerful supercomputer that can help you design and calculate new forms to take your equipment to another stage in efficiency and power

1.53. **Field of Heart-Shaped Herbs (Marvel Cinematic Universe Vol. 2) (300)**: Out of all the Wakandan secrets that lie within the borders of the reclusive city, this one is the most potent secret of them all. It is also the most dangerous. It is a small but potent field, its soil infused with radiation from the ancient Vibranium meteor when it fell to such an extent that it would affect any plant life growing within it, like these herbs. The herbs are taken and ground up so that it may be imbibed, and when the imbiber is buried under a light covering they will find themselves on a spiritual journey to talk with their ancestors... and then rise a greater warrior. Strength and speed that reaches the lower levels of superhuman, durability to survive explosions with minor injuries. Perfect coordination and balance with agility that far outstrips Olympic athletes. It would not be too farfetched to say that the results of this herb match even the ones derived from the Super Soldier formula that made Captain America... and now you have a small field of these plants. Be very careful. After you leave, this can either be a property or a Warehouse Attachment.

1.54. **Vegapunk Laboratory (One Piece: New World) (300)**: A hidden, back-up laboratory of the genius Vegapunk much like the one Franky found. The inventions and schematics are centuries ahead of even the modern world, and come with the tools and materials required to make many of these wondrous machines. Post-Jump, you can have this as either a Warehouse attachment, or can import it into the world anywhere you want.

1.55. **Simulation Room (World Seed) (300):** One important device any spaceship captain should have in their arsenal, or any militaristic leader at all, for that matter, is a simulation room. With them, it is possible to train against enemy forces all day long in a nigh-infinite amount of configurations and situations, an invaluable preparation for whenever the real thing happens, at least as long as you have accumulated enough data of what it is you need to fight and analyze their strengths and weaknesses. But it is exactly this problem that the simulation room you have in your possession has solved. As long as you have experienced something personally, you simply need to link your mind with the simulation device, and it will quickly and accurately extrapolate from that information and manage to create a simulation of it that is at least 99.9% accurate, even if you only looked at an enemy fleet and never actually saw its combat capabilities, only growing more accurate as you gain more information. Any amount of people can use this room, its dimensions expanding and contracting as needed and new spots popping up in the same way, and this extrapolation can be used on anyone connecting their mind to it. By default, this is a warehouse attachment, but you can place it wherever you want in the real world

1.56. **Portal (Personal Reality Supplement) (300)**: This optional extra removes the need for use of Access Key, instead allowing you to open a rectangular or circular portal that leads into your Personal Reality on any flat surface big enough to encompass the portal. You can open the portal on any surface you are in contact with or that your vehicle is in contact with… or that your vehicle will be in contact with in less than 5 seconds and within 100 meters if you don't open the portal. The portal can be any size between 8 square meters and 80 square meters. The portal opens to the same place in your Personal Reality as the Door does and you may still use your Access Key if you want to open a door larger or smaller than the limits of the Portal. Any Companion with a copy of the key may also open such a portal. These portals open at their lowest size instantly and expand to their maximum size over 10 seconds. These portals cannot be closed while you are inside your Personal Reality. Portals will slowly close over a period of 3 minutes if you leave them open and move more than 10 meters from one without closing it yourself, as long as you are outside your Personal Reality. This closure effect can be disabled, but you can't open a portal if another is open.

1.56.1. **Portal Control Rod (Personal Reality Supplement) (200)**: This Portal Upgrade gives you a special device very much like a laser pointer that can be summoned instantly into your hand. Instead of having to directly physically touch a surface to open a portal, all you need do is point at any appropriate surface and a portal will open at that location. To make a bigger portal, simply hold down the activation button longer. Handy if you're running a kidnapping ring. The Rod works at up to 10 kilometers distance.

1.56.2. **Free Portal (Personal Reality Supplement) (100)**: This Portal Upgrade removes the limitation on a portal having to be opened on a flat surface… or on any surface at all. It also allows you to open the portals to any part of your Personal Reality simply by picturing where you want the portal to open. Without the Control Rod, the portals must be opened within 2 meters of you.

1.56.3. **Portal Aperture (Personal Reality Supplement) (100)**: This Portal Upgrade allows you to shrink your portals down to Planck scale or open them up to 8,000 square meters and increases the rate of expansion / contraction by a factor of 10. Additional Purchases will increase the maximum portal size to 80,000, then to 800,000, then to 8 million square meters. The expansion / contraction rate increases by a factor of 10 each time. The Portal shrinks to functionally no size, absolutely no size, and then conceptually no size. If you need it smaller than that, a fifth purchase will make it memetically as small as the number of fucks I give on the subject.

1.57. **Absolute Territory (Arifureta Shokugyou de Sekai Saikyou) (300)**: Pocked dimensions get all the heat these days, and of course I would offer you something at the stature. This realm is separate from the normal world and about the same size, you can access to it at will and store things in there without trouble. You can personalize it to suit your tastes, though the default look is a copy of the Divine Realm in which Ehit resides. The downside is that you can't intervene too directly with other realms while in there, you will need to get out if you want to strike someone with a bolt of lightning.

1.58. **Dungeon (Re: Monster) (300/600)**: A private Dungeon of your very own, accessible from your Warehouse or any other property you own. You can scale it between 'suitable for a total novice to cut their teeth on' and 'a serious challenge for you and your party at your full power' at will, and the Dungeon will generate entirely new layouts or load old ones as you prefer, pushing the difficulty slowly up as you descend. For the extra 300cp, your Dungeon is upgraded to an Age of Gods Dungeon, with all that entails, though it will only count as such when the difficulty is appropriately high. Dying in this dungeon only results in you being ejected and the dungeon being unavailable to you (or anyone else that died within) for 24 hours.

1.59. **Magma World (Battle Through the Heavens) (300)**: Underneath the surface of the world is an entirely different one. A world of magma and heat, that would incinerate all but the most hardy of life. Attached to your warehouse is an entrance. Well, hole might be a more apt descriptor. By going down this hole you will enter into the cavernous magma world. This world stretches for hundreds of kilometers, filled with little but roaring pillars of lava that crash into the ceiling and hot fiery energy which permeates the air. This would be an ideal place to gather fiery qi or store plants that require such heats. Fire poison can be extracted from the magma.

1.60. **Sage Pill Plantation (The God of Highschool) (300)**: A small plantation of Sage Trees, a few dozen in total, is now in a location of your choice, owned by you. These trees produce their fruit once every few years and the fruit tastes quite horrible. But they're not eaten for please. Rather, eating a Sage Pill provides a significant increase in the user's life energy, increasing their overall power for each pill they eat. Eventually, these pills might not provide a noticeable boost but unless you're punching your way through mountains, they'll be a handy snack. Normally these would be fatal for humans to eat without some sacred animal tears to go along with it but these trees will produce fruit safe for consumption by any being, not just demons.

1.61. **Treasure Chamber (The Mummy Trilogy) (350)**: A large, empty room has been added to your warehouse. While it's empty right now, when you put valuables inside it the room will expand to hold them, and will even display them in a way

that is aesthetically pleasing to you. You can have it loaded with a huge amount of treasure for free -- gold coins, statues, gems, ornate swords, and other valuables.

1.62. **The Garage (Superman: the Animated Series) (400)**: A massive garage that would seem to fit better as a parking garage than a private one. This building is furnished with fully automated robotic mechanics that can fix almost anything, provided it is an automobile. While the garage starts with a massive variety of cars that you might expect a high power CEO to own, it also has a special function: expansion. Whenever you acquire a vehicle the size of a semi-truck or smaller the garage with grow an additional parking spot to accommodate it. More importantly, any vehicle that has a space in the garage and is irreparably damaged or destroyed will return, good as new, to its space after one week. After the jump it will become a warehouse attachment.

1.63. **Research Laboratory (Naruto) (400)**: A hidden facility equipped with all the tools and instruments you might need to perform experiments and research of dubious ethics in relative safety. This laboratory has cells for containing test subjects and soon-to-be test subjects alike, along with chambers and arenas for any kind of stress tests you might want to put them through. It comes fully and freshly stocked with the basic tools and consumables you'd need for biological experiments, including some fresh tissue samples from an assortment of common ninjas. Nothing all that rare, certainly no Kekkei Genkai samples, but it's a start. Notably, any biological samples you acquire and store within this laboratory become functionally infinite. So long as you don't withdraw too much of any given sample at once, you'll find that you always have more to draw upon for your experiments.

1.64. **A Whole Arsenal (DCEU) (400)**: A warehouse filled with all kinds of military gear, in a secret location of your choice. Somehow you've managed to gather enough guns, explosives, armour and vehicles to outfit a small army without leaving any trace of gathering such things. You've got everything here short of a nuclear bomb, including two attack helicopters and a real live combat tank. Anything taken from here will be replaced a month after it has been destroyed, lost or fully used up and the warehouse itself will appear in future worlds, updating its' armoury to be appropriate for the current world.

1.65. **Mystical Realm (Rise of the Guardians) (400)**: You are the proud owner of some sort of mystical realm. A grand workshop located at the north pole, filled to the brim with supplies. A palace that is also a library, filled with memories. An underground oasis, accessible only through your Warehouse or by teleportation. A lair deep beneath the earth with prison cages that hang over a yawning abyss. Something else. It's up to you.

1.66. **Ancient Gear Workshop (Duel Monsters - Shadow Realm) (400)**: This workshop is filled with spare metal mechanical parts here and there, nothing more advanced than you'd expect out of a carpenter's shed but surprisingly high tech for this world. It'll refill with scrap and spare parts every so often. It of course has plenty of tools with which to work whatever mechanical magic you want to here. It attaches to your Warehouse once you leave this jump.

1.67. **Hallowed Earth (Personal Reality Supplement) (400)**: Every inch of your Personal Reality is sanctified. By who? Well... you, I guess. All those within (besides you) are subject to a constant minor blessing that persists for up to a day after leaving that makes them a little luckier and healthier. In D&D terms, a general +1 Morale bonus. Those who worship you as divine may show up here when they die or see visions of you in this, your place of power... though these visions may be merely metaphors for what lies within if they lack the mental or cultural framework to understand.

1.68. **Ritual Hall (Generic Harry Potter Fanfiction Jump) (400)**: This is a Grand Ritual Hall. Runes in beautiful script cover most of the floor, there are multiple sacrificial altars, a rack full of the finest ritual equipment in the world, and a closet full of Ritual Garb, designed and made to never interfere with anything you might be doing. In this ritual hall you have, and will always have, everything you need to perform any ritual you might need to do. Specific inks to paint runes, special knives, up to and including a few animals that you can sacrifice and perfect replication of any astronomical events of mystic significance. Blood rituals, power-enhancers, sealing, unsealing, any kind of ritual that has ever been mentioned in a Harry Potter fanfiction can be performed here, and as long as you do your part right, it will not fail due to any external factors.

1.69. **DESCEND INTO THE MAZE (Medaka Box Abnormal) (400)**: Beneath a property that you own, or beneath your warehouse, is now a massive facility, numbering in at least a dozen floors and filled with the most advanced scientific equipment that this world has to offer. The door to this facility is only open able to those with superhuman strength that exceeds any construction vehicle or those with the luck of a powerful Abnormal. The facility is staffed with many loyal and intelligent researchers, along with a basic but experienced guard roster, but there are no Abnormals present aside from yourself.

1.70. **Uchiha Jutsu Archive (Generic Naruto Fanfiction) (400)**: The Uchiha really were quite shameless in their day, always going around copying everybody else's lifetimes of hard work just by using their special eyes. Well, at least you get to benefit from that.

Somehow you've obtained a copy of the complete Uchiha Jutsu Archive, everything that several generations of dedicated intellectual property thieves

could copy from every other ninja village, clan and small ninja child in the Elemental Nations. Pretty much any and every technique, seal, chemical formula, pill/cookie recipe or random dance routine that one Uchiha liked can be found here. Any knowledge that wasn't limited to literally just one person, family, or bloodline or was based purely on sealless chakra manipulation (such as the Rasengan) and thus uncopyable by the Sharingan is in the archive, all of them laid out in such a clear and concise format that any half-competent ninja could teach himself just by reading the scroll.

This archive will update with a complete set of spells, fighting styles, etc, etc. from any setting that you have visited and will visit in the future. Provided it could be generously called public, or even semi-private, knowledge it will be in here. Only the most super-secret, utterly private techniques are missing; after all, even the best copyright pirates can't get everything. This place is comprehensively warded against thievery, somewhat ironically, and it would take a team of top-tier infiltration specialists to even attempt to breach it. Of course its best defense is that, at least at jump start, no one knows you have it. Post jump you can have this become a warehouse attachment.

1.71. **Hourglass of the Dragon's (Tate no Yuusha no Nariagari) (400)**: The level-cap of this world is one of the truly inconvenient things that exist. You now have a dragon hourglass stored inside of your warehouse. It allows anyone who uses it to class-up to the suitable class for them that would double all of their stats/attributes. Unlike the original this dragon hourglass can perform a limit-breaking class-up that gives a suitable class that doubles all of their stats/attributes of the one performing it. The best part is that your legendary/vassal weapon is connected to the dragon hourglass allowing you to perform a class-up and limit-breaking ceremony without entering the warehouse.

1.72. **Elemental Training Hall (Battle Through the Heavens) (400)**: Using Dou Qi skills and controlling your attributed elements, while related, are still separate. This is a library filled with training guides and techniques based on the use of an element of your choice. The techniques within here will slowly increase in strength up to Di level as your own strength and familiarity with the techniques increase. Finish training in all of them and you may eventually end up unparalleled in your manipulation of your element, residing at the very peak of this world in terms of pure manipulation.

1.73. **Secret Base (With This Ring) (400)**: You receive a secret lair of comparable size to Mt. Justice or Challenger Mt. You may choose between a subterranean lair, a hollow mountain, an island, or simply plonk your lair in the middle of an empty field somewhere. It contains room and furnishings for fifty people, as well as specialized equipment for small scale New God manufacturing. Its location is hidden by obscurity rather than magic, though it contains enough automated

defenses to deter a regiment of US troops without their armor complement. You may upgrade the defenses or ward the base as you see fit. This base may be added to your Warehouse as an extension or be inserted into future jumps as you wish.

1.74. **Sanctum (With This Ring) (400)**: Your choice of a manor, extra-dimensional castle, or small island. It is warded extensively against magical assault and spying, contains enough furnishings for a family of residents and multiple different workshops equipped for research, ritual casting, alchemy, artificing, or enchanting. It is bound to you, recognizing only you as its master. After this jump it can be added as an extension to your warehouse or placed in each new jump as you desire.

1.75. **Warehouse of Crafting Materials (Tate no Yuusha no Nariagari) (400)**: The blood and soul of any merchant and without this even a skilled blacksmith or alchemist can't craft anything. This gives you raw materials of existing monster parts, ores, herbs etc... for crafting from Raphtalia' World and Glass' World. The qualities of the materials are excellent and the quantity is enough for you to craft basic medicines, potions and equipment in hundreds per day or late-game-top-tier equipment once a month. The basic/common materials are generated within a day and advanced/rare materials are generated within a week. All of this is directly stored inside the warehouse in a separate room with it being organized and categorized perfectly in chest/box and warehouse shelves. Any new materials need to be stored inside the chest or warehouse to be remembered and generated later.

1.76. **Healing Fountain (Fate/Extra) (400)**: A small fountain will be added to your Warehouse. Drinking from this fountain will fully restore your health and all sources of energy, but the fountain's energy will need an hour or so to recharge before it can restore you once again. Drinking during this time will just give you a mouthful of clean water.

1.77. **Workshop (Generic Naruto Fanfiction) (400)**: Going out and beating people up is not all there is to being a ninja, certainly not in the myriad worlds of Naruto fanfiction. There's a lot of space for less... outdoorsy activities, such as seal-creation, weapons-forging, and so on. That's where this beautiful place comes in! It's the ultimate workshop, perfect for just about anything you may care to work at. It has a huge supply of papers and inks for your fuuinjutsu needs, herbs and plants for preparing poisons or medicines, a forge and metal supplies for smithing, timber for woodwork, and so on, for anything else you may care to work on. The quantities of the materials generated depend on their rarity and value. Something like ordinary paper and ink, or plain steel and wood, would never run out no matter how much you use, while things like paper from special, chakra-enriched trees would be in far shorter supply. But no matter how rare something

might be, so long as it's not absolutely unique, you can expect to find it here, and in sufficient quantities to work with. At the absolute slowest, for materials of priceless rarity like high quality chakra-storing gemstones or metals, you could expect a supply to regenerate bi-yearly, and proportionately lesser times for less rare substances. In future worlds this workshop updates with materials and ingredients of the respective settings, with the same replenishment rules remaining in effect.

1.78. **Gravity Chamber (Dragon Ball Z) (400)**: It's a large room with a fairly complicated-looking computer in the middle, with red tiles stretching across the floor. In this room, which can be located in your Warehouse as an attachment or an addition to an estate you own, you may tap keys on the computer to adjust the gravity in the room. It can be several hundred times Earth's normal gravity at maximum, enabling you to train yourself in extremely grueling conditions...or kill yourself immediately, if you get too cocky. Do be careful.

1.79. **A Strange Cave (Chronicle) (400)**: Oh my, what have you found here? A hole somewhere beyond the reach of curious eyes, it leads to a rather large cave several hundred feet in the earth, where you'll find a crystal structure the size of a car. Strangely enough, it reacts to the touch of any life forms by changing its colour and emitting complex radio waves, resulting in a moderately large nosebleed and nausea for humans. But those occurrences are just side effects. The actual purpose of the crystal is to give other people the Power perk, with all that entails. After this jump the cave becomes a warehouse attachment, and you may make it appear anywhere you want in future jumps. The crystal will also work on any other lifeforms you might meet in your travels.

1.80. **Portable Replicator (Star Trek – TNG + DS9) (500)**: Much smaller and lighter than a regular replicator, but still just as capable. This device is able to fit inside of a backpack and can be powered of large amounts of solar energy and raw matter. It can create pretty much any known physical object, but it cannot replicate dangerous or complex things like antimatter or living organisms.

1.81. **Room of Requirement (Generic Harry Potter Fanfiction Jump) (600)**: Well now, talk about finds! This is a copy of the Hogwarts Room of Requirements, except this one belongs solely to you! It has a pseudo-intelligence of sorts, that reads your intentions perfectly and does its best to provide you with whatever you ask. Being a product of high level magic, it can create any number of whatever mundane objects you desire for purposes of training or even use, although they don't last long outside the room.

In addition, it can mimic any location you wish it to, and do so perfectly, up to and including any fine details and magic. But it won't be a real-time mimicry, but rather a recreation based on your thoughts. It makes the perfect training room,

sex dungeon, or really mostly anything you want it to be.

Also, the room provides time acceleration, meaning more time passes inside than outside the room. You don't age in this time unless you choose to, but any physical improvements made to your body are retained all the same. The room requires a cooldown period to recharge its 'acceleration' depending on how high you put the setting, to the scale that using it constantly at the max setting of 24 to 1 for one outside week drains it completely and takes 48 hours to recharge fully.

1.82. **Ancient Library Labyrinth (Tate no Yuusha no Nariagari) (600)**: Even if your family is not powerful or influential they manage to acquire rare books around the world. These libraries exist in your family's mansion that contains a complete knowledge about the world. From information about the waves, detailed analyses of monsters, history of the world and countries, functions of the legendary/vassal weapons, books of magic, martial arts styles etc... The library is large when you're looking for certain information that exists in the library you would feel the exact location of the book. After this jump you would gain a copy of this library in your warehouse. It would update and record the information and knowledge of the new setting in every Jump.

1.83. **Lighthouse (DC – Blackest Night) (600)**: A proper station for you and your Corps of choice. This is a large, technologically- advanced base with a smaller version of the Central Battery of your color resting as both a power source and a recharge station for any Rings. It comes fully stocked with living quarters and enough supplies to sustain about twenty people comfortably, twice as many if you ration and share. It also comes with an arsenal of advanced weaponry, including laser cannons and stun rods, as well as durable and advanced armor to use in place of a Ring. Finally, stored in the basement is a forge containing the tools necessary to create your own Power Rings and Lantern Batteries...though it doesn't come with instructions. The forge can also be used to create other emotion-powered technology. You may set this base down near a property you own, near where the jump begins (if applicable), or as a Warehouse attachment. Inactive companions may inhabit the Lighthouse, if you wish.

1.84. **Pill Gathering Realm (Battle Through the Heavens) (600)**: This is a realm created by a Dou Sheng alchemist in ancient times. Stretching on for unknown miles, this realm is filled with different extremely rare and wonderful spiritual plants, as well as strong, though mindless, magical beasts. Furthermore, among those beasts are several kinds that love to hoard ingredients. Should you find one of their nests, you would obtain a great windfall. Due to an unsteadiness in the creation of this realm, one can only stay within it for several weeks before they must leave and allow it to recover. Strangely each time you enter, it seems to have changed, and restocked.

1.85. **Personal Workspace (Final Fantasy 7 Remake) (600)**: What good is a scientist without a lab? This facility comes furnished with equipment for any scientific discipline you're knowledgeable in. Raw supplies will be provided to you by local vendors, while a standing contract with your Benefactor will keep rarer ingredients in stock. This lab is sizable, can be personalized, and is a match for any university laboratory or corporate research facility in the world. Now it's time for science! In future jumps, you may import this labspace into your Warehouse, or attach it to any property you own.

1.85.1. **Hojo's Playground (Free With Limit Break)**: Forget a match, your lab is now far and away the most advanced place of science in the world. Your benefactor has rewarded your genius with an extended line of credit, increasing the amount of resources you can procure tenfold. They'll even provide you with a small army of followers, should you need lab assistants or... test subjects. You also gain a powerful computer database, preloaded with the collective scientific knowledge of every world you visit. With the knowledge and resources now at your disposal, you could lead the world into a golden age of discovery!

1.86. **Gem of Cyttorak (X-Men Evolution) (600)**: This rather unique and humongous gem is a one of kind item that endlessly emits a special type of radiation that has a strange effect on those with mutant powers. In future jumps this'll mean someone with mutated genetics and innate/biological abilities. When a person bathes in the radiation from the gem for a second, the powers they possess are permanently evolved and enhanced into something many times better than before. The gem does this evolution by using various means such as removing any weaknesses of powers, expanding and dramatically strengthening the powers, and possibly even granting new powers as well. The last one is done with a case by case basis however as not everyone's power will be enhanced in that way. Should this valuable gem be destroyed another one will reappear in your warehouse a day later.

1.87. **Hyperbolic Time Chamber (Dragon Ball Z) (600)**: A copy of the chamber on Kami's lookout, now accessible from your Warehouse. Leads you to an empty void with a single platform around the entrance containing food and a working washroom. A day outside of the chamber is a year inside of it, and the time you spend within it only counts for the time outside in terms of jump duration. That said, merely entering the chamber is a challenge...the white void strains the sanity of a human mind, the gravity being several times the intensity of Earth. Merely being able to walk into the Chamber and last for an hour is a task of no small magnitude. However, should you be able to survive it, you will be able to train effectively in a very short amount of outside time.

1.88. **IS Lab (Infinite Stratos) (600)**: A state of the art and top secret laboratory cross manufactorum of your very own. While this can certainly accomplish a wide variety of uses as either a lab or a customisable factory to mass produce machines, it's true worth lies in the detailed Infinite Stratos blueprints and instructions that come already inserted into the computers and machines within the lab. This makes this possibly the only place outside of Tabane's personal lab capable of producing IS, as well as one of the very few places that can effectively alter or customise them.

1.89. **Crafting Materials, Supplies, and Tools (Overlord) (600)**: You have the good fortune of possessing a regenerating stock of high end crafting materials suitable across all fields of crafting, alongside the tools and workshop space in order to make something with them (you must supply the actual skill on your own however). Materials for low-end magical items (ie: Greater tier or below, as explained at the beginning of the item section) regularly resupply such that you could probably churn out hundreds of such items a day. Legacy tier materials would allow you to craft a few things a day. Materials for equipment at the Relic tier resupply often enough you could probably make a single relic tier item a day. Your materials also include enough for a single Legendary tier piece of equipment every two weeks or so, and the materials for a single piece of Divine Tier equipment would likely take at least two months. However, there is nothing preventing you from stockpiling the materials, as they'll keep resupplying themselves even if not used up.

1.90. **Mountain Retreat (Highschool DxD) (600)**: Someone has booked you for a stay at a nearby mountainside resort, Jumper. For the rest of your life, even! This is a comfortable retreat out in the wilderness with a fully stocked hotel and several outdoor camping spots. It even comes with an onsen. Funny enough, when you train or exercise here, you'll find your gains from such will increase to at least twice their normal rate - three times if you really push yourself. And it has an onsen. Because of course it does. It can comfortable keep all of your companions fed and relaxed, and inactive ones can hang out here. Post-jump, this can turn into a Warehouse attachment or be dropped somewhere safe in a world you're in.

1.91. **Time-Accelerated Spirit Garden (Generic Xianxia) (600)**: This is a Warehouse attachment that is a separate room with a door connecting the two. Inside this room is fifty square acres of sunny, watered, fertile farmland that is tended by helpful nature spirits. The atmosphere in the room is filled with spiritual energy making it conducive to the raising of plantlife, increasing its nutritional value tenfold. Mundane plants grown here that are consumed have a small chance of increasing their spiritual power slightly. While this benefit is almost infinitesimally negligible to cultivators, it is possible that non-cultivators who eat it will become aware of the spiritual energy as it flows into them, allowing them to begin to learn

how to cultivate. As long as the door is open and/or if there is a sapient being inside the room, time moves the same inside as it does outside. When closed with nobody inside, however, time in the room moves at a rate of one thousand years inside to one day outside. In short, the plants in here will grow very old, very fast. Rare ingredients that would take thousands of years to mature or millions to grow can now be cultivated within a reasonable timeframe.

1.92. **Training Area (Generic Naruto Fanfiction) (600)**: If there is anything that Naruto fanfiction has taught people it's that training, good, rigorous training, is not just important but absolutely vital. That's where this comes in. This is a pocket dimension, attached to your Warehouse. In this, you can have training and fights that are... well, whatever you want. That is, you can control each and every aspect of the inside of this area. You can have any opponent, whether a real person in this world or a custom one, with specific skills you want at specific levels, and any number of them. In addition, you can control the size of the arena as well as the terrain, the gravity, atmosphere, the circumstances for the fight and indeed, everything else short of the passage of time. You can have battles on the scale that carved out the Valley of the End, or however much greater you want, with as many opponents, of however high or low power levels and/or skills, as you want. In addition, you impose whatever restrictions you want on some or all combatants involved, including yourself. This includes, but is not limited to editing yours and your companions' memories to forget that this is an arena in the first place, letting you undergo the experience of proper battle while inside. Of course, if you just want to train in peace, you can do that too, as this area generates endless supplies of everything required, from natural chakra to practice shurikens to ink and paper. Related to this, all injuries, up to and including mental and spiritual ones, and even death, are undone perfectly upon leaving this arena. All mental and physical trauma involved is erased along with any residual memory modifications placed at the start, all ammunition and consumables expended are replenished, etc., leaving behind only the benefits, all of which are preserved perfectly. Death inside does not count as death, not for you and not for your companions. Finally, while you can't change them while inside, the conditions you can set include being automatically kicked out upon a certain time period passing, or a certain event occurring, anything. The arena will also automatically eject you if you "die" or get into a state you cannot possibly recover from. Now there are certain limitations in place. First of all, while getting ideas from your opponent's skill and techniques to improve your own is one thing, no abilities or power that let you copy or steal skills or abilities work here, and second, nothing generated in this world can leave this arena. All your improvements must come from within you, to put it simply. If you take a drawback that seals your warehouse you may instead opt to have a doorway leading to this place attached to a physical in-jump property.

2. Power Domain (128 Perks) [Top]

2.1. **Waterworks (My Hero Academia) (Free)**: The user of this Quirk is able to produce an outrageous flow of tears and project them a great distance, similar to a pair of hoses. This also allows them to cry on command. While the user has a kind of inner reservoir of additional water for the tears to draw from, it's rather small, meaning the user is heavily limited by their body's moisture, needing frequent water breaks.

2.2. **Lighter (My Hero Academia) (Free)**: The user of this Quirk is able to able to produce flames over their thumbs by snapping, using the air in their lungs as fuel. Using this Quirk allows one to either sustain a small flame for a bit by parceling out their breath, or blow it all away in a small fireball that leaves themselves breathless. Limited by lung capacity.

2.3. **Uppercrust (My Hero Academia) (Free)**: The user of this Quirk is able to create and spread a hard, jagged material made of keratin among other things from their hands, allowing them to protect their firsts or bind enemies. The strength of this material is similar to fingernails, but can be layered to strengthen it. The user is unable to produce much at once and the quality of the material can degrade with stress.

2.4. **Ice Cube (My Hero Academia) (Free)**: This Quirk allows the Quirk user to produce perfectly chilled ice cubes by shaking a closed fist, causing them to fall out of their fist. Crushed ice and dry ice are options. Ice Cube uses body moisture as a resource to generate ice. Several average coolers could be filled before the quirk user starts getting thirsty.

2.5. **Scarface (My Hero Academia) (Free)**: The Quirk user has the power to have their voice originate from any point within a small radius around their body. This gives them limited ability with throwing their voice and a particular talent with ventriloquism if they pursue that. Coincidentally, the Quirk user is unable to open their mouth while making use of their Quirk, and for several seconds after. This can be threatening if their nose is suddenly sealed.

2.6. **Graffiti (My Hero Academia) (Free)**: The user is able to change the color of whatever they touch to any color in the rainbow and spread that color as they please from the point of contact up to a meter. Despite the colors of the material actually changing, the effects can be removed as if it was wet paint with moisture and a little pressure such as water, sweat and skin oils. No residue remains

2.7. **Trampling On Your Dignity (Medaka Box Abnormal) (50)**: If you're going to send a message, you might as well do it in complete overkilling style. There's

really no other way to go about things. Whenever you want, you're able to call up text in whatever font and size you want to float around you in the air, spelling out anything you want the words to spell out.

2.8. **Run Like Hell (Generic First Jump) (100)**: You have a talent for running from trouble. You tend to choose the best path to lead to safety, you are a bit faster than would be expected, your endurance is extraordinary, and you are extremely sure-footed and agile.

2.9. **Matsurou Ashikabi (Sekirei) (100)**: You have a gift. A very powerful gift. You can dampen or outright cancel supernatural or other non-human abilities, reducing their effectiveness for a full hour after direct contact with them.

2.10. **Skeleton Key (Generic Medical Drama) (100)**: You can lock and unlock any physical lock with a touch. Also works on knots.

2.11. **Brute Strength (Generic Gamer) (100)**: You are incredibly strong. You can lift cars straight up into the air with a bit of effort, and your punches can dent steel. This isn't just regular strength that's boosted to superhuman levels, either — it's a sort of Superman-style tactile telekinesis that ensures whatever you're lifting or holding won't fall apart under its own weight, also allowing you to catch objects or people falling from a great height without any harm done to you or them.

2.12. **Lightning Quick (Generic Gamer) (100)**: Well, not that quick, or anywhere near it, admittedly, but it's a cool name. Your top speed lies at about half the speed of sound, letting you cross multiple football fields in mere seconds. But there's a difference between being fast and being quick, and you're the latter — in addition to your incredible speed, your reflexes are instantaneous and incredibly precise. The deftness and dexterity you possess is beyond even a lifetime of training; other people occasionally fumble, but not you. You have a gymnast's flexibility and walk with a dancer's grace.

2.13. **Double (My Hero Academia) (100)**: Double is a quirk that allows the user to create copies of themselves or others with a touch, up to two at a time. The clones have the same personality and abilities as the original which may either be a boon or a risk depending on who you clone. This includes their Quirk. This is not without its fair share of caveats however. Due to the autonomous nature of clones, they have the potential to rebel if they don't like their lot. The first clone made of someone is much less durable and will dissolve into black liquid when injured too much, the second clone will be even less durable than the first. Finally, the Quirk user needs a stellar mental image of whoever they're copying to make a proper clone of them. This includes various measurements and features.

2.14. **Crystallization (My Hero Academia) (100)**: The Quirk user is able to produce crystals from anywhere on their body. These crystals are very hard, though not unbreakable, which allows them to give themselves a form of crude armor as the situation calls for it. The Quirk user may grow them near instantly, though body hair inhibits structural integrity. The Quirk user has difficulty shaping their crystals, which may leave them somewhat awkward in some situations.

2.15. **Air Walk (My Hero Academia) (100)**: The Quirk user has the capacity to float and levitate though the air as if weightless. This can be used to reach difficult spaces, scout from above, move yourself out of range of enemy retaliation and basically all the other applications you can imagine for flight. Air Walk bestows a high degree of control over the user's movement through the air. Conversely, this flight has low acceleration, and the faster the user is going, the less control they'll have.

2.16. **Black (My Hero Academia) (100)**: The Quirk user is able to merge with anything seen as the color black. This includes shadows, which are simply black due to the absence of light. The Quirk user may move quickly around and through anything they're currently merged with, enabling quick movement. The Quirk user may ready this ability ahead of time to instantly merge with something black upon contact. If the current target of possession is destroyed, the Quirk user is forced from their hiding place, which includes shadows dismissed by light. With time comes potential for manipulating their hosts.

2.17. **Disintegration (My Hero Academia) (100)**: The user of this Quirk is able to destroy anything they lay their hands on, causing it to slowly crumble to bits. The user must lay their entire hand and five fingers on their target. Unfortunately, this Quirk is always on, meaning the user must be incredibly careful not to lay their entire hand on anything they want to keep intact.

2.18. **Shake (My Hero Academia) (100)**: The user of this Quirk is able to vibrate whatever they touch, including the strength and speed of the shaking. This also makes the user more resilient to other vibration based abilities. Using this power, the user can shake apart and break brittle things quite easily, change the shape of the battlefield, rattle an enemy and other things you would use vibrations for. The user of this Quirk is limited by the aftershocks of their own ability, becoming stunned or even immobilized for an extended period of time if they shake something with too much strength or speed.

2.19. **Confession (My Hero Academia) (100)**: This Quirk allows the user to force anyone they ask a question to answer with the truth to the absolute best of their abilities. This can even allow the user to get the truth to questions the target may be suppressing or not fully aware of, like their true feelings on a touchy subject. This Quirk is not only an extremely potent interrogation tool, or for psychological

torture. As it only allows for forcing out the truth to the questions the user asks, the user must know what questions to ask and how to ask them to get the best of this ability.

2.20. **Star Blessed (King Arthur) (100)**: You are blessed by the stars in the constellations. this gives you a minor power based on the constellation you chose.

2.21. **Four Colour User (Medaka Box Abnormal) (100)**: A lifetime of collecting comics has paid off well. By making comic book sound effects with your voice, you are able to empower the connected actions by a fair margin. Yelling out POW as you punch someone would see them hit with significantly more force while exclaiming BZZZT as you electrocuted them would make them get rocked by half again as many volts as before.

2.22. **Came in Through the Window (Rise of the Guardians) (100)**: It's helpful, being able to walk through walls. You'll be able to experience that first hand, as you can now travel intangibly through any non-magical solid less thick than you are. Let not mere mortal barriers give you pause. This effect does not extend to any people you might be in physical contact with, not even if you're carrying them.

2.23. **Sonic Scream (Justice League Unlimited) (100)**: Blast people away and wreck both vehicles and buildings with defining yells. Your super powerful sonic screams can be easily controlled allowing you to use this power for both lethal and non-lethal attacks. Keep in mind that while this ability is powerful you'll be limited by the amount of air in your lungs and holding a scream for too long could potentially cause you to pass out.

2.24. **Size Shifting (Justice League Unlimited) (100/200)**: You can either grow up to the size of a football stadium or shrink down to the atomic scale, or both if you purchase this perk twice. Changing size won't negatively affect your mass and density which means you can still hit as hard as you normally would while shrunk and if you grow to the size of a small building your punches will have about that same amount of weight added to the force of their hits. Any clothing or equipment you're wearing will change size with you,

2.25. **Mystic Eyes of Fire (Fate/Stay Night) (100)**: Your eyes possess the power of flame. With them, you have gained a control over fire and heat. You can ignite flammable material within sight with a blink. You can also naturally create and manipulate heat and fire within your field of vision. At first, this will be limited. You might be able to create several small fireballs or raise/lower the temperature of a single room by a few degrees. Eventually, you'll be able to create and fling

around person sized fireballs, create temperatures that boil people's skin from their bodies in seconds or snuff out house sized fires with a thought.

2.26. **Mystic Eyes of Charm (Fate/Stay Night) (100)**: Your eyes possess the power of love. By looking into the eyes of another being, you can create a growing affection for you in their mind. A mere glance will give the equivalent of a crush on you for most non-magical beings whilst several minutes of uninterrupted eye contact with those same could create feelings of deep love that last for days at a time. Longer then this would create longer lasting feelings of course. Whilst incredible willpower might allow a mundane mortal to temporarily resist, they're rather out of luck as this magical trait quickly batters down the defences of mundane beings. Any supernatural being however, can quite easily shrug off the effects so it is unlikely you will be able to ensnare any but the weakest supernatural beings.

2.27. **Mystic Eyes of Trick (Fate/Stay Night) (100)**: Your eyes possess the power of illusions. You are able to hijack the five senses of other beings with nothing more than brief eye contact. Your skill with this new ability is limited at first. You might only be able to subtly influence one or two senses at first and anyone with supernatural powers would be able to negate your influence. But give it a few years of practise, and with something this fun how could you not practise, and you could find yourself being able to overwrite all five senses of any human as you please, as long as you had eye contact when you started. Sadly you can only influence one person per eyeball at a time, though you only need eye contact once. Supernatural beings aren't immune to your powers but it's not impossible for them to resist like it is for mortals either so don't be surprised if anyone too strong or skilled can see past your tricks.

2.28. **Mystic Eyes of Pressure (Fate/Stay Night) (100)**: Your eyes possess the power of punches. Or is that meant to be force? Either way, it's the same effect. You are able to create impacts on anything that you can see. These impacts are exactly like if you went over and punched whatever you are aiming at, with all the shape, size and strength of your fist. You can't make more than one eye punch every few seconds for now but you can probably work this down to around one a second if you're really punch happy.

2.29. **Plasma Generation (Arrowverse) (100)**: You're able to shoot plasma beams through your eyes and charge your fists with energy to create strong attacks.

2.30. **Shapeshifting (Arrowverse) (100)**: You're able to shapeshift into any person you've had physical contact with, even copying the clothing they were wearing. This allows you to instantly change the color and texture of your body, allowing you to replicate clothing and other materials on your own body. For complex items it just gives the appearance of it, but not the function; for example copying

a person's watch isn't going to create an actual watch, but something that looks like one but doesn't count time.

2.31. **Super Human Durability (Arrowverse) (100)**: Withstand very high levels of physical damage, immunity to small arms fire. With training you can gain immunity to calibers up to anti-material rounds.

2.32. **Super Strength (Arrowverse) (100)**:The power to lift much heavier objects and hit harder than is humanly possible, strong enough to lift a small car overhead to start with but it progresses enough you're able to bench press a tank.

2.33. **Clones (My Hero Academia) (200)**: This Quirk allows the user to expel glowing, ectoplasm-like slime that can then be transformed into clones of the user. The user can either create numerous clones of the same size as the user or expend more ectoplasm to make bigger clones. The number limit is normally in the tens for same size clones, but can fluctuate depending on mood. A good mood increases the number a bit, while a bad mood decreases the number a bit.

2.34. **Somnambulist (My Hero Academia) (200)**: The quirk user is able to produce a highly potent, sleep-inducing aroma from their body on command that can quickly propagate through an area. Even highly aggressive individuals may soon lose consciousness upon getting a wiff of it. The sleep inducing aroma does have the weakness of enemies needing to actually breath it in for it to work, meaning those who can avoid doing so will remain unaffected. The aroma is more effective against the opposite gender compared to the same gender of the quirk user.

2.35. **Glamour (My Hero Academia) (200)**: The Quirk user may emit a mist from their mouth, which can then be manipulated to form complex visual and auditory illusions over a wide area. Sound and appearance with a bit of thought can reach lifelike realism or become a fantastic spectacle. The Quirk user must emit their mist before forming illusions. The Quirk user's mist will dissipate given enough time, cancelling the illusions in place if not replenished.

2.36. **Recovery (My Hero Academia) (200)**: This Quirk allows the user to rapidly accelerate a target's natural healing by extending their lips and kissing the previously mentioned target. With this, even grave injuries that would have taken months to heal can be healed in a matter of seconds, although not without a cost. The target pays for this healing with their own stamina, causing severe exhaustion if an injury is, or injuries are, too serious in nature. This means traditional healing may be required or recommended in some cases, or applied in small doses over time.

2.37. **Softness (My Hero Academia) (200)**: This Quirk allows the user to soften anything they touch, allowing them to make wreckage easier to remove or destroy, or turn the ground into quicksand. This Quirk's effects can travel along a surface from the initial point of contact in whatever direction the user desires, allowing them to only soften a line to the side or in front of them, or everything for several meters from the point of contact. The user is unable to affect living matter such as people, animals or plants. They also seem limited by body moisture somewhat, becoming dehydrated with prolonged or repeated use in a short timeframe.

2.38. **Zero Gravity (My Hero Academia) (200)**: This Quirk gives small pads on the ends of each of the user's fingers that can be used as a medium to "shut off" an object or person's link to gravity, making them weightless. The effects of this Quirk may be cancelled at any time by touching the pads on the user's fingers together. The primary limitations are weight and using it on one's self. If the user activates their Quirk on a combined amount of objects higher than a certain weight (around three tons) they'll begin getting sick to the point of vomiting. Using this Quirk on themselves will cause this effect much faster.

2.39. **Need For Speed (My Hero Academia) (200)**: This Quirk allows you to slow or accelerate any moving object the user comes in contact with by a factor of up to twenty, including yourself. This allows the user to slow an attacking enemy to a crawl, speed thrown projectiles to bullet-like speeds, accelerate suddenly as desired or produce danger, hanging obstacles. As an interesting side-note of this Quirk, objects slowed by it keep their momentum, impacting as they would at normal speeds if something touches them. Does not alter the perception of time for those affected, for good and bad alike. The effects only last as long as an object continues moving, ending when it stops. It may only affect a moving object, meaning it can potentially be planned around by someone who becomes experienced with it. Either from repeated encounters or during battle.

2.40. **Elasticity (My Hero Academia) (200)**: The Quirk user is able to bestow elasticity to whatever they touch, including large objects, the ground and even the air. This can be used to manipulate the environment to one's advantage, such as creating trampolines for 3D movement, or trapping others in air-based rubber walls. The Quirk user is unable to affect living things with their Quirk, limiting them to environmental and object-based manipulations. The Quirk user may not manually disable the effects of their quirk. Objects affected will instead return to normal after a moderate amount of time has passed.

2.41. **Twin Impact (My Hero Academia) (200)**: The Quirk user has the capacity to secondary impacts at the site of any observed impact. This secondary impact is many times stronger than the initial impact, allowing even smaller impacts to transmit considerable force. The Quirk user need not be near, or be the one who

caused any initial impact, simply being required to observe the impact in person to double it. They may not, however, double any impact more than once. Secondary impact force is highly difficult to moderate.

2.42. **Fuel Siphon (My Hero Academia) (200)**: The Quirk user is able to inhale and absorb the stamina/energy of whoever they're touching. This can quickly drain a victim to the point of incapacitation if contact isn't broken. Drained stamina can be used not only to reinvigorate the Quirk user, leaving them fully refreshed. An overabundance of drained energy can also be channeled into temporarily increasing the Quirk user's size, strength and durability, leaving them even more powerful than before. As previously stated, there are two conditions for this Quirk. The user must breath in, taking a deep breath, and sustained contact is required for the duration of this time. Breaking contact or preventing the Quirk user from breathing in can interrupt this Quirk's effects and leave a victim with a chance.

2.43. **Landmine (My Hero Academia) (200)**: The Quirk user has the capacity to turn anything they touch into an explosive, including other people. After that point, they may remotely detonate that explosive with just a whim. Anything detached from the original object, person or thing will detonate still. The explosions themselves are actually fairly weak. While they may be rendered dangerous with numbers, most things with moderate structural integrity can remain in-tact even after detonation

2.44. **Healing Touch (Superman: the Animated Series) (200)**: The power to restore biological life to optimal conditions. In a less than a minute you can heal any injuries and cure any illnesses of any biological organism that you touch. Does not work on yourself and cannot revive the dead.

2.45. **Esper Ability - Accelerator (Toaruverse) (200)**: Through a series of experiments, drug usage and the like, that individual will be able to achieve and substitute standard reality with their own personal reality. You may choose one of the cannon abilities below in the notes. All abilities bough her starts at level one and would reach level five within ten years even you're living like a normal student and seeing combat at least one to three times a week would cut down the time needed to reach level five by half. After reaching level five you can reach level six within two hundred fifty years faster if you have training perks and been on combat frequently. For additional 200cp you may choose a different Esper ability from cannon examples.

2.45.1. **Accelerator**: It creates a thin field of AIM around you, which allows you to manipulate the vector values of anything you touch or around you. The passive ef ect that you do not need conscious control, may deflect or redirect bullets that strike you or the pressure wave of an explosion

without requiring you’re awareness of the threat and many more. The active ef ect of the ability requires active calculations in order to maintain it, as even a slight error can nullify the ef ect but it can allow you manipulate vectors instead of redirecting them.

2.46. **Esper Ability - Dark Matter (Toaruverse) (200)**: Through a series of experiments, drug usage and the like, that individual will be able to achieve and substitute standard reality with their own personal reality. You may choose one of the cannon abilities below in the notes. All abilities bough her starts at level one and would reach level five within ten years even you’re living like a normal student and seeing combat at least one to three times a week would cut down the time needed to reach level five by half. After reaching level five you can reach level six within two hundred fifty years faster if you have training perks and been on combat frequently. For additional 200cp you may choose a different Esper ability from cannon examples.

2.46.1. **Dark Matter**: It allows you to create and manipulate an unknown material from outside of this universe to attack. The material that you create defies the Laws of Physics, which can produce twenty-five thousand dif erent types of energy. The substance can apparently shape into any form you desire. The most obvious of this is the six angelic wings, which grants you the power to fly, blow powerful gusts of wind that is af ected by the power, and have sunlight pass dif ract upon it to form harmful rays of light.

2.47. **Esper Ability - Electromaster (Toaruverse) (200)**: Through a series of experiments, drug usage and the like, that individual will be able to achieve and substitute standard reality with their own personal reality. You may choose one of the cannon abilities below in the notes. All abilities bough her starts at level one and would reach level five within ten years even you’re living like a normal student and seeing combat at least one to three times a week would cut down the time needed to reach level five by half. After reaching level five you can reach level six within two hundred fifty years faster if you have training perks and been on combat frequently. For additional 200cp you may choose a different Esper ability from cannon examples.

2.47.1. **Electromaster**: It allows you generate and manipulate electricity. You can also able to sense all phenomenon related to your power and all electric fields from the surrounding nature, along with all magnetic and electromagnetic information are processed subconsciously whether they want to or not. Unique to Electromaster is the ability to be influenced by electromagnetic waves, even to the extent that they can feel unpleasant towards which manifests itself as something like being watched. Moreover, they are capable of detecting other Electromaster if there isn’t any interference.

2.48. **Esper Ability - Meltdowner (Toaruverse) (200)**: Through a series of experiments, drug usage and the like, that individual will be able to achieve and substitute standard reality with their own personal reality. You may choose one of the cannon abilities below in the notes. All abilities bough her starts at level one and would reach level five within ten years even you're living like a normal student and seeing combat at least one to three times a week would cut down the time needed to reach level five by half. After reaching level five you can reach level six within two hundred fifty years faster if you have training perks and been on combat frequently. For additional 200cp you may choose a different Esper ability from cannon examples.

2.48.1. **Meltdowner**: It allows you to forcibly control electrons in the ambiguous state of an electron where it is both particle and wave, and when they strike other objects the electrons are unable to react either as particle or a wave because of their state. The ability usually takes on the form of a high-speed beam of light that can easily melt through thick metal walls and cause things like refined alcohol to explode with its heat alone. Another radical application of this is limbs and by emitting a power similar to a rocket, it can perform high-speed evasion that is fast enough to escape an explosion.

2.49. **Big March of Animals (Duel Monsters - Shadow Realm) (200**): The beasts are united against civilization, they have a camaraderie even as they hunt and are hunted by one another. You can bring this camaraderie to bear, and call for a crusade of creatures: With a wild howl, you can call for a temporary union of wild beasts around you to strike and overcome your foes! Although if you wish, you can use this for reasons beyond simply attacking, and use the unique capabilities and teamwork to serve your goals.

2.50. **Shapeshifting (X-Men Evolution) (200)**: You can alter the formation of your cells allowing you to shapeshift into any human, animal, humanoid or semi-humanoid being of either sex. This power can lets you mimic any kind of clothing, as well as other materials, producing shoes, glasses, watches, etc. You are able to imitate retinas, fingerprints, scent and voice patterns perfectly. While you won't replicate powers you can mimic the physical capabilities of whatever form you take, gaining the power of flight as a bird, fangs, and claws as a wolf, etc. With training or time, you'll gain the ability to split into multiple shapes, such as a swarm of bats, gaggle of snakes, or several scorpions. You could even disguise yourself as a puddle of water, liquify parts of your body to avoid attacks, regrow new limbs, reshape your body to flatten, stretch out and expand, and can change your body to have claws or hammers for hands. The general rule is that you can go no smaller than a mouse and no bigger than a fairly large bear. Finally you have a template of who you originally were at all times.

2.51. **Molecular Acceleration (X-Men Evolution) (200)**: You take the potential energy stored in an object and can convert it to pure light, kinetic energy, thus “charging” that item with highly explosive results. The only real limit of this ability is the time required to charge as the larger the object is, the more time it takes to charge with most charging taking place through direct skin contact. The power of the explosions is dependent on the mass of the object you are charging, as a charged playing card explodes with the force of a grenade while a bus will cause a huge explosion. You can also accelerate an object's kinetic energy instead of converting its potential energy; for example, charging a Bo staff with enough kinetic energy will have enough power to level a house.

2.52. **Healing Factor (X-Men Evolution) (200)**: You possess a high-rate of cellular regeneration with far greater speed and efficiency than a normal human. This healing factor allows you to heal from superficial to deep and serious wounds in a couple seconds along with missing limbs or anything internal in at most a minute. Even falling from an airplane, landing face first on the ground, and breaking every bone in your body won’t keep you down for more than a few seconds. This regeneration also makes you immune to all forms of illnesses, poisons, and diseases. You are nigh-impervious to age & cellular decay via constant cellular regeneration so expect to live a few centuries in your prime before starting to see the slimmest glance of aging.

2.53. **Avalanche (X-Men Evolution) (200)**: You generate powerful seismic waves from your hands which can cause highly destructive effects. These waves cause any form of inorganic matter to shatter or crumble to dust. When directed at large objects, like a building or the Earth itself, these waves create effects similar to those of an avalanche or an earthquake within localized areas. With enough time spent you’ll crumble entire skyscrapers with your quakes. This gives you a limited degree of geokinesis as well given the waves can be used to create thrusting pillars of rock for ranged attacks, create trenches or earthquakes, and even redirect earth-based substances to an extent.

2.54. **Isaac Newton (Petals of Reincarnation) (200)**: One of the most famous scientists in history, the man who formulated the law of gravity, motion and other kinetic objects. Calling back to the way he was first inspired, Newton grants you the ability to create a limitless number of apples. You are able to control gravity within 4 metres of these apples, with enough force to crush people to gooey puddles or even partially bend space around them. Newton also makes his Reincarnators have heads that look exactly like giant apples.

2.55. **Albert Einstein (Petals of Reincarnation) (200)**: Another great scientist of the world, this time the man who created the theory of relativity and more besides. Einstein’s studies resulted in a power that allowed him to teleport between two

spaces, now passed down to you. You are able to, by sticking out your tongue, teleport instantaneously between any two spaces. You're also able to selectively take anyone or anything within a few feet of you with you, including only parts of people if you wish to cause some rather horrific injuries. However, you can only teleport to spaces you have physically been present in, the exact spaces mind, and that space significantly changing or being damaged will erase the record of you having been there and prevent you from teleporting there until you've physically moved there again.

2.56. **Fly Around the World (Rise of the Guardians) (200)**: You know what really helps with spreading your Center? Being able to get places fast. You have some form of enhanced personal mobility. Maybe you have iridescent glass wings that are razor sharp, doubling as weapons. Maybe you're extremely agile, and you can move faster and jump farther than any human ever could. Maybe you can achieve flight by riding the wind like a snowflake. Maybe you can teleport between shadows. Maybe something else. It's really up to you.

2.57. **AUTO PILOT (Medaka Box Abnormal) (200)**: You're able to set your body to work independent of your mind, letting it defend, attack and act solely based on your reflexes. No longer reliant on your reaction times or what you notice and focus on, your body will move perfectly and at full speed to attack, dodge, block or reach any foe or action you could normally do whilst your mind is free to think independent of this. Your body is still slaved to your senses however and cannot move faster than it normally could, only better, and thus it remains possible to trick your reflexes, though if you choose to focus on your actions at the same time as you have Auto Pilot active, you can erase this problem and increase your effectiveness even more. You can turn this Auto Pilot on and off.

2.58. **READING MINDS (Medaka Box Abnormal) (200)**: You're able to receive electrical signals given off by humans or machines and interpret those signals, effectively allowing you to read the minds of any being with a brain or thing with electronics. It's possible to focus your power instead of just taking in everything around you at once, something you may want to do given how difficult it can be to sort out all the signals at once, but your targets being in poor conditions can muddle the signals and make it harder to interpret what they will do. Focusing too much on one person can force you to feel their physical and emotional pain, so be careful to not go too far. On the other hand, possessing this power allows you to greatly increase the power of any electricity-based powers that you or those you are in contact with possess.

2.59. **DEVIL STYLE (Medaka Box Abnormal) (200)**: Those Main Characters better watch out because you're about to take away one of their biggest advantages. Around you or in things you are involved with, you remove the influence of fate and luck. Plot armour ceases to be a thing, lucky coincidences never happen and

fate and destiny are barred from having any effect on the actions of any involved. Around you, it comes to the individuals' own actions to decide the fate of the world and not any unseen force of luck or fate.

2.60. **Gun Visible Colour (Medaka Box Abnormal) (200)**: They'll never expect such a childish gesture to be so dangerous. You've got finger guns now, letting you make a gun shape with your fingers and then have that hand fire off invisible bullets of force at the enemy. Each bullet is about as strong as one of your own punches but you're not limited to just firing invisible pistols. So long as you can roughly mime the use of the sort of gun, you're able to use that instead. You can cock and fire an unseen shotgun or ready up an entire chain gun, though you are limited to real world guns in this way.

2.61. **Lip Service (Medaka Box Abnormal) (200)**: With naught but a kiss, you're able to change someone's life. You can give a person an ability you possess just by kissing them and, if they agree, even take an ability of theirs in exchange for what you gave them. You can take what you gave back with another kiss, though you can only take back what you gave and if what you gave was lost or modified, it will be lost to you. Through this method anyway. Besides, who doesn't like an excuse to kiss anyway?

2.62. **Teleportation (Justice League Unlimited) (200)**: By opening up wormhole-like portals you can travel anywhere you're familiar with seconds. These portals can take you and small groups of people to any location you know by memory or can see in pictures, videos, or magical visions. The exact distance you can travel is practically unlimited, you could easily make a trip from earth to new genesis, escape the void of space by opening a portal back to your ship, or retreat from battle by teleporting back to your secret base. Pretty much the only significant limitation of this ability is that you cannot use it to travel to different universes.

2.63. **Enhanced Speed (Justice League Unlimited) (200/300)**: Move faster than a speeding bullet and defeat your foes though the power of velocity and quick thinking. Not only are you able to run up to several times the speed of sound and react just as quickly, you can also use your enhanced speed to increase the force of your attacks, perform complex tasks in seconds, run up flat surfaces or across water, spin your arms or body to generate vortexes, and accelerate your heartbeat to appear dead. If you were to spend 300cp on this power, not only will you gain all of the aforementioned abilities but your movements speeds will be drastically increase to the point where you'd gain the ability to run up to a fraction of light speed, you'll also be able to vibrate fast enough to pass through solid objects and generate explosions. Keep in mind that traveling near light-speed is extremely difficult. At best you'll probably only be able to go up to Mach 40, fast enough to carry an exploding bomb from the center Las Vegas to the outskirts of the city in about a second, without any sort of help. But if you were to receive

some kind of technological aid, or somehow tap into the Speed Force, you could vibrate fast enough to rearrange someone's molecules and travel around the entire earth several times in just a few seconds. Keep in mind that accessing the Speed Force is dangerous and you have a very real chance of being absorbed by it whenever you approach the speed of light.

2.64. **Super Anchoring (Sonic the Hedgehog) (300)**: You have the ability to selectively make yourself immovable. It doesn't negate the pain but it does negate and redistribute all momentum to the area around you. So it comes off as some kickass looking clash of power. And you don't even have to lift a finger. The only requirement is that you have to be ready and brace yourself for impact long in advance. Doesn't always work out when you can't see it coming

2.65. **Elemental Conjurer (Sekirei) (300)** You may pick one element to create and manipulate. Fire, water, wind, earth, ice, darkness, light — provided it fits on the periodic table, it counts. Creation and manipulation of this element comes easily, and the only real limitation you face is working out what you can use it for.

2.66. **Healing Kiss (Sekirei) (300)**: Your kiss just brings out the best in those that experience it. They feel rejuvenated and more alive than ever. Your kiss can relieve both mental and physical stress.

2.67. **UKNOWN HERO (Medaka Box Abnormal) (300/500)**: You've been blessed with superhuman strength, so much so that it terrifies all those around you to an unbelievable extent. You're able to knock down buildings with a single blow and take tank shells to the face with naught but a grin to show for it. And that innate fear? It looks like anyone not at least as strong as you becomes so scared of your strength that you are removed from their senses and memories unless you specifically point yourself out. If someone as strong as you or stronger points you out, everyone else in the area will be able to see you until you leave but even if you are actively attacking those weaker than you, so long as you have not been pointed out, they won't be able to figure out how they're being hurt. If you spend another 200CP, you can gain the Theme Song power in addition to Unknown Hero. This will make it so that you're able to, for a few minutes at a time before tiring yourself out, move at the speed of light itself. You can a series of striking black tiger stripes over your skin when you activate this mode. It also allows you to create several very short lived but entirely physical clones at will. Even if you do not purchase this upgrade, you will be able to deactivate the fear aura you have at will.

2.68. **[Raff-Rafflesia] (Medaka Box Abnormal) (300)**: Through your hands you can now channel the power or rot and sickness. You're able to corrode and dissolve anything that you touch or that comes near your hands. The rate of corrosion and area of effect can also be controlled by you, enough to rot away whole buildings

in a few seconds at its best. You're also able to use the corrosion to rot dirt and earth, enabling you to grow and control plants to a quite unexpectedly scary extent, including doing things like creating plant men soldiers to fight for you. You have full control over this power.

2.69. **Black Hole (My Hero Academia) (300)**: This power allows you to generate small black holes at the tips of your fingers. The black holes can suck up and disintegrate any matter at the atomic level as well as certain forms of energy such as light. This Quirk is highly volatile and can easily be used to kill people or cause large collateral damage if not regulated properly, or even be turned back on the user.

2.70. **Creation (My Hero Academia) (300)**: This Quirk allows you to produce different objects from any exposed part of your body. Apart from living things, you can create virtually any object. Due to the incredible power, there are a few requirements however. To produce an object requires knowledge of its atomic configuration ahead of time. The Quirk user's body breaks down fat at the molecular level, reconfiguring into the various objects produced with this Quirk. Larger objects need more exposed skin, necessitating light clothing.

2.71. **Warp Gate (My Hero Academia) (300)**: The user of this Quirk is able to create and manipulate a dark fog that acts as a portal. When the user produces a mass of the dark fog, it transports anything it comes in contact with to a nearby location. It can also be used to obscure the user's identity. The portals that are created are based on coordinates and thus to open them means one must be able to pinpoint the exact position where they wish for each portal to open up into. The main limitations of this power are its precise, coordinate based nature, and the fact that the owner's body is always present in some manner even if they seem immaterial at times.

2.72. **Wave Motion (My Hero Academia) (300)**: The Quirk user is able to convert their vitality into pure energy and project it from their body in the form of spiraling shockwaves. Able to control the output and project these shockwaves from anywhere on her body allows for a variety of applications. Weaker shockwaves from the feet can allow for a form of pseudo-flight. Pulsing them from the body can be used to make hairpin turns or sudden dodges in the face of an enemy attack. Then there's the most straightforward use, extremely threatening energy blasts. As an innate property, the shockwaves always travel in a spiraling flightpath that causes them to travel slowly and awkwardly. As the user is converting stamina into power, fatigue is a potential threat.

2.73. **Edge Master (My Hero Academia) (300)**: The Quirk user has the ability to create and project bladed implements and weapons from their body ranging from swords and axes to chakram and guillotine blades. Projected bladed objects can

potentially be sent flying at high speeds towards a designated target along straight or curved flight paths, though they're unable to fly in a complete circle unaided. All bladed objects are made out of some form of high quality iron alloy that has the capacity to sheer through solid concrete without chipping or deforming. The Quirk relies heavily on the user's focus in order to form the bladed objects above. If distracted or just careless, the constructs can come out warped, brittle, deformed or otherwise lower quality. Mental exhaustion may become a problem for those mentally weak. Otherwise, Edge Master takes minimal stamina for continuous production

2.74. **Myth (My Hero Academia) (300)**: The Quirk user has the ability to transform into a larger and more powerful form. This form emulates the appearance of a mythological creature of choice, selected at the time of purchase, and bestows a number of physiological changes and abilities based upon that choice. The choice of a dragon could give protective scales, wings, fangs, claws, and a tail, as one example. The choice of a kraken could enable the ability to breath underwater and bestow a number of powerful and dexterous tentacles, as another. Otherwise magical abilities based upon those creatures like immortality or passing through walls are not included with the transformation. Physical abilities within this form, no matter the choice, are far greater however. This form is often between the size of a bus and a two-story house. This transformation is more stamina consuming than the Quirk user's base human form. Specific weaknesses such as gaps in natural armor or inability to handle certain temperatures vary depending on choice of creature made.

2.75. **Drain (My Hero Academia) (300)**: The user of this Quirk is able to create a "drain" on whatever they touch that greedily sucks in surrounding or ambient moisture and then force feeding it into whatever has the drain. Additionally, the Quirk user gains especially elastic skin and a strange internal reservoir. When used on the Quirk user, they're able to potentially balloon themselves with a deceptive amount of water and spray it freely from their hands with condensed cutting force. Due to the way the drains work (one way suck) and water not pairing well with compression, this Quirk can easily be used to pop someone's head like a balloon, fracture a wall or erode the ground. All drains are sealed when the user clicks their tongue. The user also has a limit to how much water they can hold, potentially bursting, and their upper limit is also rather awkward to move around with.

2.76. **Rewind (My Hero Academia) (300)**: The user of this Quirk has the ability to turn back the body of those they touched to a previous state. This can be used altruistically to seamlessly heal an individual, or maliciously by rewinding old wounds open again, or rewinding them out of existence entirely. This is a very potent ability and even before active training has the potential to turn someone back minutes or hours in mere moments. With intense training, it has the

potential to reverse only parts of someone or something. Intense training would be required either way however, as Rewind is difficult to control by default. It works on activation, being easy to turn on but difficult to stop at first, leaving control a serious issue.

2.77. **Red Rush (Invincible) (300)**: You have become a speedster. Due to an accident when you were a teen you gained the ability to move and think at massively hypersonic speeds, on par with a veteran Viltrumite in an atmosphere. You naturally generate an aura that protects you and those around you from the effects of your speed, while also allowing you to interact with objects semi normally. If you punch a concrete wall at top speed, your hand would be bruised as if you punched a wall while standing still but the wall itself would exploded into shrapnel from the sheer kinetic energy. This general augmentation also comes with stamina needed to run for immense distances, and lengths of time.

2.78. **Rex-Splode (Invincible) (300)**: You have been enhanced and powered up jumper. Not only have your physical abilities been enhanced to just beyond peak human and into superhuman for every category, you have also gained the ability to charge up objects with explosive energy. You can decide how this occurs, whether you had cybernetics implanted in you or whether you simply have been augmented in a different fashion. When an object is charged you can throw it (or run) and then trigger it to explode at will. The amount of energy that can be contained in an object is determined by its size with larger objects taking more time and energy to charge while also resulting in a larger explosion.

2.79. **Power Plex (Invincible) (300)**: You are able to absorb energy of any sort and convert it into electricity at your discretion. Explosion, kinetic energy, really anything can be absorbed and converted by you. You are able to contain and control your powers so that you do not need any technological aid, and with some practice you will even be able to use these powers to fly. The blasts of electricity you can create, while extremely powerful, tend to not be effective on those with extreme durability, as a young Viltrumite would be able to survive you and a veteran would barely feel a tickle. You are weak to crushing attacks and your powers could potentially overload and turn off if you try to absorb something on the level of a nuke in a second. Your powers overloading does not directly deal damage to you but they turn off for a few minutes and ‘reboot’.

2.80. **Demon Eye - Absorption Eye (Mushoku Tensei: Jobless Reincarnation) (300)**: This eye absorbs magic. Normally the eye would absorb magic indiscriminately, it would absorb any magic you cast as well. However if purchased here you can use select the targets the eye absorbs. Post-Jump this will include any type of magic or energy, and you can choose to let the energy disappear entirely or absorb it into your own reserves.

2.81. **Demon Eye - Absolute Void Eye (Mushoku Tensei: Jobless Reincarnation) (300)**: The Absolute Void Eye can create an immense, insurmountable barrier around areas. While you could hold off an army with these and prevent people from entering, the drain is significant. However if purchased here you can create an independent barrier over an object or area but the strength and duration of the barrier depends on how much energy you used to create it.

2.82. **Esper Ability (Re: Monster) (300)**: If you choose a weaker power, such as Self Diagnosis (the ability to be constantly aware of your body's physical state down to the cellular level), then you gain a discount on this purchase. If this was already discounted, you only pay 150cp.

2.83. **Parahuman - Blink (Worm) (300)**: You are capable of teleporting to any location within two hundred yards with only an instant's thought. When you Blink you may modify your physical orientation and momentum to anything that is physically possible for you. This power is especially suited to rapid teleportation chains, and you are immune to any disorientation or imbalance that might result from this. Secondary Thinker aspects grant you superhuman spatial and situational awareness needed to use this ability to its fullest, along with the capability to handle sensory input faster than possible for any other human being. You can also Blink targets you're touching, or take them with you, whether that is people or objects, up to around five times your size.

2.84. **Parahuman - Browbeat (Worm) (300)**: How does personal biokinesis, a protective force field, and tactile telekinesis sound as a power set? You're nearly impossible to completely incapacitate or subdue due to your combination of powers, and any one facet of your power being negated tends to be covered by others. Nullifying your force field and telekinesis doesn't change the fact that you've already shifted into a superhumanly strong hulk, and at any other time you're a juggernaut who can wreck opponents with just the tiniest glancing blow. Strength for your telekinesis is 30 tons over your base physical strength, and your forcefield is durable enough to casually tank… well, a tank. The creative uses of your biokinesis are nearly limitless.

2.85. **Parahuman - Friction Modulation (Worm) (300)**: You are capable of not only ignoring friction, but reversing its effects to increase your speed and momentum instead. This can continue with no upper limit, and any negative effects you would suffer from the forces involved are negated. This includes kinetic force that would cause damage to you from your own actions, so despite your speed you cannot strike with any more force then you can safely handle. Your control over your movement and inertia also allows you to redirect your momentum and inertia in any direction at any time, allowing you to zip and bounce around a battlefield at insane speeds effortlessly. Your reaction time and reflexes scale with your speed, allowing you to act and react normally. May also be extended to

people and objects you are touching to bring them along with you. You have perfect balance and poise while under the effects of this power.

2.86. **Parahuman - Doormaker (Worm) (300)**: You are capable of opening portals to any destination you can think of. These portals may remain until you decide to dismiss them, and their size is limited only by your powers growth and the effort you put into them. These portals are capable of crossing dimensional boundaries, and into alternate mirror worlds. Post Jump you can still reach such destinations, but note that peculiarities of the particular world may change the fundamental nature of how these might function. Post-Spark these portals can connect anywhere in the multiverse/omniverse.

2.87. **Parahuman - Warp Spasm (Worm) (300)**: By activating your power you are able to enter a berserker rage that warps you into a monstrous and incredibly destructive form wreathed in fire and lightning. This transformation continues to build over time, with no upper limit as long as you don't calm down, and have the stimulus to feed your aggression. Lacking actual meaningful danger will cause your growth to stall, while lacking any form of conflict or stress will cause your power to reverse its effects quickly. This rage doesn't impede your intelligence, skills, awareness, or cunning, perhaps even sharpening them as time goes on, but while you are in this state the only methods you can bring yourself to use involve violence, aggression, and destruction. You can snap yourself out of this rage at any time you want, although this doesn't stop you from losing yourself in it if you are not careful. The exact details of your monstrous state is up to you, whether you want it to be a demonic winged monster, dragon like, or something else. The intense heat and electric discharge you are generating is controllable by you, and gets stronger as you do.

2.88. **Parahuman - Alexandria Package (Worm) (300)**: You have the standard flying brick powerset, insane strength, durability, and flight. You can toss around over 30 tons, your strength enough to tear through solid steel like tissue paper. Your durability is incredible, requiring high explosives before you even start to feel it; and your flight tops out at around five hundred miles per hour. As a secondary power you possess enhanced intelligence and perfect memory. Your power also enforces the Manton Limit on things that try to affect you, meaning that even elsewhere a telekinetic can't pop your brain, or somebody who can conjure flames burn you from the inside out. Yes, this explicitly includes Behemoth's kill aura, and will even protect you from Ziz's telekinetic brain fuckery.

2.89. **Parahuman - Personal Force Manipulation (Worm) (300)**: Within a the space around an inch from your body you are aware of all forces currently active, and you may magnify or lessen them. This lets you turn blows against you into mere taps, while increasing your own into incredibly destructive attacks. You can extend this power to targets you are touching, up to the size of a very large

vehicle. You'll get more bang for your buck by increasing or decreasing multiple forces at a time, like increasing the kinetic force of your strikes while decreasing the physical resistance of the target at the same time. This requires no small amount of finesse, but if properly mastered you'd be a nightmare.

2.90. **Parahuman - Stellar Focus (Worm) (300)**: High temperatures within a small space around you (roughly a one to two foot radius unless you limit it or turn it off) are nullified to around sixty-seventy degrees, and for a very good reason. Your power lets you create a miniature sun, which may reach up to the size of a very large truck. Continued effort can continue expanding it but doing so results in diminishing returns and can tire you out. The temperatures generated by this can be enough to lay waste to everything around you in seconds if you're not careful, and to vaporize stone and steel in almost an instant if you're openly pushing it to happen. You'll have to keep your sun small if you want to use it without causing insane amounts of collateral damage and wanton death, but when purposefully guided towards destruction there is very little even among parahumans that is capable of resisting its effects. The range you can control and move it within is roughly two hundred yards around you from the sun's core to yourself.

2.91. **Parahuman - Ballistic Transmission (Worm) (300)**: Objects you touch can be launched along a trajectory of your choosing (simple ones only, slight curves are fine, figure eights are not) at several thousand feet per second. You can affect objects up to the size of a large truck, and size has no effect on the speed reached. Unfortunately you can't make targets fire slower, so any use of your power is almost by default highly lethal and destructive against anything other than extremely durable targets. If you don't think this is all that impressive then sit down and do the math when say...that car over there hits something moving at speeds equaling that of a high velocity military round.

2.92. **Parahuman - Sting (Worm) (300)**: By unfolding an object through nigh infinite dimensions it becomes capable of ignoring all forces that would affect it, including the physical resistance, durability, or other effects that would meaningfully impede it. You apply this effect on touch (and you're immune to being harmed by this power) on objects up to the size of a large truck. The length of time this remains in effect on an object depends on how much juice you put into it, and when the power wears off the object will physically fuse with whatever it is currently going through. This power allows you to tear through almost any and all defenses like they didn't even exist, only other absolute effects like a time locked object can resist it, at which point both effects simply cancel each other out on contact. Explicitly bypasses all dimensional barriers, boundaries, and defenses. You also have a nigh perfect sense of timing and trajectories, giving you superhuman aim and accuracy. As a special concern for Jumpers, note that magical, conceptual, and other supernatural effects work just fine when it comes

to defending against this power, they don't automatically lolnope it, but unlike everything else they have a chance.

2.93. **Parahuman - Power Well (Worm) (300)**: Within you resides an immense reserve of energy that you are capable of calling up and expending in incredibly powerful blasts. You can shape these and to a certain extent manipulate their nature, from kinetic force, to thermal energy, to electricity and more. These are powerful enough to level a city block should you go all out to your upper limit. You also possess the capability of flight, at around two hundred miles per hour. Despite the incredible raw force of this ability, do note that use drains your reserves, and while they are significant when you are fully charged intensive use of your full capacity will require over a week to recharge to suitable levels. Your mobility and raw destructive power also do nothing for your personal durability. Barring other abilities you are just as fragile as a normal human.

2.94. **Parahuman - Corrosive Contact (Worm) (300)**: Your touch hyper-accelerates and optimizes entropy in targets, which for most means they almost instantly disintegrate. This power can affect contiguous material up to five yards away from the point of contact, and your precision with it is enough to do things like casually carve out new doorways with a tap. This power is enough to almost ignore simple physical durability, although beings like the Endbringers will "merely" be hurt pretty bad by it. Works on energy just as easily as matter, and you lack any Manton Limit to stop you from effecting living beings. You're completely immune of course, and have perfect control over this ability.

2.95. **Parahuman - Stasis (Worm) (300)**: At a touch you're capable of freezing things into a temporal stasis, for up to ten minutes at a time, minimum thirty seconds. Effected objects are completely invulnerable, immovable, and otherwise immune to being affected by anything. Should another absolute effect (such as Sting for example) contest this, then both effects are nullified. Additional touches allow you to reset this timer for any duration up to your max. You are capable of effecting contiguous matter, although this is much harder, able to work only about five yards out. The Manton Effect prevents you from freezing only portions of a living target, at least for the duration of this jump.

2.96. **Parahuman - Memory Blanking (Worm) (300)**: When active, your power actively blanks you from the memory of everybody around you, including short term recognition. You could walk right up to someone with a knife in broad daylight, and cutting them would leave them wondering how that happened, completely unable to register your presence. This power works only on living beings. Sensors, cameras, and robots will be able to perceive you just fine. Other exotic senses may bypass this as well, although that depends on their nature, but otherwise people are completely incapable of registering your presence and actions. Imp for example walked right into a villain's office, hammered a board full

of nails onto the floor behind his chair, tied a rope to said chair, and he only noticed her when she deactivated her power and calmly let him know that if he did anything funny he was one tug away from leaking like a sieve.

2.97. **Parahuman - Iterative Improvement (Worm) (300)**: Each day you gain a certain amount of charge, which you can spend to effectively “enchant” objects with superpowers. The more charge you invest in a particular object, the more you can improve and expand its abilities. A single day's charge would give an object a minor power, but over time you can increase it with no upper limit beyond your investment. These objects only work for you unless you make it otherwise. As you use your power, experiment with it, and it matures from conflict and experience, the amount of charge you gain per day will increase. You can hold about a month’s worth of charge at any one time, any more will be wasted.

2.98. **Parahuman - Imaginary Form (Worm) (300)**: You’re capable of warping your physical form into a mental projection, which can be roughly anything you can imagine up to roughly twenty feet tall, or proportionally larger if your base size differs from human norm. This form doesn’t need to be biologically or physically viable, a swirling nimbus of light or a massive beast made out of fire is perfectly fine, and will interact with the world as those forces normally do. Your body itself is able to be casually reformed from any damage it might take, but you still possess a core somewhere within it that will result in your demise if destroyed or significantly damaged. Reforming your body is relatively quick but takes mental effort, and doing so continuously will fatigue you. Note that while you can become anything you can imagine, this doesn’t mean you can just imagine “A thing that does X” and have that ability. An understanding of physics will allow you to get the most out of this power.

2.99. **Super Speed (Arrowverse) (300/600)**: You’ve gained the ability to go superfast! Your physiology has been augmented into a lean-muscular frame well-beyond peak human condition. This lets you to easily handle the rigors of your speed; you can resist high-level friction, inertia, air pressure, reduced oxygen, & kinetic impact. This allows you to run at superhuman speeds starting at 200mph, along with the agility and perception to match. This also accelerates your healing capabilities, healing yourself completely from injury in a matter of hours or days. Your ability to heal is unable to regrow limbs, but if you're fast enough you can reattach a limb to the stump, before your healing factor heals the wound. Your speed is soft capped at Mach 40 at which point you find it harder to improve your speed without serious time invested in training. If it relates just to speed, anything Barry Allen can do such as dodge bullets at just Mach 1 speed, or run up buildings & across water, you can do it too. However everything else you see Barry do requires...

2.99.1. **Speedster (300)**: Need to do more than just speed. Now you've gained a connection to the Speed Force; a mysterious semi sentient parallel dimension which gives Speedsters their powers. The Speed Force has given you more than just Super Speed for it has charged your cells with massive amounts of electricity. When accessing the Speed Force, you generate electricity from your body, most noticeably trailing your body as you run. Also you can share your immunity to the rigors of going fast by enveloping those that are touching you with the Speed Force. You can also vibrate can vibrate different body parts for various effects. This can mask you from being clearly perceived or distort your vocal cords to disguise your voice. You can vibrate to forcibly expel any toxins that affects you. By vibrating you can also generate great amounts of heat to recover & even be kept thermally insulated from extreme cold. By vibrating your molecules at the frequency of air, you can physically pass through solid objects. With training you can do this with multiple targets, such as an entire moving train and hundreds of passengers. You can also harmlessly pass through living individuals. He can also pass through the highly complex objects in universe that's vibrational frequencies differed from your own. Alternatively, you can use this as a weapon by passing your punch through a person's body, incapacitating them. Or by vibrating your hand and passing it through a person's heart or brain killing them. By vibrating at varying frequencies and with different levels of force, you can create small tremors and can induce extreme amounts of jolt on any target you touch, even disrupt the inter-molecular bonds and cause it to shatter. Your vibrations can even shatter objects into fragments. Greater your speed the stronger the tremors are, to the point where you can create a small earthquake by moving at top speeds. When you gain enough speed you're able to pierce through the time barrier, space barrier & dimensional barrier. When you bypass the time barrier you may enter different points in time and arrive at a destination with pinpoint accuracy. You can do this in one of two ways; either enter timelines independent from yourself and unaffected by his travels or perform a time do-over, wherein you "merges" with your temporal counterpart to be fully immerse in the timeline. Regardless of the changes you makes, this leaves you unchanged allowing you retain all memories of the previous timeline in addition to the new timeline and differentiate between the two. Through training you'll be able to "create" a time remnant by traveling back to moments before your current self-time travels, hailing from a future that no longer exists. This allows you to be two places at once, enabling you to interact with the world for two separate actions simultaneously. If desired, you can create dozens of time remnants at once. Be warned if you abuse this too much, or change the time too much, then the Speedforce will send Time Wraiths or if the changes are too grievous the Black Flash. These beings are the enforcers of the timeline, if they catch

you they will kill you or erase your existence rapidly. So be careful not to abuse your powers too much. When you pierce through the dimensional barrier, you can break open portals between dimensions, allowing you to travel to any other universe within the local multiverse, including the main Earth called Earth One. If desired, you can also bring others with you. At first you cannot consciously control this, but through training you break open portals of your own accord and consciously chose your destination, even into the Speed Force itself. Lastly when you pierce through the space barrier you can open space breaches, enabling you to shift and warp about and appear out of nowhere to new locations. When combined with super speed, your actions can appear as if you're in multiple places at once by rapidly moving through these breaches to new terrain. Post-Jump you've become a conduit for the Speed Force itself, allowing the Speed Force to follow you throughout your travels. Lastly the Time Wraiths and Black Flash will no longer bother you. Everything you see Barry Allen do you'll eventually be able to do as well if you train & push yourself to improve. What's not known to a few is the fact the Speed Force is an intelligence that's existed since beginning of time. It's taken a shine to you and should you spend six months within the speedforce voluntarily, all soft caps will be removed. You'll also subconsciously learn the speedforce language, a language that conveys lots of information with just a few symbols, which when studied will unlock the ability to share speed with non-speedsters for a short period and/or take away speed from speedsters for a short period of time.

2.100. **Winging Ceremony (Sekirei) (400)**: A kiss from you can bring out the latent abilities in others and supercharge their normal abilities for a short period of time depending on where you kiss them. I.E: A kiss on the hand will have less effect than a kiss on the lips.

2.101. **[Scar Dead] (Medaka Box Abnormal) (400)**: Scars never disappear forever. You're living proof. You're able to instantly re-open any wound someone you can see has ever suffered, whether physical or even mental, and force it open as many times as you want even if that person heals once more. This power is quite indiscriminate when you want it to be, even able to open wounds and injuries suffered by objects, even if those 'wounds' were things like a sword being beaten into shape by a hammer while being forged. It also bypasses any defences against anything less than supernatural powers in general, not counting as an attack against defences against such things.

2.102. **Metamor Stair (Medaka Box Abnormal) (400)**: Evolution is a wonderful process. It made these humans that are so fun to mess with, didn't it? But sometimes you can't be bothered waiting a few millions years for something to happen and just want it now. Now you can with just a touch, force anything, be it

a person or an object, to evolve to a new and better stage up to twice. A monkey could be made to become a man and then into an evolved form of man. A blade could be turned into a chain sword and then into an energy sword.

2.103. **Dupli-Kate (Invincible) (400)**: Through a mystic curse you have been empowered to be able to use Bio-fission, able to at will make clones of yourself and absorb them. You are able to make an enormous number of clones, each a perfect copy of you, who innately exist in a sort of hive mind (no one being superior to the others, and all working together). When you first activate this power you're limited to making about a hundred clones, with time and practice however you will discover that you are able to make as many clones as you want. The clones are permanent fixtures in reality and once created, they remain unless absorbed and reintegrated into your body, meaning that if they get crushed they are a pain to clean up. So long as any single clone survives, so will you in your entirety. I suggest you hide one somewhere no one else will find it.

2.104. **Brit (Invincible) (400)**: You have become physically invulnerable: nothing of this universe can damage you physically any longer. You can tank the punches of a Regent Viltrumite, walk through lava, and even geniuses on the level of Robot Rex are unable to figure out a way to harm you. Thanks to this invulnerability your body has also been increased and improved. You always maintain your ideal body shape as long as the minimum amount of caloric intake is maintained and you never gain unwanted weight. You have increased agility slightly beyond peak human with the flexibility of a professional gymnast. Your senses have been augmented, allowing you to see like a hawk, smell like a dog, and hear like a bat, with no risk of damage from overloading them. Finally your strength has been increased allowing you to access 100% of the power of your muscles at all times. This allows you to access the full potential power of the human body without your muscles tearing your tendons off of the bones. With this you could pick up, or with effort throw, a sedan. You may optionally choose to have this power give you snow white hair.

2.105. **Psychic (With This Ring) (400)**: Psychic powers are incredibly versatile: Telepaths can bestow a college level education in minutes with little effort, as well as learn or teach languages with no trouble, beguile the senses with illusions, communicate silently over massive distances, read memories or thoughts, and even control minds. Telekines of sufficient strength can become their own Alcubierre drives. The Tinker's cap, which bestows both powers, allowed a pudgy man in his 50s to take on the Justice Society (not "a member" of the Justice Society, the entire Justice Society) and win. If you lack psychic powers, you are granted innate telepathy and telekinesis on a level comparable to those granted by the Thinker's Cap. If you already have psychic powers, then they are boosted by a comparable amount. With practice, you may learn how to phase-shift. You will be a match for a talented martian in terms of power and skill,

making you less powerful than Miss Martian (whose can hear whispers of thoughts on Mars from Earth), but more skilled than her. Please remember, a clever and skilled psychic can regularly defeat a more powerful telepath or telekine in both the mental and physical world.

2.106. **Burst Stream of Destruction (Duel Monsters - Shadow Realm) (400)**: The power of the Blue Eyes White Dragon should never be underestimated, the three-headed matriarch of the clan able to lay waste to empires as the sun rose and set. You have harnessed the power of her offspring, able to either enhance your own magical attacks with a blue wave of destructive that can turn castles into ashes, and mountains into a collapsing landslide. You may also use the destructive beam on its own without any additional magic. Initially, this is draining and unwieldy, but with time, you may unleash this destruction as easily as the dragons themselves, and increase its power. Let none stand before your might.

2.107. **Green Lantern Powers (DC – Kingdom Come) (400)**: Alan Scott has long since stopped caring about Earth's problems. But space still has issues, and he must deal with them. In the meantime, you seem to be some strange science experiment by the Guardians to see if they could create a being with no need for the Green Lantern Ring. You were the result, but they've placed you on Earth as they found it cruel to expect you to serve them without you having a say in the matter. If you want to be a part of the Corps or not is up you. They had gotten their answer with you, anyway. You possess all the powers of the Green Lantern ring without needing the ring in the first place, even those unlisted. Examples include using own willpower for fears such as hurling blasts, creating hard light constructs, flying, and breathing in space! Along with being a universal translator. You may also access the massive computer of knowledge on Oa and do complete scans of the entire galaxy at maximum. You have no weakness to wood or the color yellow. As a side effect you'll have green skin for the entirety of the jump. Post jump, you can keep it on you or do away with it as you wish. But more than that, you don't need to actively maintain your constructs. You could make a huge space palace with your own green light without needing to actively maintain it with your will. Anyone could live in them. Just make sure your cool new space palace doesn't hit Alan Scott's. He might not be too pleased with that.

2.108. **Telepathy (X-Men Evolution) (400)**: The power of the mind is truly a powerful thing. You are able to read and control minds, pick up psychic screams, project your thoughts to others, create powerful illusions that trick all the senses, and can scan locations to find specific minds. Along with that you can influence both cognitive and motor functions in others making them do things they wouldn't normally do. Altering memories although highly grey can be done as well if you can stomach the ethics. At the start you'll be able to alter the minds of dozens of individuals at once. With time or training you'll be able to affects a packed sports stadium which ranges from the hundreds to thousands. Your psychic abilities will

improve to the point where you can project your mind outside your body to travel the astral plane, gain the power to fly, and the the ability to create psychic energy constructs/weapons, such as a scythe, swords, and horses.

2.109. **Purification (Rise of the Guardians) (400)**: You can, with but a touch, cleanse things and people of corrupting influences with no lasting harm to them. Erase a poison, remove mind control, cure a curse — return things to a natural state. Nothing in your grasp shall ever be twisted against itself or others. Always passively affecting yourself, but may be turned off if you for some reason feel the need.

2.110. **The Power You Wield (Rise of the Guardians) (400)**: Most of the time, Spirits go from place to place spreading their Center wherever they can. Sometimes, though, they need to defend themselves or others, and that's where something like this can come in handy. You have some sort of unique superpower or ability; it's not directly related to your Center, but should be linked to whatever theme you have as a Spirit. If you're Jack Frost, you might be able to control all things winter, bringing cold and snow wherever you go and unleashing it in blasts of icy lightning. If you're the Sandman, you might be a more fantastical version of Green Lantern, creating golden sand at will and forming it into whips to fight with or clouds to fly on or sea life to swim through the air. Your power, whatever it is, need not be combat-related, though. Want to be able to open up underground tunnels that lead all over the world and close behind you? Want to be a master craftsman, capable of forging enchanted swords or making magical toys? Want to be able to gradually summon weak minions to do your bidding? Want to do something stranger? That can happen. Just don't go too crazy; you're getting a blank check here, but try to keep it to around the same level of power elaborated upon here.

2.111. **Kingly Gaze (Fate/Grand Order) (400)**: Heavy is the gaze of one as high as you are. Just standing before your eyes will make others feel the truth of what they are and exactly how low they are in comparison to you. Just by looking at a person, you can harm them with the weight of the shame and guilt they'll immediately feel for opposing you. The weaker they are in comparison to you, the worse this effect will be. Those on your level or above will feel strained in their movements and slightly weakened but the further below you someone is, the weaker they'll be when in your sight and the more pain they'll feel for every second they're under your watchful eyes. If they're as weak as to be no more than a normal human or less, their minds will simply break from a single glance from you, provided you don't purposefully limit yourself to spare the mortals.

2.112. **Heat Vision (Superman: the Animated Series) (400)**: A Kryptonian's deadliest weapon. Heat vision is essentially a high-intensity laser that will scorch anything

it touches. This laser is extremely precise, and can be used to heat up cold drinks or lobotomize people as necessary.

2.113. **Angstrom Levy (Invincible) (600)**: You were born with the powers to open portals to step between realities. You can open portals to travel within the local multiverse of every setting you enter and can simply move from one to the other. The only problem with this would have been that while every setting has this local infinite multiverse and you're are able to open portals to travel through it, you do not know where you are in the multiverse or where you are precisely within each universe. However thanks to the grace of jumpchain you now possess the equivalent to knowledge to what Angstrom Levy would attain through gathering up all of his copies, that of knowing innately where you are in both universe and multiverse as well as the general features of the universe in question. Thanks to this the portals that you open to parallel realities no longer have to be in the exact same physical location as where you are standing. This knowledge updates in future worlds. You are also able to open portals to other parallel dimensions should they exist naturally in the setting, such as the Never Never in Dresden files, Heaven and Hell in DC, or parallel realities in Marvel for example. You are limited to the local multiverse until post-spark, upon which you can go anywhere.

2.114. **Imagine Resistance (Toaruverse) (600)**: Unlike the certain protagonist whose powers is uncontrollable and also negates his own luck, yours is dif erent. You gained a controllable version of Imagine Breaker that doesn't negate positive things for you like luck or someone healing through magic or abilities. This power emits a skintight barrier around you that protects you from internal and external harmful ef ects and damage from all supernatural powers like magic, esper, and divine powers. It can also be weaponize to dispel or negate powers and abilities which can be applied to any weapon that is connected to you or things that you are holding. While it can be applied to weapons that you're holding or connected to you but this is not passive and you have to actively apply it to your weapons. At the start it can dispel or negate abilities and powers equal to a level five Esper and reduce the damage and effects that you would receive from higher and more powerful ones and the ability to dispel or negate abilities and powers would grow stronger as your overall power grow, as powers with the same origin as original Imagine Breaker it won't af ect or cancel out each other.

2.115. **The Coloured Man (King Arthur) (600)**: Pick from ten different colours. You can change your skin to match that colour, and as long as every item you wear is that colour you get a boost to dexterity, durability, and strength as well as a magical enhancement Or power based on the color.

2.116. **Power Absorption (X-Men Evolution) (600)**: The mac daddy of the superpowers. Why have one superpower when you can have them all? Temporarily of course though. Like a certain Rogue, you too can gain the

memories, skills, and powers of beings that you touch by absorbing their life force and weakening them, possibly into a coma if you aren't careful. Those that are stronger than you can resist this up to an extent although if they severely dwarf you in power then there is no absorption. You are able to select specific skills like dancing with a light touch but full on skin to skin contact will result in you getting the whole deal. Longer touching leads to longer usage of powers up to a 24 hour period. If you've gone beyond and absorbed a person's life force to the point of their death then that power is permanently yours for the taking and it can even be improved beyond what the original owner was capable of.

2.117. **Silver Eyes (RWBY) (600)**: You have the Silver Eyes of the warriors of old, said to be capable of killing Grimm with nothing but a single look. Your eyes start off weak, only activating in times of great need, but in time you will reach this level of power as well. When your eyes reach their zenith, you'll be able to kill lesser Grimm with glance, and petrify greater ones with minor effort. In future Jumps, you may choose a single enemy type to gain these same effects on.

2.118. **Goemon Ishikawa (Petals of Reincarnation) (600)**: A famous Japanese outlaw, whose accomplishments were believed to be mostly mythical because of how fantastic they were. His legendary thieving skills grew into the dual power you now possess in this state. Goemon grants the user two powers, one in each of their arm, that become glowing black appendages when in use. Their Right Arm is the Arm of Thievery, able to selectively ignore any outside influences to steal things, allowing the user to phase their arm through objects and steal things within those objects before phasing back out. Taking all of someone's blood without leaving an entry wound is as easy as stealing a section of a rock to hide within the resulting hole. This arm can also be used to steal powers from other beings, which are then utilised with the left arm, the Arm of Usage. This arm is the one through which all stolen powers are channelled, though the powers are only degraded versions of the originals.

2.119. **Guardian (Rise of the Guardians) (600)**: The Guardians were founded by the Man in the Moon to protect the children of the world. Most of the time, their duties consist of doing what they probably would have done anyway. But occasionally there will come a threat to the children of Earth, and in such times the Guardians are called to defend. To aid in this, you gain power when protecting others. Be it chasing away a child's bad dreams or protecting them from the hordes of the Nightmare King himself, you shall never be stronger than when you are defending others, particularly if doing so puts yourself in harm's way, boosting your power up to five times what it might normally be. This boost becomes even greater the more vulnerable and defenseless whoever you're protecting is; the more they need your help, the better you're able to help them. Additionally, once per Jump or ten years, whichever comes first, if even a single non-follower who

believes you exist is in danger, you may come back from the dead to protect them.

2.120. **Esper Ability (Re: Monster) (600)**: Like Rou, you possessed an ability before coming to the world of Re:Monster, and also like Rou, you've maintained that ability even after being reincarnated into a new body. These abilities vary greatly and can range from the fairly mundane to the truly powerful. Common examples include Teleportation, Psychometry, Telepathy, and Psychokinesis.

2.120.1. **Empowered (Free With Protagonist)**: For an additional 200cp, undiscounted, or if you possess the Protagonist perk, you can instead gain a truly potent ability, such as Rou's [Absorption] ability or an equally potent ability that allows for a constant degree of growth. Examples are given in the notes section.

2.121. **Adaptability (Justice League Unlimited) (600)**: Your enemies will have to think of new tricks anytime they fight you. Regardless of what it is you can't be beaten the same way twice. Get lobotomized by someone's laser vision? So long as you can recover from it you'll always be able to shrug off such an attack whenever it gets used against you again. Adaptations are permanent for the form you're in when you receive them. Any adaptation you develop will protect you against similar levels of damage in roughly the same area, so if Superman melted your brain with laser vision your skull would become immune to energy attacks as strong or weaker than Superman's heat vision, and if you managed to regenerate from a nuclear explosion your skin would harden to allow you to survive similar attacks in the future. Also if you you were ever hi by something like a magical fireball then you'd be immune to both regular and magical fire of the same strength or intensity as whatever spell you were hit by.

2.122. **Titanic Strength (All-Star Superman) (600)**: Would you believe that people who can throw down with the Man of Steel aren't as uncommon as some think? For years, Superman has battled foes capable of withstanding his super strength and hitting back with just as much force...and whether you've had a hell of a workout regimen or special genetic traits, you're among them. Like Samson and Atlas, you possess enough physical strength that you could wrestle the average Kryptonian and come out on top, your body likewise tough enough to withstand such blows, and a minor healing factor that would let you snap broken bones back into place with a little adjustment, though not enough to spontaneously grow limbs back. You may lack the versatility of a Kryptonian, but that doesn't mean you should be underestimated!

2.123. **Original Way (The God of Highschool) (600)**: When humanity first joined the Heavenly War against the demons, they were weak and useless. It was only when the Gods granted the Humans a portion of their power, the original way of

using Charyeok, that the humans became the near endless military force they were in those times. You are have the ability to make contracts like these with any being, gaining use of an imbued part of their power in return for favours or services of some kind, in the same way as a Charyeok works. Whilst convincing them to take the deal is up to you, once you have received the power, any harmful side effects that might come about from making use of it, such as the ones suffered by Humans making used of the Original Way of using Charyeok, will be greatly reduced. Using borrowed power that significantly ages you by decades might only add a year or two to your overall age.

2.124. **Lost Password (Medaka Box Abnormal) (800)**: When the fools try to crawl their way up to your level, you'll be waiting at the top with a hammer to slam down on their hands and send them plummeting back to the distant ground. On contact, you are able to deeply and permanently weaken any being that you touch. You are effectively able to 'return them to level one'. This removes anything that they do not naturally have or that is not the basic knowledge and common sense that an average adult of their race would have. They'd lose all their training in combat, all the skill in using supernatural powers, lose any powers or abilities that they did not innately possess, have the raw power that they have reduced to what they had at the very beginning. They retain their memories and can still function but will in effect, be a level one character compared to whatever they were before.

2.125. **Conjunction User (Medaka Box Abnormal) (800)**: Every day, miracles are happening around the world. From child birth to heroic feats of courage and strength, the everyday impossible is always happening. But you're not about what's just every day. You make the really miraculous things happen. When you use this style, usually by reciting the word 'therefore', you are able to make the least possible thing in the current situation the most possible thing. A girl cutting an airship in half or winning against an opponent they could not ordinarily defeat at all. It's a mighty ability that, with careful use, can allow you to succeed in almost all things. But it cannot make the impossible possible and it will only ever make the least likely thing into the most likely, which may not always be exactly what you want to happen.

2.126. **Skill Creation (Medaka Box Abnormal) (1000)**: For someone who already has so many powers, one might come to think they'd not need any more. But never underestimate the allure of new toys to play with or how happy others are when you share them. Skill Creation is an Abnormality that gives you the power to create powers, within certain limits. The powers you are able to create are outlined by the powers you already have available to you. You are able to use any ability or trait that you have, whether it be a superpower or a magic spell or a personality trait or some physical trait, and use any of the component parts to create your new powers. This way, you can grant copies of your own powers to

others, create hybrids of your existing powers for yourself to use or make weaker versions of your powers before granting them to others. You can make as many copies of any power you can create as you desire, it costs nothing and takes nothing more than a thought from you, though having multiples of the same power will not allow you to use more than the effects of one at a time. When it comes to handing powers out to others, you may do so instantly provided you can see all your desired targets presently. This Abnormality also allows you to retake what you have given out even if you cannot see the recipient at the time.

2.127. **Anshin'in (Medaka Box Abnormal) (1200)**: A mysterious being has appeared once more in this world. A being that can't be called human yet looks like one. The second member of the Najimi family has appeared and it's none other than yourself Jumper. But what's this? You don't have any powers yet. How strange for such a high priced option. Perhaps you should wait a bit and see what appears to you. You see, the power of Anshin'in is not one that is immediately expressed but one that is infinite in time. The power to develop more powers, independently of anything else and at a rate that makes all things outside of it really quite silly. You automatically develop new Abnormalities at a rate of 3,779 new powers per year. That's about 10 new powers every 24 hours. A stunning rate isn't it? Not all powers are equal however. The vast majority of powers that you gain are ultra-specific to your immediate thoughts and wishes at the time and quite limited in ability. Looking at yourself in the mirror one morning and wishing you didn't need to use a razor to shave would give you Rather Razor [The shave facial hair from faces with a thought power] while wishing you could punish the driver who cut you off in traffic later that morning may give you Back Wheel Burnout [The ruin the back wheels of any car you can see power]. Now and then, you can gain powers with greater scope and magnitude, especially if you are desperately needing them or have a great connection to the potential power. A lifelong pyromaniac stuck battling a foe in a dry forest has a good chance of developing Foolish Friendly Flames [The create and control fire power]. These good abilities are quite rare, especially if there's no pressing need for them, and even more powerful abilities are even rarer. As you get older, in the scale of orders of magnitude older, better powers will begin to become more and more common for you to regularly develop.

2.128. **Fact User (Medaka Box Abnormal) (1200)**: Did you know that you fortune cookies are from China? Honest truth. Did you also know that when you tell a lie now, it becomes the truth? I promise I'm not lying. You have the ability to turn any lie you tell into the truth, changing reality to match your words. All you need to do is have someone other than yourself there and to tell them a statement that begins with "Did you know...". As long as that person believes, even for the briefest of moments, that you have not lied then the lie you told becomes the truth. If they can manage to prove that you were lying or have some ability that allows them to uncover lies, reveal truth or destroy illusions, then they can revert

your lies and any effects they have had on the world and the beings in it. However, if they cannot do that, then they are essentially helpless before your tricks.

3. **Physiology Domain (94 Perks) [Top]**

3.1. **Permeation (My Hero Academia) (Free)**: The user of this Quirk is able to become intangible, causing everything to pass through them harmlessly, with many conditions and caveats. When the user sinks into an object with their power and deactivates their perk, they're shunted out due to matter being unable to overlap, popping them back up on the surface. The major limitation is obvious, the user causes everything to pass through them, including light, air, varying small particles, vibrations and so on. This essentially causes their senses to stop functioning due to lack of input until the user shuts off their Quirk. This can be incredibly dangerous due to the user being unable to breath, hear or see.

3.2. **Hardening (My Hero Academia) (Free)**: The user of this Quirk is able to harden any part of their body. This protects them against not only physical force, but also heat and shock. Such protection is minimal to start, but as with most Quirks can be trained up tremendously. Hardening effects can be worn down with repeated abuse.

3.3. **Badger (My Hero Academia) (Free)**: This Quirk grants the power to lengthen and harden the user's nails a bit on command. This can be helpful with peeling tags, clawing people, poking through plastic, scratching a particular itch and so on. Comes at the expense of the effects not being very potent.

3.4. **Bendy Fingers (My Hero Academia) (Free)**: The Quirk user has a heightened range of movement within their fingers, allowing them to bend backwards and side to side as easily as normal fingers could be curled forward. This heightened flexibility and dexterity is exclusively in the fingers.

3.5. **Iron lungs (Sekirei) (50)** You can breathe in dangerous smoke, smog, and even fatal chemicals without experiencing any harm from the substance in question

3.6. **Hypertrophy (My Hero Academia) (100)**: The user of this Quirk is able to greatly enlarge one of their body parts at a time, vastly increasing their strength and durability in the process of doing so. A single arm could be grown to match the size of the rest of the body. Muscles are greatly strengthened in the process of enlarging the body part. The user is limited to one body part at a time, and enlarged body parts are still vulnerable to possible injuries normal flesh is vulnerable too.

3.7. **Longevity (My Hero Academia) (100)**: The possessor of this Quirk has functional immortality, being able to continue aging with no real upper limit, similar to certain animals like lobsters. The Quirk holder does not degrade over time like normal humans, being able to collect a vast array of skills, experiences and knowledge over their long life. Those with Longevity and the Hero or Villain may start with a decade or two of additional experience. The holder of Longevity is in every other way a normal human, still potentially vulnerable to dying via disease, accident or being murdered by someone else.

3.8. **Food (My Hero Academia) (100)**: The Quirk user is able to bite, chew and digest almost anything they can get their jaws around, even snapping off chunks of reinforced steel and swallowing it with ease. Due to the effects of this Quirk when in use, the user digests things extremely fast, allowing them to eat and eat and eat as if running on an empty stomach. Of course, the user has to actually be able to bite something for this Quirk to come in handy, and toxins can still make them sick, but otherwise this renders their jaws insanely dangerous.

3.9. **Pliabody (My Hero Academia) (100)**: The Quirk user's body has extreme range of motion and pliability, like dough with muscles. Through this range of movement and potential for contortion, they can bend, stretch and flatten their body parts using their muscles as the shaping force. If the Quirk user is overpowered, their body might contort against their will, leaving them in awkward situations. There is a limit to the Quirk user's pliability, and damage can be incurred from being stretched or flattened past these limits.

3.10. **Tough (Rosario + Vampire) (100)** For your species your exceptionally tough nearly super human or super youkai as the case may be. If your human you are not bullet proof but can take a beating and survive even a few hits from a youkai. If your another species then your toughness is increased in a similar fashion.

3.11. **Iron Density (Sonic the Hedgehog) (100)**: You're tough and durable it'll be exceedingly hard to break you. You could be tossed around at mach 2 and still have all your limbs intact. Sure it didn't stop that metal pole from piercing your lung, nor the blinding pain but at least your insides aren't jello!

3.12. **Restful Sleep (Arrowverse) (100)**: Crime is usually fought at night, but crime never sleeps. You however do need to sleep, just not as often. You can get a full night's rest with just an hour of uninterrupted sleep. How this is achieved is up to you, perhaps as a Martial Artist you can meditate. Maybe as a scientist you were exposed to something, and it could be as mundane as the awful police coffee keeping you awake.

3.13. **Mink (One Piece: New World) (100)**: Native to the traveling elephant Zou, Minks are an anthropomorphic race of mammalian animals that are physically superior to humans. They can project electricity from their hands to strike at foes, and have a powerful transformation under the full moon, but it comes at a serious cost.

3.13.1. **Enhanced Sulong (Requires Mink) (100)**: Where other Minks must rely upon the Full Moon to activate this transformation, you are unique. You are now capable of accessing your Sulong Form at will, with the side effects of prolonged use greatly reduced. Keep in mind, they are not gone, as continuously accessing this form for extended periods of time can and will eventually kill you.

3.14. **Tough as Nails (Generic Gamer) (100)**: You're not quite bulletproof, but you are bullet-resistant — you could walk through a hail of the things and come out the other side with only a few small bruises to show for it. This toughness is not merely skin-deep — your durability extends all throughout your body to cover even your insides; there will be no being clever and targeting your eyes as a weak point, because you don't have any. And you're more than tough — you're vital. You can hold your breath for nearly half an hour before your lungs start to burn, you only need a few hours' sleep each night, and your endurance is such that you'd need to run a marathon before getting winded. Only the most deadly of diseases and poisons can slow you down. You even seem to heal faster, such that injuries that might incapacitate others for a week will only keep you down for a day or two.

3.15. **Magic Hands (Meddlesome Kitsune Senko-san) (100)**: You really do have magic hands, at least that is what people tell you. From massages to petting, your hands are great at making other people feel great. They will practically melt at the touch of your fingertips. Not only that, like with most skills you'll only get better with time and practise.

3.16. **Comfy Knees (Meddlesome Kitsune Senko-san) (100)**: A pillow isn't the only thing that is extremely comfortable to cuddle, and sleep on. There are some parts of the body that are just slightly too bony or hard to be truly comfortable. This effect makes it so that your whole body is like a giant huggable pillow. People would as happily fall asleep on your knees as they would in your arms, no more endless shifting to get more comfortable.

3.17. **Super Endurance (Rune Factory) (100)**: Apparently, there isn't a lot of time to slow down when monsters are chasing you and you only have so much time in the day to deliver the mail. From sunup to sun down, you have an abundance of energy, and all you need to recover from constantly running at your maximum

speed nonstop is a quick little break with a hot cup of milk or just some water, and then you're good to go.

3.18. **Evolution is a function of Time (With This Ring) (100)**: And you've had centuries to a millennium more of it than most of earth's population. Most people today are stronger, smarter, and healthier than people a thousand years ago, and not just because of better access to healthcare, education, and nutrition. You gain a minor boost to all your stats, physical and mental, that means your potential is about fifty percent greater than it was. While this doesn't grant you an Olympian physique, it does mean that if you work out to reach your peak, no normal 21st century human would be able to match you.

3.19. **Natural Disease Immunity (King Arthur) (100)**: This give you complete immunity to natural diseases, but while it gives increased resistance you're still liable to get magical and man made diseases, so while it probably won't kill you try not to piss off some wizard or mad scientist. Also protects from poisons of all kind.

3.20. **Tsunade (Naruto) (100)**: Ever since you were young, you were gifted with immense physical strength, even when you were only a few years old. As you grew, so too did your strength, and it has advanced to the point where you can split the ground with just a finger, break a Sannin's ribs, both their arms and rupturing several of their organs with just a punch, and even break through a Susanoo with only half a dozen punches.

3.21. **Peak Performance (Mushoku Tensei) (100)**: The results of training your mind, body, skills and magic reached perfection which allowed your skills to be ingrained into the very core of your being. This elevates your physical abilities to be roughly equal to an Advance-Rank Warrior or Peak Human without Battle Aura and you can maintain this peak form without further training and can only improve from there. Your mind has also improved, granting you an eidetic memory with perfect recall and indexing and you can also process a lot more information faster and seal away any undesirable memories. This also stops any of your physical, mental and magical energy and skills along with any other aspect of yourself from degrading or atrophying due to lack of use or time

3.22. **Heavenly Flight (The God of Highschool) (100)**: Several wings sprout from your back, numbering anywhere from two to six as you please. These wings grant you the power of perfected flight. Independent of any actual wing beats and thus perfectly controlled, you may fly through the air as fast as you can run or swim, yet this form of travel requires no effort or exertion on your part. These wings may also function as shields or even weapons, being just as tough and able to be trained as your arms or legs.

3.23. **Peak Condition (Young Justice) (100)**: A combination of good genetics and your active, hectic lifestyle means that your body is always at the peak of what's possible for a human. This doesn't grant extra intelligence, but it does increase your brain's processing power and grants great memory recall, as well as sharper senses.

3.24. **Minor Blessing (Percy Jackson) (100)**: For one reason or another you've got a god who cares slightly about you and has seen fit to grant you some minor boon within their domains. Choose one god from any pantheon and gain a minor boon from them. The god will care slightly about you but unless you go on to further distinguish yourself it will be more of a minor interest in your affairs than someone they feel the need to help (Effectively think a diminished version of one ability a demigod might have, think minor ones are stuff along the lines of breathing water, lucid dreaming, or appropriate vague extra senses, useful but nothing especially major). This can be taken multiple times.

3.25. **Cast Iron Stomach (Fate/Stay Night) (100)**: You've been through Hell before. Felt it's very essence pour straight down your gullet and boil in the pits of your stomach. You found the whole ordeal rather scrumptious. Whether the food is ferociously spicy, eye wateringly sour or just plain dangerous to put in your mouth at all, you can gulp it all down without a care in the world. You can still enjoy every bit of it but you'll never fin yourself gagging or choking on your food and you'll certainly avoid any of the dreaded after effects of certain foods like a spicy Mapou Tofu. It does need to have been intended as edible food for the general populous, so pouring poison or metal down your throat won't do anything but hurt, but even the nastiest or most dangerous of actual foods are now totally safe.

3.26. **Like A Spider (Marvel Cinematic Universe Vol. 2) (100/200/300)**: Aren't you just a quick little bugger? I'm not sure if you were bitten by a radioactive gymnast or something, but your agility and reflexes are enough that you could dodge just about any punch a human could throw at you while in combat with three people at once. For an additional 100CP there was a LOT of radioactivity in that gymnast, because now it's enough that you could dodge bullets shot at you while even pulling off some of the martial art speeds seen in movies like the Matrix. Of course if this isn't enough, you can always throw in one final purchase of 100CP and just make it a freaky radioactive spider, to actually give you danger-sense precognition and the ability to crawl on walls. Just where did you go to get bitten like that?!

3.27. **In The Blood (Campione!) (100)**: Eugenics, baby. Blood ties are important for a reason and now you have control over it. You can choose any of your traits, powers or gifts to become a sure pass down to all your blood descendants. It could be your miko gift, your magic reserves or even some natural predisposition

or talent you may possess. Whatever it is, it will become a trait carried over all your blood-related descendants.

3.28. **Protecting Yourself (Flow) (100)**: It's a dangerous world out there and because of it the body needs to be forged. Your physical capabilities, intelligence, looks, senses, etc have been enhanced beyond the peak of human potential to the point of being superhuman. You're faster than the eye can see, can easily jump over buildings like a human grasshopper, and have the strength to punch a person clear across the room while breaking the wall in the process. You know a variety of martial arts and even the skills to handle a multitude of weapons. While you're not exactly a master martial artist you've yet to lose at combat with those who have decades of experience.

3.29. **Shikotsumyaku (Naruto) (150)**: Descended somehow from Kaguya Ōtsutsuki, this bloodline grants the user the ability to control their osteoblasts (cells responsible for bone production) and osteoclasts (cells responsible for breaking down bones), and the ability to regulate the bones' calcium density. The user can grow as many bones as they desire and with alterations they wish e.g. they can extract an arm bone from their body and alter it to be as sharp as a blade. The user can also create entirely new and original bones, such as manipulating their bones to create a bone drill. Due to the calcium control, the user can make their bones denser, increasing their power and toughness, strengthening their bones to render themselves highly resistant to damage. The user can manipulate their bones after or as they are being formed, causing them to break through the skin. The user can choose to keep them attached to their body or pull them out. Bones can also be forcefully ejected similar to bullets.

3.29.1. **All-Killing Ash Bones (Naruto) (150):** One of Kaguya's signature abilities, the All-Killing Ash Bones are a fearsome weapon truly deserving of their status as a certain-kill technique. The user is capable of extruding ultra-hard bones from their body and using them as melee weapons or firing them as projectiles. When these bones pierce a living organism, the bone and the target both start to deteriorate, quickly disintegrating them and leaving their bodies as nothing more than ash.

3.30. **Boil Release (Naruto) (150)**: A Kekkei Genkai produced through the combination of fire and water affinities, this bloodline allows the user to manipulate hot, corrosive vapors for a variety of different purposes. It can be used to produce acidic gases potent enough to dissolve even the most durable of substances, or to generate powerful steam that can melt the user's surroundings.

3.31. **Crystal Release (Naruto) (150)**: An anime-exclusive bloodline unique to only one other individual. As its name suggests, this bloodline allows the user to convert any matter into crystal whether it be the ground beneath their feet, the

moisture hanging in the air, or the person standing next to them. If desired, the target can be crystallized down to the cellular level, preventing them from being uncrystallized without the user's aid. The user will also be able to manipulate the crystals quite easily. This cannot crystallize pure energy, so chakra, fire, lightning, and other similar phenomena are immune to this ability's effects. The weakness of this bloodline is that it is susceptible to lightning and energy-based attacks, and a certain sound wave can break the crystals apart. The color of your crystals is up to you. Earth Release is a component of Crystal Release.

3.32. **Ice Release (Naruto) (150)**: This bloodline from Kiri allows for the manipulation of snow and ice, either by using pre-existing snow or by creating it outright. This bloodline requires both water and wind elemental natures. Beyond merely creating ice, the user can produce ice mirrors that they can enter and travel between, planting ice particles onto a person causing them to freeze to death, making ice dragons, and more. Unlike normal ice, the ice produced by this bloodline is greatly resistant to melting by fire. An Ice Release user can also voluntarily lower the temperature of their body and their surroundings to the point of causing snow to fall.

3.33. **Foldabody (My Hero Academia) (200)**: The user of this Quirk is able to control the thinness of their own body and stretch, allowing them to spread or unfurl themselves while becoming thin as paper or more so. This allows the user to pass through incredibly narrow passages or strike completely undetected. The primary limitation is the time it takes to transform, and movement is a bit tricky after doing so.

3.34. **Harpoon (My Hero Academia) (200)**: The user of this Quirk is able to project steel spikes on lines resembling rope from their body at bullet like speeds, the spikes growing barbs to anchor themselves upon penetration. The user is able to retract the barbs and/or reel the spikes back in with similar intensity to their projection. The user is also able to fire additional harpoons from the lines of other harpoons. In completion, the user is able to use this power to swing and pull themselves quickly or attack from multiple angles. There is a fair share of limitations attached however. The spikes are formed from a deposit of iron collected from the user's blood. This means they can only project ten at any one time, and if any are lost, such as the line being severed, they'll need to be replaced over the course of several days.

3.35. **Assault (My Hero Academia) (200)**: A simple Quirk, this one allows the user to increase the speed and power of their punches. Scaling off of the initial power of your punch, even a weakling could pulverize brick with a single bullet fast blow. Those who work on power and form will see incredible gains in return. Outside of the destructive potential of the user's arms, the rest of their body lacks the offensive presence and protection, opening up potential for brutal counters.

3.36. **Muscle Augmentation (My Hero Academia) (200)**: The Quirk user is able manipulate and amplify their muscle fibers, and even have them harmlessly protrude from the Quirk user's skin. Through these abilities, the Quirk user is able to massively increase their power, speed and resilience. They may also use their muscle fibers as makeshift tentacles to bind others or manipulate nearby objects in their surroundings. The Quirk user is only able to amplify their existing muscles so much, requiring exercise that can build up their base musculature to make the most out of this Quirk. The Quirk user is only able to amplify their muscles, leaving other parts of their physiology vulnerable.

3.37. **Blood Knight (My Hero Academia) (200)**: The Quirk user has minor regeneration and heightened blood regeneration that allows them to lose multiple times the blood that would be lethal to any normal human. Additionally, it holds unique coagulation properties. Whenever the Quirk user is injured to the point of drawing blood, their blood instantly spreads and coagulates in the form of flexible plate armor. The more the Quirk user is injured, the more seriously they're injured, the more armor of blood they'll gain making them harder to hurt. At the moment the user is wounded and the blood first starts to coagulate, it still has the capacity to block small arms fire before hardening into a much more protective state. Attacks powerful enough to push through before the armor fully hardens can brutally harm the user before their protection goes up.

3.38. **Brick (My Hero Academia) (200)**: The Quirk user has a more powerful and efficient physiology compared to the average man or woman. Musculature weaving, bone structure alteration, there are a number of complexities, though in basic terms it means they're much stronger, faster, tougher and enduring than others. The Quirk user could throw cars through the air, outrun them on the interstate, and just feel pretty sore if they actually got run over. The Quirk user has a higher metabolism, requiring them to eat more than others. Takes active practice to reign in their strength for delicate work.

3.39. **Vampire (Rosario + Vampire) (200)**: This nigh immortal race is among the strongest Youki. They look human but tend to be very attractive, pale, have red eyes and silver hair. They are super strong, Super-fast, boast incredibly regeneration and toughness. They also possess the ability to transform their Yōki (Spiritual) energy in to strength to increase it further. They Possess the ability to hypnotize people by gaze convincing them to let them suck their blood. They also excel at deception and lying. They are able to sense other monsters by detecting their Yōki (Spiritual) Energy. They possess the ability to bite a person and inject them with their blood possibly reviving a human or vampire who is freshly dead. Humans may gain temporary vampiric powers from this but doing it too often may kill them or turn them in to ghouls (a mindless degenerate version of a vampire). Vampires also possess the ability to shape shift though most vampires are loathe

to use it because they tend to be obsessed with creating and maintaining an attractive form. Vampires as the strongest Youkai paradoxically possess the most weaknesses. They are weak to holy weapons/abilities, Silver, Crucifixes, and their abilities are nearly debilitated by pure water which also causes them immense pain as if they had been exposed to electrical current and negates their Vampiric Abilities. Vampires are forced to use herbal blends in water so they can bathe and cook. Vampires avoid Garlic and are very susceptible to sunburns

3.40. **Werewolf (Rosario + Vampire) (200)**: A wild beast like monster that is normally in it's human form but transforms in to a werewolf on moon light nights. It lacks the unique abilities of most monsters but is a physical powerhouse with speed and agility unrivaled by any other kind of monster and the potential for strength nearing that of a vampires. Their strength and speed increases proportionately with the light of the moon. On a full moon they are capable of matching even a shinso vampire in battle do to their blinding speed. They have super human strength, agility, endurance, toughness, they have a regenerative healing factor. They have wolf like senses and in their werewolf form their claws and fangs are very tough letting them bite through cinderblocks and some metals.

3.41. **Youko (Rosario + Vampire) (200)**: A generic term for various classes of spirit fox. Represented by the Nine tail fox, many of which have very strong supernatural energy. It generally appears as a Human sized or larger fox with one or more Tail. They are actually humanoid though possessing hands and the ability to stand upright; though they may choose to walk around on all fours. Their appearance is prone to changing as they gain more tails. A jumper choosing this race start with one tail but will gain more as they grow in wisdom, power and increasing their Youki (Each extra tail represents a doubling of your power with a maximum of nine.) By Beating together their tails (or tail) they can generate Kitsune-bi a fire powerful enough to fatally injure a human. They can also learn techniques with this to cover their bodies with it and to generate it from their hands. Certain particularly powerful Youko can learn to take on a battle form. In battle form their bodies are optimized for combat greatly enhancing their strength, speed, durability and power overall.

3.42. **Namekian (Dragon Ball Z) (200)**: A proud, slug-like race of warriors and mystics alike, the Namekians come with a naturally regenerative ability and strong durability, as well as a natural ki ability. They can become stronger through training, only require water to survive, and can turn themselves giant after sufficient training, letting them become stronger for a time. You start on planet Namek.

3.43. **Unsealable (Naruto) (200)**: The possibility of being sealed away inside an object or a person is a threat to even immortal beings like the Tailed Beasts and those revived by the Edo Tensei. Luckily for you, something about your nature resists

the effects of fūinjutsu, rendering you immune to being sealed. Even your powers resist sealing, preventing others from suppressing your abilities by placing seals on your being. Post-Jump, this perk will protect you against sealing and imprisonment through means other than fūinjutsu, such as magic.

3.44. **Uzumaki Clan (Naruto) (200)**: The descendants of Asura himself, the Uzumaki were once the cousin clan of the Senju that were wiped out decades ago leaving only a handful of survivors, you among them. As a descendant of Hagoromo, you possess unusually large chakra reserves and an incredibly strong life force, allowing you to live longer and age slower, as well as granting you the first tier of Regeneration Ability. You may also purchase the second tier of Regeneration Ability for only 400 PP. You could even temporarily survive the removal of a Tailed Beast from your body, though medical help will be necessary to survive past the initial removal. Your chakra bestows upon you three different abilities. The first is the ability to heal others by feeding them your chakra, the second is the ability to create chakra chains powerful enough to bind the Nine Tails itself, and the third is the ability to sense chakra across continents. You also gain a free purchase of Specialist tailored to Fuinjutsu.

3.45. **Jūgo's Clan (Naruto) (200)**: This unique biological trait allows the user to passively absorb natural energy from their surroundings and actively utilize that energy without prior training. The user is able to transform either part or all of their body by exposing their fluids to natural energy. The exact aesthetic of these transformations is up to you, but what remains consistent is that the user gains enhanced physical abilities, boosting strength, speed, stamina, reflexes, durability, and perception. This transformation also boosts the power of the user's techniques. The user will also be able to create weapon-like appendages from their own body which can possess numerous possible functions. You can create wings to fly, grow gills to breathe underwater, create cannons to fire chakra blasts and even more. Because you are paying CP, you will not have personality problems or lose control of yourself, and you can turn this ability on and off as you choose.

3.46. **Armoured Juggernaut (The Elder Scrolls V: Skyrim) (200)**: Heavy armour is great isn't it? The ability to wade into battle shrugging off arrows, magic, and blades alike, what's not to like? Well one thing, it's heavy as can be and will quickly tire out many given some time. This drawback doesn't really apply to you. You recover from exertion at an astounding rate, to the point that even continuous and strenuous running or hiking in the mountains while wearing Daedric or Dragon bone armour wouldn't phase you in the slightest, furthermore this unnatural endurance also applies to general health and strength as a warrior. Naturally you're also quite skilled in the use of heavy armor, being able to make far greater use of it than most and being able to easily cover any weaknesses it

has. Now go forth warrior, and let your enemies flee as your armoured form smashes their lines to pieces!

3.47. **Boundless Stamina (Mushoku Tensei: Jobless Reincarnation) (200)**: Unlike the magicians who tend to be stationary during combat, the warriors need and use more stamina in combat as they are more likely to run around the battlefield. With this, you have gained boundless stamina that will allow you to fight and train for a month without resting or sleeping and a year if you decide to push yourself. You would only need to rest or sleep an hour per month to fully recover your stamina and mental fatigue and return to peak condition and a full day should push yourself like fighting or training for an entire year. This also removes muscle pains and cramps from not exercising for too long or stretching first before doing a strenuous activity.

3.48. **High Caliber Body (Final Fantasy 7 Remake) (200)**: Those who fight for the resistance are NOT your average cityfolk. Whether they look like it or not, these brave men and women can keep up with the best troopers Shinra can field, and most of them are cyborgs! Whether you want Barrett's rippling physique or prefer a less obvious look, you have the strength, endurance, and durability to fistfight giant robots. Heck, you could even keep up with a SOLDIER, for a time. There are still some challenges that are beyond you; the monsters of this world can only be matched by SOLDIERs and their enhanced bodies. That said, pushing your physical form to its limits has yielded some incredible results. After all, if your body is your weapon, you might as well have the best available.

3.49. **Innate Talent - Physical Powerhouse (Overlord) (200)**: You are just straight up more physically powerful than your race should be. If you're a human you could easily lift and throw a full grown horse a few dozen feet, run at speeds comparable to said horse, and possess endurance enough to match three of said horse. Unlike many Innate Talents you don't actually have to do anything or learn anything in order to make use of this. Races other than humans see a similar boost to their physical abilities in line proportional to what would be normal for their race. Scales with level, and applies to other races you might have from other jumps.

3.50. **Strong Constitution (Rising of the Shield Hero) (200)**: You have quite the strong constitution. You become unnaturally resistant to mundane illness and diseases, immune to poison and alcohol, you don't even get dizzy from spinning too fast if you don't want to.

3.51. **Gifted - Magical Animagus (Generic Harry Potter Fanfiction) (200)**: Your animagus form isn't a run-of-the-mill animal, but rather a magical being, such as a dragon or a unicorn. You have all the powers a normal specimen of this animal might have.

3.52. **Gifted - Magical Resistance (Generic Harry Potter Fanfiction) (200)**: Somehow you have skin like a Dragon or a Basilisk, which provides you an incredible resistance to harmful magic of all types. This ability is strongest in your skin, allowing you to tank mighty spells without even noticing them, but it's only slightly less potent elsewhere. This Gift works through absorbing the magic used on you, meaning that sufficiently strong magic can still affect you, it's just that the bar is sky-high now. Ordinary spells like jinxes and hexes aren't even noticed, a fireball that would vaporize anyone else leaves you mildly smoking, and dancing naked in Fiendfyre would give you a slight burn. This works not just on deliberately cast magic, but also on magical gifts, be they possessed by humans or beasts. Unless they're exceptionally powerful, of course. A Dementor's aura does nothing to you, nor do the weaker diseases of a Nundu's breath. There is one single exception to this however. The Killing Curse isn't hindered in the slightest by this.

3.53. **Pure-Blooded Devil (Highschool DxD) (200)**: Originating from the Underworld under the guidance of the Four Great Satans, these infernal beings of myth actually look almost identical to humans, save for the ability to manifest black wings and sometimes possessing pointed ears. All Devils receive many benefits from their physical forms, such as superhuman strength and endurance, as well as enhanced senses which includes the ability to see in the dark. This comes with a natural aptitude towards magic, though they take more damage from holy weapons, such as those of Angels.

3.54. **Genomorph/Human/Kryptonian Hybrid (With This Ring) (200)**: You have greater strength and durability than an Atlantean, x-ray vision and enhanced senses, a predisposition to telepathy that could be developed with technology or magic; but you're weak to red-sunlight and kryptonite, which will leave you in pain and at the level of a normal human, but functional. You cannot match a full-blooded Kryptonian, fly, or use heat vision, but the right technology or arcane work could allow you to overcome this lack of power. Expect Superman to be uncomfortable around you.

3.55. **Temperature Modulation (My Hero Academia) (300)**: The Quirk user is able to survive extreme temperatures. More notably, the user has the power to manipulate their own body's temperature leave their body hot enough to melt steel with their bare hands or freeze water with a touch. What's more, the Quirk user can either let their body's adjusted temperature radiate or isolate it to their body or even a specific body part. Takes a moment to ramp up or lower temperature, making it hard to use it in a reactive capacity, which can prove dangerous.

3.56. **Peak Human Training (Arrowverse) (300)**: You're in top physical condition from enduring intense training, you have a well-muscled and defined physique. This must be maintained through extensive training regimen. You've become fast enough to take down three trained assassins simultaneously. Your reflexes can catch an arrow shot at you and seamlessly fire it back plus catch a sword-strike from an immensely skilled opponent. While lean in frame, you're deceptively strong, able quickly incapacitate the much larger opponents and likewise effortlessly break a man's neck. You've become very sturdy, such as being unfazed by having a pool stick broken across your chest. You also has very high vitality, enduring long periods of free-diving before needing air.

3.57. **Life Return (One Piece: New World) (300)**: The body is a strange and wonderful thing. And now you have a large level of control over it. By stretching your senses, you can control your body to the point where your hair might as well be a few more pairs of arms. You can also use this to eat a large amount of food, digest it almost immediately, and use the nutrients to quicken recovery time from weeks to days or regain your stamina. You can even use it to burn off any extra fat you might have.

3.58. **Atmosphere (My Hero Academia) (300)**: The Quirk user gains incredibly powerful, high capacity, high efficiency lungs. The complex nature of their lungs and unique attached organs allows them to synthesize all but the most toxic, deadly gasses breathed in into perfectly safe oxygen. Conversely, this same system can transform whatever air is inside their lungs into numerous other gasses and aerosolized chemical cocktails. With these things in mind, the Quirk user gains super breath that can blow people off their feet, inhale with vacuum force, puff themselves up with helium to temporarily float, knock enemies out with sleeping gas, submerge as long as a whale with a single breath and more. With all of the Quirk user’s varying abilities being tied to their lungs, they must be facing enemies for both offense and defense. Even with the super lungs, the Quirk user is unable to breath while submerged. Sealing the Quirk user’s mouth deprives them of most applications.

3.59. **Senju Clan (Naruto) (300)**: The second clan descended from Asura, this clan is known as one of the two founding clans of Konoha alongside the Uchiha. Like the Uzumaki, the Senju possess incredibly strong lifeforce and unusually large chakra reserves, as well as the ability to learn far quicker than others which lies in the origin of their name Senju: thousand skills. Senju Clan members receive a discount on any one jutsu to reflect this. You also receive the first tier of Regeneration Ability for free and may purchase the second tier for 400 PP. For an additional 200PP(600PP total) you gain access to Wood Release. This bloodline allows the user to create wood from their chakra and manipulate it in any way they see fit. The constructs created can range from a simple cage to complete houses to detailed costumes around the user to a mountain sized

wooden golem able to go toe-to-toe with a Tailed Beast. As long as the user has enough skill and chakra, they can create anything out of wood. One of the most versatile jutsu available is the Wood Clone Jutsu, which creates a duplicate that is capable of travelling far from the user, easily communicating with them and has the ability to merge with plants and trees on top of being able to use other jutsu. This bloodline also allows the user to suppress a being's chakra, even beings as powerful as the Tailed Beasts. Wood Release is a combination of Earth and Water nature affinities.

3.60. **Asgardian (Marvel Cinematic Universe Vol. 1) (300)**: One of the most iconic and well-known species of this world, Asgardians have made their mark on Earth as Nordic gods while the Nine Realms see them as protectors and enforcers of peace. The average Asgardian is strong enough to lift around ten tons and could even train to lift up to twenty, while possessing significantly greater durability, reflexes, and coordination than humans would. Asgardians also possess an innate affinity for battle and war that sees them performing beyond almost all the other races in regards to combat. Along with healing faster than normal, it is little wonder that they are seen as among the strongest of the Nine Realms. Should you desire, you may instead be one of their genetic cousins, the Vanir.

3.61. **Radiation Resistance (Marvel Cinematic Universe Vol. 1) (300)**: There's a lot of dangerous things in this world, and unsurprisingly radiation is likewise an issue. Not anymore with this selection. You now have a much higher tolerance to radiation; it would take wearing a suit of uranium rods while inside a nuclear fallout zone to affect you now. As a bonus, this also gives a good resistance to other harmful energies such as Asgardian magic or the energy blasts of Inhumans. It's still recommended to not be hit by these energies when you can, this just helps you out with it.

3.62. **Parahuman - Assimilation (Worm) (300)**: You are capable of merging technology or non-living materials into your body, your power recording their properties and allowing you to manifest them at will. These objects require a little time to digest, but once that is done you can manifest them with your body in any way you care to imagine. Assimilate titanium and turn your bones into it, turn your arms into weapons, bud computer systems along your nerves to add processing power, and overall transform into an ever-shifting cybernetic monstrosity. Larger pieces of technology are possible but you’re limited to being about five times your base size, space ships and the like are probably beyond you. Expendable resources will be provided by your power assuming you have assimilated a sample of them. Ex: Bullets, fuel, etc. Doesn’t work on magic, but does on magi-tech, since it is sufficiently “science”.

3.63. **Parahuman - Quantum Evolution (Worm) (300)**: Your body exists in a perpetual state of quantum uncertainty, and suddenly warps and evolves based

on the stimulus around you to better fit your needs and desires, primarily survival. Falling off a building would result in you growing wings, bullets find themselves flattening on bio-armor that wasn't there when the weapon was fired, and strikes in combat will find natural weaponry perfectly suited to their target shaped by the time they land. The nature of this power means you can casually switch back to your base form, and regenerate at high speeds. Retaining a change will result in its constant refinement and enhancement, the effort and energy that would be spent on adapting instead of being constantly funneled into improvement. Issues like muscle memory and being unused to your forms changes aren't a problem, you are able to use them instinctively. You can exert conscious control over your power's changes, either total or simply guiding it in your preferred directions. Your power can evolve anything physically possible for a biological system, although it's an admittedly generous definition. Your power is a lot like Crawler's, you're just not permanently mutated. You do not possess a core, relying instead on your regeneration and adaptation, though you'll never suffer negative effects from needing to regenerate your brain or similar issues. Too much of you beingnia destroyed or damaged at once can still end in your death if you're not careful.

3.64. **Born a King (Generic Xianxia) (300)**: You personally are the one your kin would point to and say that you are what all aspiring warriors should be like. Among your peers, you are the strongest, fastest, most beautiful, most talented, and the most able in combat with both your innate powers and without. You're basically the Captain America of your species, and have won the genetic lottery so to speak.

3.65. **Weaknesses? I have no weaknesses (Invincible) (400)**: Something interesting happened when your powers activated for the first time, the weaknesses that normally plague those like you seem eerily absent. You now find that the specific weakness that your powers suffered from are conspicuously gone. The limitations of your powers are all present and accounted for, but the things that could bypass them entirely no longer can. A Viltrumite would find that sounds that would normally cause pain, and potentially death among their kin do not affect them at all. A werewolf would find that silver no longer hurts them, though they may still be reliant on the Moon depending on the specifics of their curse. Someone with a weakness to a specific type of radiation, or even wood, would find that they no longer have anything to fear from those things. Have fun turning the tables on those who thought they had you boxed into a corner.

3.66. **Resist, Overcome (Arifureta Shokugyou de Sekai Saikyou) (400)**: When you were born you had only three things with you; your mind, your soul, and your body. The same things that you will take to the grave. Those are sacred, you can't, you won't let anyone mess with them without your permission. Poisons, curses, paralyzation, ailments, sickness... everything that could be called a

‘status effect’ completely fails to affect you. You can’t be poisoned, nor cursed, nor possessed, nor drugged, nor stopped by any of those ailments, no matter their origin, be magical or mundane. That’s not to say that you’re completely invincible, for example, a poisoned knife cutting you, this perk makes so the poison have no effect at all in you, but the cut itself would hurt. This can be toggled on and off, or select certain things to bypass it, in case you want to get drunk.

3.67. **Absorptive Stomach (Generic Isekai) (400)**: You possess the ability to safely eat anything. You can safely digest totally inedible materials, and all poisons. Anything you eat may sustain you, but more importantly, your body can gain permanent enhancements from whatever you eat. The strength of these enhancements is based on the strength of whatever you are eating, so while growth from devouring weakling monsters may be slight, victory over a powerful opponent offers a great opportunity to gain power. The nature of the enhancements will change based on the qualities of your food. Eating tough armor-like materials will help increase your defenses, while eating things like muscle tissue, claws, or fangs may improve your strength. Eating monster parts with unique properties will occasionally cause you to gain those properties, in the form of a new skill at base level.

3.68. **Tamaranean (With This Ring) (400)**: Like Kryptonians, Tamaraneans draw power from solar energy. Unlike Kryptonians, Tamaraneans do not suffer a weakness to kryptonite or red sunlight. These golden humanoids have strength comparable to an Atlantean, can produce energy bolts from their hands and eyes, are capable of enduring hostile conditions and surviving in the vacuum of space, can fly under their own power in and out of an atmosphere, can heal from injuries far faster than humans so long as they have access to sunlight, and can live for several centuries. Additionally, Tamaraneans can learn new languages by kissing a native speaker, a trait that seems far too useful to have been the result of natural evolution and might be the result of the Psions tampering with Tamaranean genomes in the past. Their home-world, Tamaran, is currently under Gordanian control. The alien invaders take tithes of slaves and materials, and have bombed Tamaranean industrial and technological base down to almost nothing. In the broader galaxy, Tamaraneans are largely considered brutes or barbarians as a result.

3.69. **Divine Child (Percy Jackson) (400)**: You are the direct child of a god of your associated pantheon and gain various benefits from this. You gain lesser manifestations of your parent's domains as well as generally being better than an ordinary mortal. You may take most any god as your parent but to take one of the heads of a pantheon as a parent you must take the "Fate finds you interesting" drawback receiving no points for it (you can also do this with a lesser god to get greater powers). Generally this will give you insight into and some control over

your divine parent's domains, a son of Poseidon for example can control water and ships, talk to horses, cause minor earthquakes and is empowered within water.

3.70. **Mystical Leech (Fate/Stay Night) (400)**: For most people, the only way to recover used up magic is to just rest and let it replenish naturally. Some take magic from others, willingly or not, and others use much more sinister methods. You've got a way seen only once before. Just the act of eating normal food is enough to replenish your magical energies. A quick stop at a fast food drive in might only give you enough for a fireball or two but a full five course meal will bring you all the way to fullness. But what if you were to eat something with magic innate to it? Such as say, a living person with magic circuits? Or perhaps a powerful magical artefact? Having this sort of meal will not only fill you up much more than the equivalent normal meal, but you'll find that your maximum energy capacity actually increased permanently. Just chowing down on any old wizard might not give you too much on their own but the stronger the magic user or magical item, the greater the boost you'll find yourself getting. Of course, you could always just gorge yourself on the snacks. People tend to notice that sort of thing though.

3.71. **A Most Divine Constitution (The God of Highschool) (400)**: A divine being is rarely one who falls to physical infirmities or the meagre wounds mortals are capable of producing. Even amongst Gods, your sheer endurance is remarkable. While most Gods would resist any mortal disease or poison, you are able to shrug off even the strongest of supernatural poisons or disease. And when it comes to being killed, it's a trial and a half to actually make you stay down. You do not truly require any of the organs that frail humans rely so much on. Instead, so long as your body is at half there, you will survive and fight onwards. Even being reduced to a smoking, blackened skeleton from the waist up would not slow you down for a second.

3.72. **Divine Ancestor (Campione!) (400)**: Born from those Gods that lost their divinity and Authorities, reincarnating as something more than human, but not quite Gods. Remnants of ancient power, but not to be taken lightly. This power is alike such occurrences, a fail-safe, if you must. Once per jump, upon your death, you may return yourself to life in a weakened form, with only a mere half your power available to you until the jump ends. Much like a Divine Ancestor, you won't be much more than the shadow of who you were at your perk, although you could probably regain full power with some sacrifices...

3.73. **Dovahkiin (The Elder Scrolls V: Skyrim) (500)**: Perhaps the Last Dragonborn isn't really the last anymore, perhaps Akatosh has decided to be generous, or maybe your benefactor just snapped their fingers regardless one way or another you're now a Dragonborn. As a Dragonborn you gain an innate understanding of

the Thu'um and similar languages with the ability to learn them by pure instinct like a dragon, allowing you in time to create new shouts. Alongside this whenever you slay a dragon you may choose to devour it's soul, gaining all the knowledge it possessed in life, in essence you're taking everything it was into yourself. These souls empower you whenever devoured and give you a considerable boost to your mystical and physical abilities. The other man or woman will still be around should you not take the scenario below. As one final boon, being that your nature is so intertwined with prophecy you'll find that fate will assist you at times, and make the impossible quite possible should you work at it, such as a mere human warrior being able to bring down the Dragon god of Destruction.

3.74. **Demi-Servant (Fate/Grand Order) (500)**: You are the successful result, the only genuinely successful result, of one of Chaldea's greatest experiments. You are either a Demi-Servant or a Pseudo-Servant, depending on your Type. If you are Human Type, this has fused you with a Heroic Spirit to make you a Demi-Servant. If you are a Servant already, you will be fused to a human form that will make you a Pseudo-Servant. A Demi-Servant is a fusion between a Servant and a modified human that allows the human to make use of the powers, Skills and Noble Phantasms of a Servant they are bonded with. You know and are skilled in the use of all of these abilities and items, though you might not quite know all the tricks as the original did just yet. You gain the Servant Type in addition to your original one, though you do not gain the 100cp for free, as well as access to the Servant Supplement as described for those of the Servant Origin, with 1000SP and all associated discounts and freebies.

3.75. **Never Gonna Keep Me Down (Invincible) (600)**: You can heal from anything, anything at all. Given time and basic support your body will always regenerate to 100%. You could have your guts ripped out of your torso and all it would take would be to shove them back in, and make sure you have nutrients to survive (if you still need those sorts of things, I don't know you), and you would be able to heal in a few months at worst without a scar to show for it. You are never at risk of infection, never get sick and left to your own devices you could live for millennia without succumbing to old age. Luckily for you this healing works on seemingly everything, from brains to hearts, though you must remain alive (at least barely) for the healing to kick in. The sole issue with brain damage is that when you heal, while you retain all of your previous memories, you may not make any new ones during the healing process if your brain damage remains too severe. Which means you might get injured and then suddenly come-to months later without any memory of the intervening time period while your brain was healing. This is just by default of course, if you have other powers or abilities for continuity of memory then this won't override or stop those from working. While this does not really increase the speed of your healing it does ensure that you will heal completely and that the healing will not result in scars.

3.75.1. **Capstone Boosted (Free With You Have Been Reborn)**: Those atoms from the future seem like a vigorous bunch. Now whenever you heal from an injury your body takes the chance to rebuild from it stronger. Get nearly killed and once you heal watch your strength catapult from the level of young Viltrumite to the level of a veteran Viltrumite (assuming you were a Viltrumite, of course). Regardless, every time you heal you become stronger than before. A bone that was broken causes your skeleton to strengthen, a ligament pulled would increase durability and elasticity of tendons and ligaments around the body. If one day you were burned, the next you would be flame resistant. Without any outward change in appearance you find yourself evolving and growing to deal with the scenarios the world throws at you.

3.76. **Half-Blood Viltrumite (Invincible) (600)**: You are a Human-Viltrumite Hybrid. As humanity is very close in nature to the Viltrumites and that Viltrumite DNA overwrites lesser species, you can grow to be just as strong as any other Viltrumite out there. You will have super strength, super speed, super durability, and the power of flight. While you do not have super senses 'per se', your sight is comparable to a hawk, and somehow manages to operate perfectly no matter how fast you move (even if that is beyond the speed of light). Viltrumites have hyper-evolved and efficient bodily functions such that, holding a single breath of air is enough to last you for two weeks of vigorous physical activity, and you are immune to any and all diseases and ailments bar those that have been enhanced by something comparable to super or hyper science and tailor made to affect Viltrumites. Something like this would take the best scientists of an advanced alien civilization years if not decades to achieve. Viltrumites grow through stress and conflict, so you are able to train your physical abilities or improve through being damaged and healing from it at a comparable rate to if you had trained vigorously during that time. Viltrumites can heal from almost any trauma imaginable, able to get their guts ripped out or being ripped in half, with all it takes to put everything back together is for your bits to be in approximately the right place to heal perfectly, given the time. Due to this healing factor Viltrumites live for millennia, with their aging being comparable to human until they reach physical maturity at which point it slows dramatically. The only issue with this healing factor is that if the heart has about 50% of it destroyed the healing factor does not work, and while it can heal brain trauma (including memories), it caps out at about 1⁄3 of the brain destroyed. Also, as good as this healing factor is, it won't replace lost limbs. Either reattach them or get a prosthetic.
With age Viltrumites remain semi-comparable to humans as their hair changes slowly to white, though they never get wrinkles, and are able to grow glorious facial hair. Although culturally Viltrumites limit themselves to a beautiful mustache. Finally Viltrumites have a single inherent weakness, the complexity of the ear canals that evolved to allow them to balance while flying in space, this

complexity means that the right type of sonic pulse could cause immense pain to a Viltrumite and potentially even death given a long enough exposure.
No two Viltrumites are created equal. Their powers come from their extremely potent and dense tissue, and can be improved through their lineage or simply training. When you buy this perk you start off at the level of a young Viltrumite, able to hold your breath for hours at a time, and move or fly at hypersonic speeds. You are strong and durable enough to give and receive attacks powerful enough to shatter skyscrapers and break mountains. Given around a decade of natural growth (or less provided you train) you grow to the level of a veteran Viltrumite. Meaning you, with the help of a couple others of similar strength, could shatter somewhat weakened planets and receive similar attacks all while being able to move at well beyond the speed of light, although they tend to limit themselves to hypersonic speeds while in an atmosphere. They are capable of flying between habitable planets within a couple of weeks at their top speed, with the stamina to remain awake and aware through the flight.
Given enough time and training you may even eventually be able to make it to the level of a Regent Viltrumite, though something like this would take about a couple decades (or equivalent) of dedicated hard work, and many life or death battles. Being healed to be better than before by someone with powers like Atom Eve may shorten this time further. A Regent Viltrumite is so strong and durable that a veteran Viltrumite could literally cause their own arms to explode into a bloody pulp from striking a Regent and have the Regent be completely unaffected. A Regent is so quick they could move without a veteran Viltrumite even seeing them, and so strong they could literally cut a veteran Viltrumite in half with a casual swing of their arms, like a hot knife through butter. Regent level Viltrumites are powerful enough that they could fight inside a sun, albeit while taking massive amounts of damage to the point of death or near-death if they stay there for about a half an hour or more.

3.77. **First Class (Final Fantasy 7 Remake) (600)**: All SOLDIERs are bathed in mako, but you took to it like a fish to water. Your compatibility with your augmentations was matched only by your skill on the battlefield, rapidly propelling you to the top of your class. Before long, you earned your spot in the elite-of-the-elite, and were given the rank of SOLDIER, First Class. Like the fabled red mages, you are a master with both weapons and magic. Using everything from giant swords to materia, you routinely face down Gaia's toughest monsters and take on Shinra's most important assignments. Even an "average" First Class SOLDIER is a one-person army, and your skills will only grow with time. Put in a decade of work, and you might just be a match for Sephiroth. Fight with the best, Jumper.

3.77.1. **G-Type (Free With Limit Break)**: Your Jenova-cells are unstable, and can both absorb traits and pass them along to others. Thankfully, you won't suffer the degradation that usually comes with these genes. You can absorb biological traits and incorporate them into your form. You can

also pass your own traits onto others, either imbuing them with fractions of your power or creating entire copies of yourself. This transfer is temporary, but you can choose if the target creature simply loses the gifted traits or suffers lethal degradation when the power is spent. Your ability to absorb and adapt extends beyond innate biological features. Like the Blue Mages of old, you can learn from the spells cast by your enemies, adding them to your own repertoire. You still must survive the effects, and complex spells may require multiple exposures, but eventually you'll turn your enemy's tools against them.

3.78. **Body of a Saint (Toaruverse) (600)**: Being one of the few saints that exist in this world has many advantages and perks along with disadvantages. As having a body of a saint gives you a superhuman body that is capable of performing peak human physical feats at bare minimum and only to improve from there. Your senses are also improved that their several times more acute and sharper than a normal human without overloading your senses. The most improvement is your mana capacity which is several times larger than the strongest human along with better and ef icient mana channeling. You blood also posses healing properties that heal your wounds at accelerated rate and it's capable of healing non-fatal wounds instantly and stabilize critically wounded person. Unlike other saints you don't have their nasty side-ef ects that make them weak to attacks that resemble how the Son of God was killed like being stabbed, a crown of Thorns, and the crucifix along with you capable of drawing more power unto yourself further empower your physical feats with the maximum of ten times than your base stats for indefinite amount of time without straining your body.

3.79. **Holy Sacraments (Fate/Stay Night) (600)**: The Sacraments are gifts from God to his most favoured servants. At first. The Church has long since deciphered the method to apply these incredibly blessings to its most elite agents and you were one such being. Or you just stole the process. Your body has been greatly enhanced by the process, giving you the strength to smash thick trees in half with a single punch, enough speed to outpace any modern race car and durability such that small calibre firearms would be lucky to bruise your skin. Your body also carries an innate holy enchantment, making every unarmed blow you deal like one dealt by a weapon blessed with holy power, exceptionally deadly against the creatures of the night. Finally, your resistance to the corrupting nature and powers of evil beings, artefacts and lands has been greatly increased. It would take a notably strong demon or evil spirit to break through this initial defence.

3.80. **Augmented (Star Trek – TNG + DS9) (600)**: You were born with superior capabilities. You're 3x stronger, smarter and more agile than others of your kind, your senses are sharper than normal, you're immune to disease and sickness, and you can withstand energy weapons like phasers better than others. Your

blood has also been enhanced with the ability to remove fatal diseases and toxins from other people via blood transfusions.

3.81. **Pandora's Child (Campione!) (600)**: Ah, the Campione, the unrivaled humans that managed the impossible: to slay a deity by themselves. They are Pandora's adopted children and the owners of a few advantages. Now, you're one of them too. As a Campione, you gain an all- around stronger body, grant you a natural talent to understand any language, an increase in mana that would make even the most untalented into a rival for a Paladin and a natural Magic Resistance that rivals the Gods themselves, making all mortal magic basically useless against you and greatly diminishing the magical attacks from Gods or other Campione. Also, your body will become near ageless, also having an accelerated healing and gaining magic senses if you didn't have them before. All in all, you could say that it improves everything about your body, not to mention that you also gain [Authorities] from any God you slay. Don't get too lazy because of this, I must warn you, many Campiones have fell after relying too much on their natural advantages, since there are ways to go around them.

3.82. **Saiyan (Dragon Ball Z) (600)**: Once, they were a warrior race, humanlike except possessing the tail of a monkey, and incredible aggressiveness with a tendency towards war and bloodshed. By the light of a full moon, they would transform into Great Apes. They had a natural talent for ki and untapped power and great potential, able to rise even stronger each time they came close to death. But they were feared and coveted for this, and were all but wiped out by the tyrant Freiza. Only a few still exist in the galaxy, and you're now one of them. You are either in the employ of Freiza at his headquarters, or hiding away elsewhere on a planet that isn't Earth.

3.83. **Freiza Clan (Dragon Ball Z) (600)**: Sometimes referred to as 'Frost Demons', this mighty alien race is kin to the tyrant Freiza, who controls much of the galaxy with an iron fist. While the Cold Family are mutants who enjoy a huge amount of innate power, you're not quite at their level to begin with - though you enjoy several benefits to this form. To begin with, while you don't benefit from something like the Zenkai of Saiyans, your body is durable and even your vital organs become vestigial - you can easily survive and clot wounds as severe as being bisected, though being reduced to tiny chunks can still kill you. You also enjoy a faster growth rate in ki and combat power, even moreso if you train yourself - you can't lazily breeze through the terrors in this jump by doing nothing, but by applying yourself, you may become a terror all on your own. Finally, as you grow in power, you may create increasingly-weaker 'forms' for yourself to both contain and conceal your might, and when the gloves come off and you return to your 'true form', your might is terrible indeed. However, this race also suffers from intense stamina troubles when unleashing your true power - unless you properly train, you may find yourself sputtering out into weakness from

exerting yourself too much. A surviving adult of your race, you may begin on any planet in the galaxy save for Namek, or at your kinsman Freiza's headquarters. Be warned that Freiza will be quick to dispose of any threats to his rule, or anyone who is growing too powerful for their own good...even his own kin. Oh, and you can breathe in space and survive in a vacuum. Good to know.

3.84. **Kenpachi (Bleach) (600)**: You were always strong. Stronger than anyone you met. Maybe strong enough to be one of the strongest in all the worlds. But even as a kid, that strength limited you. How could you ever connect with others or learn from them? How could you ever enjoy a fight when you were swatting them like flies? Through your own subconscious action or the binding of another, this power was sealed away deep within as potential. Similar to Zaraki Kenpachi, you hold the potential for vast physical and spiritual power, along with a natural instinct for combat unmatched by almost any spiritual being. But this is largely inaccessible now. As you put yourself into deadly battles against worthy foes, you'll see that power begin to return in leaps and bounds. Your muscles become denser, your spiritual pressure rages hotter and heavier with each battle, until you can eventually reach the same awakening of power as Zaraki did. Even after having reached your full potential, you'll still have an effortless talent for all things relating to violence. Martial styles are easy to learn, becoming a capable user of techniques with a single day's learning, and each battle you enter only increases your experience. With every fight, you become deadlier, even if there's rarely a need to bother with your strength.

3.85. **Dragon (Highschool DxD) (600)**: Less of a race and more of power being given form, Dragons are an important part of this world...even if they'd rather pursue their own desires most of the time. Possessing phenomenal physical and magical power, even the 'Normal-Class' Dragons can drastically change the balance of power in an incident or area, and thus are treated with caution. They have a body akin to either a Western or Eastern-style dragon that can be anywhere from the size of a building or a human, which they can change at will. They can also assume custom-tailored human forms at will, often necessary to blend in. Two consistent features of your new Race that you possess includes an affinity with an element (Fire, Ice, or Lightning) and the ability to use it as an attack, as well as flight. When enraged, a dragon can enter an empowered state known as Outrage Mode, where their physical abilities increase dramatically and they become single mindedly focused on the target of their ire...though you may snap out of this at will. While Ophis, Great Red, and many other legends still stand head and shoulders above you, there is room for your power to grow...and woe to the fool who thinks ignoring you is wise. And to think, that's before we factor in training or your Sacred Gear.

3.86. **True Form (The God of Highschool) (600)**: The form you inhabit now is not quite your true form. Not anymore. Rather, think of the body you are in as a

lesser, sealed version of your true magnificence. When it's time to go all out, you can release the seal on your body and take your real form. Ten times as large as your normal body, this true form enhances your physical abilities and any powers that rely on your life energy immensely, enough to easily turn the tables when you're being pushed to the brink of defeat by a foe much stronger then you are. However, the lengthy time you have spent without this true form renders it a tiresome thing to stay in and it will be a few years of practise before you can stay in it indefinitely.

3.87. **Young Lord (The God of Highschool) (600)**: Despite your relative youth, you have been endowed with an immense amount of innate power. Your Divine Powers have been increased many times over, enough that only the strongest of mortals would have a chance against you now, as your Divine Powers are strong enough to wipe clean entire cities in a few shots. You still lag behind the true High Gods of the Heavenly Realm, the destruction of entire countries or more terrifyingly, entire planets, is still years away from you but the amount of power you have at your age is unheard of, save for the case of Satan 666. As recognition for the extent of your power, you have been given the authority to summon Angels and Nephilim in their hundreds to your side at any time you wish. They will serve you loyally and will continue to come even in future worlds when you beckon to them.

3.88. **Nuclear Physiology (Arrowverse) (600)**: Your body has been transformed into a living nuclear reactor. With it, you're able to create large amounts of energy via atomic reactions that occur normally within your body. Normally, this would require a quantum splicer; a stabilizer which merges two bodies together and makes it more controllable. However, it would seem that you are your own quantum splicer, allowing you to use the full power set without needing to fuse with another. Last but not least, you have the ability of matter transmutation; allowing you to manipulate matter on an atomic level and rearrange the subatomic structure into a different substance altogether. To use matter transmutation in non-life-threatening circumstances, you need a working knowledge of Quantum Physics. Even with that knowledge it's a difficult, mentally draining process to accomplish. With enough practice, it'll become easier and less tiring. Beware of ionized radiation, for it can temporarily shut down your living reactor state for a short time. You're able to do just about anything Jackson could do when he first became Firestorm. This includes being able to fly by propelling yourself via directing nuclear blast downwards at a consistent rate, allowing you to fly at incredible speeds comparable to a commercial plane, while being agile enough to dodge missile and AA fire. As a living reactor, you're able to release the energy in blasts capable of knocking out normal humans, injuring metahumans, burning through solid structures, and destroying vehicles. You never have to fear the effects of radiation damage again, and you're able to absorb any nuclear energy or radiation harmlessly into your body.

3.89. **I'll Remember (Flow) (600)**: Time is the one thing one can never have enough of and those who lord over it like a toy are a terrible opponent to face as most can't resist the flow of it. You are a very special exception to the rule however as you're immune to all forms of time and space manipulation. Time stops, slows, looping you in time, sending you backward or forward, and any time/space power imaginable will never affect you unless you allow it. Not even those who hold absolute control over time, space, or both would ever be able to affect you. Furthermore, time paradoxes and the like are no longer a danger to you. Someone attempting to retcon, cast you adrift in time, and kill you or anyone you know in the past will have no effect on the present you. Even killing your past self will result in no repercussions such as being written out of existence or other similar fates. Finally, you have intricate knowledge of the space-time continuum which allows you to know whenever someone traveled to the past or future to change something. You'll know exactly when the time travel took place, who it was, and what has been changed in the current present giving you intimate knowledge of the new reality.

3.90. **Divine Durability (DC – Larfleeze) (600)**: Befitting your heritage, your body is supremely powerful. You can flatten cities simply by moving through them, and ordinary armies would be helpless to stop you as you tear through their defenses with effortless ease. Not even a Lantern could hurt you directly, although they can still restrain you or launch you far off into space. You can also breathe in space. As if your strength influenced your growth, you stand anywhere from eighteen feet to eighteen hundred feet tall, although your exact height doesn't change how strong you are.

3.90.1. **Other-Dimensional Divinity (200)**: Instead of your power manifesting through your body, you represent an aspect of reality on a cosmic scale such as despair, desire, or exploration. For example, representing exploration may give you the ability to see into the past, future, and alternate dimensions, an emotion like despair would let you soak an entire planet in it and command anyone infected by it as thralls, and desire could allow you to appear as the most beautiful and incredible being in existence to all who see you, controlling them indirectly through their desire for you. You also have a snazzy title like 'Laord of the Hunt', '[Name] of All Sorrows', or simply 'The Wanderer', based on your theme, personality, and powerset.

3.91. **Glory to… (Percy Jackson) (800)**: Your divinely related abilities are all massively enhanced to the point that you could fight on par with some mid-tier gods. Using your powers is instinctual and nearly as easy as breathing. Also you gain benefits from your divine parent's more obscure domains. A child of Hades might find themselves able to call up wealth and ghosts interchangeably while

one of Apollo could burn his foes and heal his allies with his mere presence. Using your abilities extensively is tiring though and you should be careful not to wear yourself out too much by summoning a natural disaster where something smaller would've worked just as well. Generally the stronger your parent or other source of abilities the more you will get to work with, a child of a minor deity will probably get less but get some additional ways to interact with their parent's domain. Generally a demigod can fight on par with a non combat focused god of a rank equivalent to their parents with this.

3.92. **Kryptonian (All-Star Superman) (800)**: Were you miraculously alongside Kal-El as Krypton exploded? Were you part of the shrunken city of Kandor, restored to your full size through miraculous circumstance? Maybe you are an early, successful attempt at recreating Kryptonian DNA by PROJECT, matured into a fully functional clone or offspring of Superman? Either way, you are one of the surviving members of the race of Krypton. At first glance, you are identical to a human - outwardly, anyways. Your internal organs and biochemistry are obviously alien on closer examination. Your true power comes from exposure to radiation from yellow sunlight, which your body absorbs and gives you a host of vast superpowers. First, your base intelligence increases greatly - you are capable of learning new academic subjects within minutes of study, including highly advances sciences and trade skills alike. Secondly, your body strength and durability likewise increase dramatically, allowing you to lift cars, buildings, and more as easily as a normal human could lift a toothpick, potentially pushing several quintillion tons or even an entire planet in time. Your durability is strong enough that bullets and artillery are casually deflected off of your body, and you could withstand planet-cracking explosions and come out with only some burns and bruises. Your senses sharpen greatly, able to view the world on a microscopic scale as well as vast distances away, even witnessing events on distant planets with your eyes or ears, as well as giving you x-ray vision that can perceive as lightly as past clothes or armor, or as deeply as a skeleton, though unable to perceive past lead. Your eyes can also radiate heat vision, able to act as precise as a scalpel or send a city or more aflame. Your breath also has the ability freeze objects and people into ice almost instantly, quickly reducing them to sub-zero temperature in seconds. You are also gifted with flight and super speed, able to move faster than the speed of light, as well as sustain yourself within the depths of space. Finally, the sunlight provided by this radiation is enough to keep your body whole and healthy, giving you a long lifespan potentially measured in millennia so long as your powers are sustained, and acting as a substitute for food, water, and nutrients. All these powers will steadily grow with age and experience, making you a true example of an alien superman. While Superman in his overcharged state is much stronger than what you start with, maybe you can reach that point naturally over a long period of time...? That said, there are downsides. While this won't be a problem in most day-to-day circumstances, constant use of your powers will exhaust you of the energy your

body has absorbed, with the physical invulnerability always being the last to go - and you won't regain them until you once again expose yourself to the light of a yellow sun once again. Exposure to red sun radiation will quickly drain your powers away in similar circumstances, making you a 'mere' human in terms of physical abilities. The force that fuels your physical durability is no help against magical attacks, sometimes even able to bypass it entirely. Finally, the dreaded green mineral Kryptonite will near-instantly depower you upon exposure while causing you great pain, and continued exposure could eventually kill you. That's not even going into the effects of colored Kryptonite, which can play havoc on your brain. This weakness to Kryptonite only applies for this jump.

3.93. **Reincarnation (The God of Highschool) (1000/2000)**: You used to be someone special. Someone very special. In a past life you were one of the High Gods of this world, a being of quite literally Earth shattering power. But for some reason you died or lost your powers and were reincarnated into the form of a child of whatever race you are now. It is only recently that you have become able to awaken your powers, as will be described below. All the following powers, including any supernatural abilities of the items included, will be activated via a transformation into your Godly state. At first this transformation will be tiring but over time you will be able to maintain it for longer and longer until it becomes maintainable for good. Your reincarnation grants you a great deal of powers based on who you used to be. You should pick one God, Monster or other Mythological being from legend to be your original self. Your powers and items will be styled after that figure. The exact power of your Reincarnation will depend on whether you buy the 1000 High God option or the 2000 Supreme God option. The first thing that you gain is the physical abilities and life force of a greater being. You have the strength to destroy entire worlds in a single blow or lift them above your head with both arms and some strain. You outpace the speed of light a hundred thousand times over at least and can take hits that crush planets like humans can take hits from each other. Your life energy is such that you could almost drown an entire world just by releasing your power and that your life energy based abilities will be just as world ending as your physical force. The Supreme God option blows these out of the water. They can destroy a High God in a single punch, move at millions of times the speed of light with ease and laugh off the blows of these same Gods. Their life energy is so great as to terrify even High Gods when fully released and potentially threaten the stars themselves. You will gain 2 unique Divine Powers when you transform, based on the legend of the being you chose as your original self. These may be taken from the Divine Power section, if they fit, or made originally so long as they do not exceed the power level of the 600CP Divine Power options or the 600CP Charyeok options at most. Supreme Gods gain an extra 2 unique powers, which may include things up to the level of the 800CP options in the Charyeok section of the jump. Lastly, you will gain 2 unique items based on your original self's legend. These will be on the same level as the tools of the Monkey King, such as

Yeoui/Ryu Jingu Bang or Yongpyo. A Supreme God will gain an additional 2 items that are also on the level of these Divine Tools, both also drawn from their own legend. If there are no items to draw from, it is possible to instead turn powers or feats that they have done into original items, though this must still be based on their actual legend. These powers do not come without attention however. Taking the 1000CP option will lock you into the plot of this setting in a sense. Whatever actions you choose, you will end up fighting against several opponents at the level of the High Gods. If this means you join Mo-Ri Jin in his battle against the Gods and take several on yourself or if it means you face down the humans and find several empowered warriors on the level of High Gods in your way, so be it. The 2000CP option will instead guarantee that you face at least two opponents on the same level that Satan and Mo-Ri Jin reached during their climactic battle, whether they be those two at their greatest power or other, original characters. These battles willb be serious, life threatening ones and cannot be avoided, no matter how you much try. Any allies you have will be drawn away in this time, leaving you to prove yourself worthy of your own power. You may find yourself also remembering your original selves' memories from time to time. They will not harm you or influence you but you may learn something from them, about your powers or about who you used to be.

3.94. **Medaka Sue (Medaka Box Abnormal) (1200)**: Could there be any being as perfect as you? Only the youngest Kurokami heiress can match your natural abilities, all of which are described below. Your body, mind and spirit are all incredibly far beyond even the peak of human capability. You possess superhuman ability in adaptability, agility, analysis, awareness, attractiveness, balance, calculation, charisma, cognition, combat, competence, coordination, deduction, dexterity, durability, eloquence, endurance, flexibility, instinct, intelligence, intuition, invincibility, leadership, memory, meta-luck, mimicry, perception, persuasion, reasoning, reflexes, regeneration, senses, speed, strength, tactics, vitality, and willpower. To illustrate the sheer level of each of these traits, some examples follow. Your speed allows you to travel at Mach 20 with no training at all, strength enough to pull thousands of tons just by walking forward, charisma enough to get 98% of a student vote to become student president, regeneration to heal every single bone in your body from shattered to full health in ninety seconds and so on. These attributes will also scale up in the case of non-human species that have greater baselines for their average. Your learning rate is perhaps your most shocking ability. You are able to perfectly learn, memorize, recall, understand, master, and utilize anything and any skill by experiencing or observing it once, within seconds. Even things that take years or even decades for prodigies to learn, you can master, truly master, in just a few seconds. You also have no limitations on how far you can grow or learn, able to improve all skills and attributes and abilities without limit and with no loss in speed. You have total control over all parts of your body, including muscles, bones, flesh, blood, organs, nerves, hair, and veins. All of these can be

consciously or subconsciously controlled, moved or adjusted, including improving them through thought to inhuman levels. This control is precise to an atomic level. This also allows you to be immune to any forced control of your physical body. Finally, you have a series of super modes that you can unlock over time. Each one greatly boosts the power of your physical abilities and all of your powers, though at first your initial mode will drive you to a mad fury whilst in it. As you grow and learn to use these, you will be able to retain control of your temper and even all other aspects of yourself, rendering you immune to any attempt to control your mind or body or spirit. Eventually you may even be able to keep yourself permanently within this form or to unlock new, unheard of forms based on the powers you have or that you encounter.

4. Spirituality Domain (109 Perks) [Top]

4.1. **Chakra (Naruto) (Free/100/200)**: The basic Chakra system perk, you start with reserves equal to average Jōnin. In future Jumps, by channeling chakra into others you can cause a chakra system to grow inside them.
By paying 100 CP, you will start with reserves equal to an average Kage.
Paying 200 CP will result in having chakra on the same level as Kisame Hoshigaki, a shinobi hailed as 'Tailless Tailed Beast'. In future Jumps, abilities that function using the target's chakra, such as by disrupting, amplifying, or sensing it, will continue to function as normal, either using the setting's equivalent energy types, or using life force as appropriate.

4.2. **Self-Motivation (Generic First Jump) (50)**: You have no difficulty motivating yourself, easily putting your full effort into any task, training, or activity.

4.3. **Boredom Immunity (Generic First Jump) (100)**: You are completely immune to boredom. When engaged in a simple repetitive task, you can choose to fast-forward through it, remembering performing the task without having to experience it fully. This fast-forward ends instantly if something changes that requires your attention.

4.4. **Psychic Intuition (Generic First Jump) (100)**: You have a bit of psychic potential. You often get flashes of intuition or gut instinct that prove accurate. You are also an excellent judge of character, can get hints of other people's emotions, and can sense the presence of the supernatural.

4.5. **No Matter Where You Go, There You Are (Generic First Jump) (100)**: Your priorities, sense of morality and beliefs only change how you desire them to. You will instantly process and deal with any trauma in the best possible way for you, making you immune to PTSD and similar issues.

4.6. **Veteran (Generic First Jump) (100)**: You never lose your cool, keeping your head no matter what the situation you are in. This does not mean you don't feel emotions, just that you can control them.

4.7. **The Road Goes Ever On And On (Generic First Jump) (100)**: Your mind is well-prepared for dealing with eternity. You can find joy and satisfaction in everyday life no matter how long you have been alive, you can adapt to new cultures with ease, and you will never find your emotions blunted by the passage of time and ennui.

4.8. **Inspiration (Generic First Jump) (100)**: You will never run out of inspiration, being immune to writer's block or any similar form of affliction. You are very creative and imaginative, with high potential in all creative fields.

4.9. **Be Not Afraid (Generic First Jump) (100)**: You are immune to the mind-bending or destroying effects of eldritch abominations, are never impaired or disabled by fear, and are also immune to any form of spiritual corruption.

4.10. **Hard Won Wisdom (Generic Fist Jump) (100)**: You have studied and contemplated and have found not enlightenment, but the road to enlightenment. You can always remain calm, with perfect control over your own emotions. What is more, you are always aware of your own biases and preconceptions, even subconscious ones.

4.11. **Strong Soul (That Time I Was Reincarnated as a Slime) (100)**: You have a very strong and powerful soul unlike most monsters whose souls contain much less energy naturally. You may be seen as a valuable snack to demons who can utilize such energies. A stronger soul helps in getting stronger skills.

4.12. **Push Through (My Hero Academia) (100)** Many Quirks lack common precautions you would think would be built in. Training and even active use of powers can sometimes hurt, a lot, and you don't have time for that. You can push through the pain of any self-inflicted injuries and push the stimuli to the back of your mind as you focus on the situation at hand, whether that's combat, training or something else. Break your arms in a dozen places each? Fracture your legs? If it's an emergency you'll still be able to keep running and fighting and moving. Just be careful you don't cripple yourself in the process.

4.13. **Dedication Through Light and Darkness (Duel Monsters - Shadow Realm) (100)**: Let it be known. The path of Chaos requires strict training to follow. Any lesser magician or warrior who tries to channel light and darkness recklessly would be destroyed, their body unable to hold both without annihilating itself from the paradox. Now, you have learnt the art of balancing and controlling warring

powers; You can now channel and control conflicting energies within yourself, and keep them separate enough so that they do not cause you harm. If two powers would destroy on another and you with them, or null each other, then you can have both within your form or soul with no fear of accidentally allowing them to mix.

4.14. **Nothing to Fear (Rise of the Guardians) (100)**: When the chips are down, it won't be you who runs from a fight. It's not that you're fearless — though you'll never be afraid of anything you don't have good cause to fear — but rather that the fear will never be overwhelming, will never be able to control you. Not only that, but no one will ever be able to use your fears against you. Phobovores will gain no power from your fear, not even if they utterly terrify you. If a person were able to somehow sense the fear of others, be it through magic or smell, they won't be able to sense your fear. And, finally, no one will ever become aware of your specific fears or phobias unless you tell them.

4.15. **At Your Center Lies (Rise of the Guardians) (100)**: Who are you, Jumper? What is your Center, your core? What have you, as a Spirit, sworn to protect? Choose wisely, because whatever it is, it's a part of you now. Your Center will always be there for you. A spirit of wonder will never stop seeing the world for the beautiful place it is; a spirit of hope will always find it, even in the darkest of corners; a spirit of memories will remember everything that's ever happened to them. It's a part of you, and that fact cannot be changed by even supernatural influence. Perhaps more importantly than not losing it, you will never undervalue your Center, never forget how vitally important it truly is.

4.16. **My Nindō (Naruto) (100)**: The Ninja Way, a personal rule that each shinobi lives and dies by. It is their motto, their belief and the way they live their lives, and it can be anything no matter how immoral or cruel. You too have a motto that you will follow and abide by to the ends of the Earth and no matter how many hardships you face or what situations arise, you remain steadfast to your Nindō. Unlike others, you will always find ways to achieve what you need to without compromising your beliefs whatsoever. After all, this is your Nindō.

4.17. **Swift Release (Naruto) (100)**: A combination of lighting and wind, with this bloodline, a user can increase their speed to extreme levels allowing for the user to strike at enemies far faster than the eye can see. With time and practice, the user can even move so fast that not even the Sharingan itself can see the user.

4.18. **Force Sensitive (Star Wars: Attack of the Clones) (100)**: You have the lowest possible connection to the Force. You might be able to sense or intuit things, but you have no ability to use it to act on the world. You may seem to have quicker reflexes than most, or feel things about places or situations, but you cannot do much more than that.

4.19. **Shamefully Shameless (Infinite Stratos) (100)**: Shame. You have none. Zip, nada, nil. You could walk out onto a worldwide stage, stark naked, with a grin on your face and be every bit as confident on the inside as you look on the outside. You're not immune to fear, save the fear of embarrassment, nerves, butterflies in the belly and shyness. You'll never find yourself unable to confess to that girl you like, chickening out of a dare from embarrassment or unwilling to be every bit of the over the top nutbag you really want to be deep inside.

4.20. **A Kind Heart (Justice League Dark) (100)**: Great and terrible sorcerers are a dime a dozen around here. People with the knowledge and means to unmake reality on damn near every street corner. But you have a rare gift not often found in this world: you are one of the few people who could be called truly kind. You have a knack for understanding what people are going through, offering a helping hand, and genuinely caring for anyone and everyone. You know what people need in order to feel safe and comforted. If you've got the ability for it, you'll find that magic you cast is similarly kind. Benefic enchantments you cast and blessings you weave are far more powerful than they have any right to be. Additionally, people notice this kindness and they'll often act with a bit more grace and love when you're around, almost as if they're trying to live up to your example. Of course, you'll have to act the part in order to fully benefit from this perk. For a paragon of love like you, though? That's not even remotely a problem.

4.21. **Saint Gatherer (Fate/Grand Order) (100)**: A unique substance to be found in this world, Saint Quartz are powerful multi-coloured crystals that can be attained by accomplishing certain sorts of actions. Completing quests or journeys, making daily significant progress towards your main goals to gain every second day, taking part in important events in the story of the world or forming very close and strong bonds with other people all have a chance or certainty of granting a Saint Quartz. Once obtained, there are three uses for these crystals. One can be used to fully restore your energy and fatigue, one can be used to revive you and a small number of allies from the brink of death to full health again or one can be used to chance the summoning system within the Grand Order system, so long as one has the support of Chaldea. This perk is free for Human Type Jumpers for the duration of the jump but may be kept for future jumps, or bought by Servant Types, for 100CP.

4.22. **Life Well Lived (Fate/Grand Order) (100)**: Even if you regret every choice you've ever made, it's better to remember than to throw the memories of your life away. You existed and your choices effected everyone around you. Forgetting is an insult to yourself and to all those who took part in your life. Knowing that, you won't forget yourself anymore. You'll always be aware of yourself, knowing exactly you are were, who you are and who you are turning into as time passes

on. Even if you do somehow lose your memories, this specific knowledge will stay with you at all times.

4.23. **Expanded Metaphysique (With This Ring) (100)**: Magic requires power. Some mages sacrifice a chicken or other people for a boost; some people bargain power from arcane lifeforms like Demons, Angels, or gods. Some people, like John Constantine, get by on cleverness to sidestep a lack of power. However, simply practicing magic slowly expands the strength of your soul, much like weightlifting will expand the strength of your muscles. This grants a three-fold increase in the strength of your soul and magic, enough to take a completely untrained novice to the level of an adult Atlantean mage of average talent. This may be purchased five times, each purchase linearly increasing your power (3x, 6x, 9x, 12x, 15x).

4.24. **A Deep Grudge (All-Star Superman) (100)**: You hate them. You hate them SO much. They say wrath blinds a mind, and that envy is a slow poison. Poison is certainly what you will feed to those stupid enough to earn your wrath. When you hate a particular person, object, or organization, your skills and trades come into lucid focus, and all actions you take to destroy or humiliate the object of your hatred enjoy increased competence and an increase in quality, so long as you sincerely hate it with all your heart. Oddly, this comes with the ability to let go of your grudges and hatred, and if you truly wish to, completely forgive them...but why would you do that?

4.25. **Living Life (DC – Blackest Night) (100)**: The world is full of death, that is true. But it is full of life as well. You've taken this lesson to heart, and regardless of the horrors you may face or the constant fighting you will endure, the simple pleasures of life never lose their light and your enjoyment of such will never be found lacking. No matter the trauma or the ennui, life will remain bright, and you will still live.

4.26. **Will (DC – Blackest Night) (100)**: You have the ability to overcome great fear. Your willpower was strong enough to draw the attention of the Power Ring. Thus, you have a great will, able to face your own fears and hardships with grit teeth and steadfast determination.

4.27. **Rage (DC – Blackest Night) (100)**: It was not merely anger you felt the day you were chosen by the Red Light. It was tail-gnashing, nail-biting white-hot fury that burned within you. You feel great rage within your heart that you can tap into at will, ensuring the Light of Rage will burn brightly in your hands.

4.28. **Love (DC – Blackest Night) (100)**: You have the ability to feel great love. Your heart has felt the warmth and ache of the Violet Light, and it burns brightly within

you. At will, you can recall and experience this love, its intensity growing along with the affection of the one (or ones) you care about the most.

4.29. **Compassion (DC – Blackest Night) (100)**: Whether it was forced upon you or you were already a warm-hearted individual, you feel great compassion and empathy for others. You can understand the emotions of others and feel great care and kindness towards them, giving your heart a sort of gentleness that can set weary souls at ease.

4.30. **Avarice (DC – Blackest Night) (100)**: Jumper. You want it all. You feel great avarice and the desire to claim what you consider rightfully yours, and the will necessary to place your own desires over that of others. It is yours, not theirs.

4.31. **Spiritual Pressure - Vice Captain (Bleach) (100)**: A capable and well-proven member of your kind. You're not the elite but you are far above the common pack. You're a dangerous fighter, with likely years to decades of experience depending on your species life expectancy. You're generally capable with most of your race's special techniques, a Shinigami would have decent skill in each of the four primary arts of Zanjutsu, Hoho, Hakuda and Kido. A Shinigami would be a weaker Vice Captain, perhaps new to the role. A Hollow would be at least Adjuchas class, possibly one of the older and weaker kinds of Arrancar that pulled off their own masks, such as the Privaron. A Quincy could be a lower ranked officer in the Quincy King's army or match the traditionalist Ishida Uryu around the time he went to Hueco Mundo. A Fullbringer would have reached full affinity with his object of power, such as most members of Xcution and an Artificial Spirit could match any of the above.

4.32. **Herbivore Gods (Flow) (100)**: These gods are the pigeon, sparrow, cat, and other weak gods which aren't really all that powerful although they're the most common ones that people have. You can just pick any random herbivore and you'll nail a weak god. Due to their common and weak nature, the wishes they grant aren't all that powerful when compared to the other gods. Some examples of the wishes you could make would be small such as making someone silent forever, cosmetic changes such as adding an animal's traits to your body, and general small things.

4.33. **Those Who Would Be Kings (Campione!) (200)**: Before their successful acts of deicide, a Campione is an extraordinary person able to find a way through even the direst of circumstances. Sharing in that prerequisite, you find yourself blessed with the qualities that would guide you towards such a fate. Courage and will to face down a heretical god despite being an otherwise normal mortal, paired with cunning great enough to link together a means to make their downfall a reality should they be available. Luck to create miracles that snatch victory from the jaws of seemingly certain defeat, if it is indeed at all possible for you. In more

ancient times you would find yourself leaving a name in history that altered its course globally, provided you did not simply content yourself with lesser pursuits.

4.34. **God Point Granter (The God of Highschool) (200)**: Whilst as a God, you possess the ability to form contracts, this would normally apply only to those abilities and energies that you have gained from this land, being otherwise incompatible for what powers may hail from other worlds. By taking this ability, you become able to form contracts that grant measures of your power that originates from other lands. You are able to imbue amounts of power or energy into those willing to take it in return for them giving you some of their energy or performing favours in exchange. However, by granting them this power, you will be unable to access whatever you chose to grant them whilst they make use of it. See notes for more details.

4.35. **Aegis Shield (The God of Highschool) (200)**: The spirit of the legendary Aegis carried by Athena and Zeus. This Charyeok manifests as a full body energy armour made of transparent energy shards. These shads can split up and move as the user wills. They can be used to attack as a swarm of flying energy knives or form into singular weapons for the user to wield or to enhance the user's existing weapons. They can also be formed into larger weapons on their own and fight independently of the user or form shields or platforms to defend or stand on.

4.36. **Baedal Choi or Bruce Lee (The God of Highschool) (200)**: A dual choice option. One may take either the legendary Karate Master Baedal Choi or the famed Jeet Kune Do master Bruce Lee. Either of these options greatly enhances the user's physical strength, speed and reactions and the Charyeok, particularly friendly ones, will do their best to teach you what they know of their martial arts and the secret techniques that they never revealed to the rest of the world.

4.37. **Grim Will (Petals of Reincarnation) (200)**: You may not normally think a person who cuts their own throat to have a strong will but when it is done on faith from an untrustworthy source and just for a chance at power? The situation looks a little different. You've got a will that is not just nearly unbreakable towards others, it allows you to decisively do any sort of disgusting or self-harming thing if necessary. You can slice open your own throat without hesitation if you believed it necessary or wade through all kinds of shit and filth in pursuit of your goals. You are even able to force yourself past any fears or phobias that you may still have, crushing your terror with sheer will.

4.38. **Not Nearly Enough (Invincible) (200)**: I don't know what it is my friend but pain doesn't bother you: you're able to deal with immense levels of pain as if it simply isn't there. Not the normal aches, papercuts, white lies, and stubbed toes but true pain. You could be roasted in the fires of a star or suffer the pain of your loved one moving on, or even have your own intestines ripped out of your abdomen

and still keep yourself together. With this you could headbutt someone to death after you had broken your arms on their face or even be able to push through the emotional pain of an abortion or miscarriage to support someone who really needs it. It's not that you don't feel it but that it is not nearly enough to stop you.

4.39. **Lava Release (Naruto) (200)**: A combination of fire and earth, this Kekkei Genkai is a tad different compared to others as this bloodline manifests in different forms. You can choose which form this takes. One is molten rock (compulsory for Son Goku Jinchúriki), the second is a form of acidic mud which basically looks like brown dirt, the third is corrosive quicklime, the fourth is vulcanized rubber, and the final form is volcanic ash. Different versions can be purchased for 50 PP per version.

4.40. **Jutsu Mastery (Naruto) (200)**: Your control over jutsu and other techniques is akin to an experienced master. Any jutsu you already know no longer needs hand signs to use beyond the most basic of ones like one needed for Fireball Technique. Any technique you learn will very quickly be mastered up to this level. A great example of this is creating a Rasengan with just one hand, but this doesn't end at that. You can even create Rasenshuriken with just one hand if you know it. This is what you could do to every technique you know.

4.41. **Tireless (Overlord) (200)**: You simply, magically, don't get tired. Ever. You can fight literally all day and all night non-stop for weeks at a time if you need to. You'd still need to eat and drink on the go, unless you don't normally need to do those things, but you could do that while fighting with one hand easily enough. Your muscles do not cramp, you do not feel weariness creeping up on you no matter how strenuous the exercise, and in combat when others start flagging and slowing down you're still going strong at the peak of your ability. This explicitly makes it so you don't need to sleep anymore, assuming you still have to do that, and at any time that you aren't in the middle of strenuous physical endeavours just taking it easy and relaxing will be just as beneficial for you as actual sleep. This also provides you with a modest healing factor, not quite strong enough to be useful in short battles but noticeable enough to be of significant use in longer conflicts. Even undead or things that wouldn't otherwise be naturally capable of healing themselves can benefit from this regeneration. This tirelessness also slightly affects your mental processes as well, allowing you to easily dedicate your extra time from not sleeping towards any sort of training or other activity that you desire without suffering from mental fatigue.

4.42. **Spiritual Pressure: Captain (Bleach) (200)**: Powerhouses of the spiritual worlds, this is the divide that separates the weak from the strong. Those at this level are the Captains, Espada and Stern Ritter of their kind, albeit the weaker and less experienced members of these august ranks. As one of the longer lived races, you may very well be a centuries old warrior, with a well rounded

understanding of both combat and your races' unique abilities. Highly capable in most areas, from combat to technique to racial magic. A Bankai, if not fully mastered, or Resurreccion is expected at this point. Your spiritual power has reached what most would consider the level of an 'average' Shinigami Captain and you're likely to be a frontline fighter for any faction you join. Some examples are thus. A Shinigami might be equal to Captain Komamura or Captain Hitsugaya early in the story, powerful but hardly the cream of the crop as they are now. A Hollow would be one of the lower Espada, an Adjuchas made Arrancar through the Hogyoko, such as Grimmjow or Nnoitra. Of the Quincy, the lesser Stern Ritter such as Candice Catnipp or Bazz B are a good example. Of the Fullbringers, Ginjo before he takes Ichigo Kurosaki's powers is a capable representative and Artificial Spirits could look to powerful Bount like Jin Kariya or enhanced souls like Nemu.

4.43. **Take It Head On (Bleach) (200)**: What matters most in battle? It's sure as shit not fancy footwork, puffed up sword waving or whiny magic. It's being a hard enough fucker to take the hits and give them back just as good. Too many of your fellows fall short at the first stage, dropping like flies the moment someone has a good shot. Not you though. You've always been naturally tougher than everyone around you, gifted in all things defensive. The primary initial way this appears is in a greatly increased defensive property. For most races, this is in inordinately tough bodies. A normal human would have skin like tough bark while a Menos or seated Shinigami's skin seems like steel, much more potent than peers of the same level. A Hollow might instead empower their regeneration to be much faster or a Quincy their Blut Vene. You've got a natural affinity for anything else that falls under the umbrella of just tanking and surviving everything that comes at you. These things will grow quicker and smoother in you, the rate of increasing these gains increasing with your power to help you stand out as a bulwark among your level.

4.44. **Royal Humility (To Love-Ru) (200)**: There's a point where a single person holds simply too much power for them to stay completely sane - but that's not a limit you will ever reach. No matter how powerful or influential you become, you will never become power hungry, snobbish or dismissive of actual threats. There will be no time where you become incapable of associating with "the Common Folk" or where you go crazy trying to prevent any chance of you being toppled.

4.45. **Tempered Steel (Kickboxer) (200)**: Even with a gun to your temple and a blade pointed at your eye, you'd be able to smash your fist into the bad guy's face with all the force you can muster and not waste a moment in hesitation. You still feel fear and caution but as distant things, stuff to be registered but ignored when it would be more effective. You will never again hesitate because of fear, worry or anxiety, in a fight or when making a life choice. This won't drive you to make reckless choices, only remove the critical flaw of cowardice from your mind.

4.46. **Beginner (Star Wars: Attack of the Clones) (200)**: You are actually able to use the Force to some extent, akin to the level of a beginner Padawan. You can move small things with some concentration or somehow intuitively react to things you cannot see, as an example.

4.47. **Divine Protection (Re: Monster) (200)**: You have been blessed by a god or goddess, granting you their protection and a boon unique to them, which can vary from person to person as well as god to god. For 200cp, this is the blessing of a demigod, offering a minor benefit to you. Demigods are in the range of Color, Compassion, Dance, Healing, Staves, War Beasts, and similarly focused gods. As an example, the Demigod of Fire grants resistance to flames and the ability to breath fire.

4.48. **Golden Rule (Justice League Unlimited) (200)**: Being a hero isn't always sunshine and daisies. Sometimes you've got to have...something else other than power and desire to do good. Sometimes you have to hold yourself to standards. Standards that would normally be impossible even for most heroes. The greatest of heroes have a golden rule they never cross. Set a rule, any rule and you won't unconsciously cross it you'll always be aware of this rule and follow it to the letter. This however won't prevent you from never being able to cross it consciously you can always choose to break it when needed. You cannot be mind controlled or manipulated without your consent to cross such a line. And god help whatever manages to make you break said rule. The mental backlash would be enough to shatter such control over you.

4.49. **Experience of Ages (Fate/Stay Night) (200)**: Getting caught up in one's own legend is disturbingly easy, especially with how justified it can feel sometimes. Why should you fear this fresh faced young boy when you have fought the greatest monsters the world could throw at you and emerge victorious? No matter how justified, these feelings eventually lead to overconfidence in oneself and underestimation of one's enemies. You have learnt how to always have a stable and fair image of your own power and that of any opponents you face. Never again will you overestimate your own abilities, even if you haven't rigorously tested those limits you will know what is too much for you. The opposite is also true as you will never underestimate any enemy for any reason other than simple lack of knowledge. Your pride, ego and past experience will never cause you to take an opponent any less seriously then they deserve.

4.50. **Ordinary Gods (Flow) (200)**: While calling gods ordinary might be a weird thing to say these are the gods that a lot of the people who are forced to go to high school have. These are your lions, tigers, and bears although there are even street dogs, snakes, and rats. As the gods are more worshipped the wishes they are able to grant is a good deal more powerful than those of the herbivores.

Wishes such as restoring your lost limbs and eyes, making you impossibly lucky at gambling, or even eternal youth are the standard fare for these gods.

4.51. **Dust Release (Naruto) (300)**: This Kekkei Tota derived from the combination of Wind, Earth and Fire affinities allows the user to disintegrate a target on the molecular level. This is done by creating a small 3D object which expands once released by the user. Anything that passes through it is destroyed. However, these techniques require time to prepare and can be chakra taxing.

4.52. **Mythical Gods (Flow) (300)**: Now we are getting into the truly powerful gods that everyone wants to have. These are your unicorns, griffins, american eagles, dragons, black tigers, and other mythical gods. These wishes are extremely powerful such as granting you immense wealth nearly on par with the whole world, killing anyone that is weaker than you, the creation of special relics such as a safe that can be stored in personal dimensions, or even a book that can hold many powers.

4.53. **Ki (The Rising of the Shield Hero) (300)**: You have a talent for yet another energy source that exist in this world, this time one more useful for strengthening the body. By circulating and expending your internal Ki you may substantially increase your physical abilities. Through training, you may learn how to sense Ki to substitute for sight, or even refine your control for more complex ways of attacking or defending like bypassing durability or parrying magical projectiles back to the caster.

4.54. **Dragon Soul (King Arthur) (300)**: You have the soul of a dragon, or at least people seem to think that now. Aside from the cool factor this give you a greatly increased aptitude for magic of all kinds and, even if only slight, the respect of dragons. Allowing you to talk to even the most haughty of flying lizards without them immediately trying to kill you.

4.55. **Enhanced Ki (History's Strongest Disciple Kenichi) (300)**:- Some have ki. You have KI. You can feel it in you and channel it more easily, enhancing the normal effects of Sei and Dou ki to a much greater degree. Perhaps upon reaching the status of a master you may project your ki beyond your body, achieving techniques that can only be described as supernatural in nature. This perk stacks with any boost to ki, chi, aura or other general body-based energy field you may have.

4.56. **Mind, Body, Spirit (Generic Fist Jump) (400)**: Your mind is focused, your body is strong, your spirit is pure. Through training and meditation, you have made yourself anew. Your willpower is unlimited, yet you remain mentally flexible and open to new ideas. You are resistant to poison and disease, and no matter how old you become, you remain as physically capable as in your prime. Finally, your

spirit is unbreakable. You never give in to despair and are immune to any form of corruption. You will only be as evil as you choose to be.

4.57. **I Just Do My Best At Everything (Chronicle) (400)**: So many people are simply living life without doing anything with it, only talking and thinking, but not acting. And then they see you, and wonder about how you are so far beyond them. If only they knew how simple it is. Well, for you at least. You simply get up every day, motivated, refreshed, and full of energy, and do your best at everything. Without fail. This doesn't mean that you don't make mistakes, of course, but rather that you are able to give 100% at everything you do, at all times. And you are able to do this without accumulating any stress or fatigue, whether it be physical or mental, that would hinder you from doing so. While others might be surprised at how mundane your secret to success seems, having this outlook on life does work wonders on where you end up.

4.58. **Spiritual Pressure - Elite Captain (Bleach) (400)**: The elite of each faction, albeit not the absolute peak of power. With this option, you'll no doubt be considered quite famous, as either a brilliant young prodigy or a true veteran of nearly a millennia of action. Most core skills, to combat and racial techniques, are at the level of an expert user. In terms of Reiryoku, you'd have about twice as much as the average Captain and you'd be considered to have some level of mastery of your racial release state or unique power. Examples of this level are sparing but eye-catching. Byakuya Kuchiki of the Shinigami is an excellent showcase of the sort of overall level of skill and superb power available. A mighty warrior, skillful magician, intelligent leader and fine man. But clearly lesser than the true Shinigami veterans, such as Shunsui Kyoraku or Unohana Retsu. Among Hollows, the higher level Espada such as Starrk or Harribel are a clear example, likely making you a Vasto Lord yourself. To the Quincy, powerful Stern Ritter like Bambietta Basterbine or Mask de Masculine are your best choices. Make no mistake, you're not the strongest with this or even on par with the second and third strongest tiers. The Royal Guard, the Quincy Schutzstaffel, thousand year old Shinigami Captains and more are all beyond you in power and skill. To say little of their leaders. But it makes an excellent starting point.

4.59. **Tranquil Fury (DC – Blackest Night) (400)**: As it turns out, an entire organization of wild berserkers with little more than pack mentality isn't a recipe for success. You've learned how to internalize your anger, gaining all the benefits of the ensuing adrenaline rush and berserk fury, but your cognitive and mental abilities do not deteriorate or lose clarity no matter how angry you become. So long as you speak to others with rage in your heart, they can sense the storm of white-hot anger within you, and it makes you more intimidating in social interactions and much more resilient against mental or telepathic attack.

4.60. **Pride of the Weak (Duel Monsters - Shadow Realm) (400)**: It is the pride of the weak to stare down the tallest of giants, and through gumption fell them like trees. Under your command, those who face foes with greater strength than they will gain a great amount of courage...a courage which seems to translate into a greater power! These weak warriors will be able to deal damage even despite the disparity of ability, as the 'stronger' foes will be more susceptible to their strikes. The weak have their pride, let the world know!

4.61. **Jinchūriki (Naruto) (400)**: You are a Jinchūriki, a human sacrifice made to contain one of the nine Tailed Beasts, remnants of Kaguya Ōtsutsuki's chakra and the World Tree. This burden comes with both advantages and disadvantages. Firstly, due to holding a being of pure chakra within them, a Jinchūriki boasts immense reserves of chakra far greater than an average Jōnin, potentially equaling that of a Kage. Secondly, each Jinchūriki possesses an ability unique to the Tailed Beast that inhabits them. For example, the Jinchūriki of Shukaku possess the ability to manipulate sand, while the Jinchūriki of Son Goku possess Lava Release. Through practice and time, a Jinchūriki can wrest away the chakra of their Tailed Beast, forcefully taking their power for themselves. This allows a Jinchūriki to take on the form of the Beast, increasing their physical abilities and granting them greater access to the Tailed Beast's capabilities. However, there is an alternative method of drawing upon the Tailed Beast's power: befriending it and forming a symbiosis with it. This partnership can allow your Beast to access your chakra reserves, enabling them to funnel their chakra through you and even absorb and balance nature chakra for you.

4.62. **Sage Mode (Naruto) (400)**: Many view Sages as just another type of ninja, another kind of killer, but we both know that's not true. A Sage is something more, a being who doesn't just use the chakra of the world but becomes one with the world. Sages utilize a specialized form of jutsu called senjutsu that involves drawing natural energy from the world itself into their bodies and merging it with their own chakra to create senjutsu chakra. Now, this seems easy but in order to do so the nature chakra must be gathered and then balanced with the body's physical and spiritual energies. Upon doing so, the Sage's strength, speed, stamina, reflexes, perception, and durability are enhanced. By utilizing senjutsu chakra, the Sage can cause their ninjutsu, genjutsu, and taijutsu to become even more powerful. The Sage can sense chakra around them and can sense attacks without the need to view them and if you can already do that before, then the talent is enhanced. While in Sage Mode, this increases the amount of chakra the user has available and by imbuing senjutsu chakra into ninjutsu, the user can augment the techniques and gain access to special senjutsu techniques. As you are paying CP, you can choose to gain the powers of either the Toad Sages or the Snake Sages. The Toad Sages possess the Frog Kata ability, allowing the user to harness natural energy to extend the reach of their attacks. The Snake Sages possess the Inorganic Reincarnation technique, allowing the user to

animate and control the environment around them, as well as using the White Rage technique, a powerful explosion of light and sound. However, this comes with a downside. If too much natural energy is taken in, it can lead to the Sage being turned into stone. Another downside is that the natural energy can only be taken in and mixed only when standing completely and utterly still. If in a fight, you cannot stay utterly still, then your reserve of Senjutsu chakra will diminish as the battle goes on. By paying for it here, you'll find that the first drawback of turning to stone will never occur and you will never make any mistake in the blending of the chakra. Even in a life and death battle, the process will always go correctly. Normally you would require large chakra reserves, but you have found a way around that. Another thing to remember is if you continually practice the use of senjutsu, the time needed to refill your senjutsu reserves will decrease.

4.62.1. **Six Paths Senjutsu (Naruto) (400)**: you can obtain Six Paths Senjutsu, a version of senjutsu vastly superior to regular senjutsu. For starters, every boost you get from regular senjutsu is massively enhanced to the point you that you can sense beings like Madara's Limbo clones and dodge lightspeed attacks. Secondly, you are immune to all but senjutsu enhanced attacks. Thirdly, Six Paths Senjutsu enhances any dōjutsu you possess. An example of this is Obito using Kamui and what little Six Paths chakra he had left to somehow give his Sharingan to Kakashi temporarily while he was in Limbo. Another example is Kakashi being able to use the perfect Susanoo without any of the prior forms. Finally, you gain access to Yin and Yang natures as well as Yin-Yang release and Truth-Seeking Balls along with the ability of flight. Aar as abilities go, the versions the Jūbi Jinchūriki have and what Naruto gets are the same but with different appearances. Naruto's eyes changed to be similar to when he uses Sage mode in Nine-Tails Chakra Mode but without the markings or the chakra cloak, The Jūbi Jinchūriki either has fleshy mutations like Obito or clothes made of senjutsu chakra like Madara. For the purposes of this perk, if you are not a Jūbi Jinchūriki, assume that your Six Paths Sage Mode is similar in appearance to Naruto's, only tailored to what animal summon you chose to learn from.

4.63. **Simultaneous Activation (Akame ga Kill) (400)**: It's widely considered impossible to use two Teigu at the same time, due both to the mental strain, and the physical toll being to great. However you can manage it(provided you are compatible with both), the strain on your body will still leave you feeling like you had a building fall on you, but it won't put you out of commission. In time you may be able to train yourself such that it's no more strenuous than using a single Teigu. What's more you will find that you can combine the abilities of the Teigu you use seamlessly, as though they are a single Teigu. This effect will also extend to other magical devices, allowing you to combine the usage of two usually incompatible devices in a seamless fashion.

4.64. **Get Up And Rise Again (Dragon Ball Z) (400)**: Fighting against titanic foes or just taking injuries in general is a problem, and it's a problem you can't really afford to waste time on when you or your friends are bleeding out. You now know how to use ki to heal someone's wounds, able to bring someone back from near-death in prime condition, though healing in rapid succession can be costly if you're not careful. This isn't as effective when used on yourself - it takes twice as much effort to heal yourself to full condition. You may want to keep someone else handy as a medic. Nobody messes with the healer, right?

4.65. **Red Phoenix (Flow) (400)**: The legendary bird that is most known for its control over life. There are two uses for the wish of the god with the first being that should you die by any means it shall use its power to resurrect you. You'll come back in prime condition, stronger than you were before, and highly resistant to whatever it was that killed you provided it was some sort of exotic or hax effect. The second usage allows a person that is long dead or someone who died in a special manner such as being retconned out of existence, to be resurrected with the same benefits as yours. As you have three special wishes this lets you have three resurrections for yourself or someone else. The sacrifice is unique for The Phoenix as it doesn't want you to sacrifice anything of your own. If you die or need to resurrect someone and have used up your special wishes the Phoenix will use the last remnants of power to fulfill your wish. The sacrifice is that you forfeit the power of the Phoenix itself. No more wishes until ten years pass or the next jump. However, there is a way to get more of the special wishes without forfeiting the Phoenix's power. The Phoenix absolutely loves to see bloodshed and wants the lives of others in return for the continued use of its resurrection. By killing any sentient being i.e humans, gods, orcs, aliens, fantasy monsters, intelligent animals, etc it will add one more wish for the continued use of its resurrection powers. The Phoenix is known for being supportive and its skill reflects this. With a mere touch, you can restore a person and heal them to their prime condition with the process taking only a single moment. The person can range from slightly sick to even the recently deceased. So long as there is a single body part or piece of skin remaining everyone can be brought back. This healing touch cures them of any and all ailments, diseases, mental illnesses, curses, and anything that negatively affects their mind, body, and soul. You can turn a person's age back into their prime years by reversing the aging process. Yes, you can instantly heal yourself back to full power with a touch

4.66. **White Tiger (Flow) (400)**: The White Tiger is one of two gods that hold power over time itself. The specialized wish of this god allows you to be sent back in time a day, weeks before you were born, decades into the past, or even much further into the past. You can opt to stay in the past permanently and continue on or spend up to a week in the past before returning to the present. The present will be changed according to whatever changes you made while in the past. After

you travel three times you can time travel again although any subsequent times will require a sacrifice. The sacrifice is heavy as the White Tiger is a bit of a dick. This god wants your existence which translates to your death. If there ever could be a silver lining in this shitty situation it would be that your death is not immediate. You'll be sent back with the time limit as usual, to do whatever and when your time is up you'll be erased from existence. This process takes a few moments so if you happen to be touching anyone during this act they'll be erased from existence as well. If you have any resurrection items this will negate the death and you can return to the present or stay in the past but you probably only have so many of those. The White Tiger's skill allows one to use its power to stop time. In the beginning, you'll be able to stop time for one second. A second might seem short but in the midst of battle, it can mean the difference between life and death. With the continued usage of the skill, the duration of the time stop will be increased. Eventually, you'll be able to spam time stop after time stop however sadly a road roller is not included in the deal. As a slight benefit, you can move normally in another person's time stop or can even cast one alongside another to increase the duration.

4.67. **Blue Dragon (Flow) (400)**: The Blue Dragon is the other god that holds power over the future not the past. The special wish of the god is the power of foresight or seeing into the future. It shows inside your mind a vision of the future that can be months decades, or further beyond ahead of its time. The visions are always accurate as the god shows you all the major events, important minor events, and even possible future paths based on choices you could make in full detail. Should you have the power of the White Tiger as well you can instead opt to travel to the future instead. This doesn't count as a special wish for the White Tiger. Just like the White Tiger you may stay in the future an continue on or stay upwards to a week before returning back to the present. The Blue Dragon, like any god, requires a sacrifice should you wish to use its ability after three times. This sacrifice is a whole lot less drastic than the White Tiger as it isn't as dickish. The sacrifice is that one loses a part of their body such as eyes or the ability to walk. It is merciful though as regeneration and technology can work around these issues and the dragon god isn't bothered so long as the sacrifice was made. As its power is future sight the skill of the Blue Dragon is precog. In the beginning, you'll be able to see one second into the future. This can be done at a moments notice giving you a clear picture of what will happen in any situation. This future vision could be used in manys ways ranging from a danger sense to petty gambling. With the repeated usage of the precog, you'll be able to extend the limit on how much time you can see into the future. With the blue dragon being a god, both of the precogs are capable of trumping others who have precog or similar abilities while limiting what they see of you.

4.68. **Black Turtle (Flow) (400)**: The Black Turtle does not have a specialized wish and only has a generic wish to offer you. It makes up for this by giving you

powerful abilities. At a moments notice you can conjure up a storm so powerful it can flood an entire city given a few minutes. The Black Turtle also is able to give others a portion of its power strengthening all of their other abilities while allowing access to the Black Turtles main ability. These people who you bestowed power upon will be able to gift others with those same powers as well although unlike you this has a nasty side effect of turning them into monstrosities and killing said individuals. The most terrifying weapon of The Black Turtle and all those who have a piece of its power is the ability to take other animas. This can be done by either the person voluntarily giving up the anima or through force. By force, I mean that the person has to die in order for you to gain their power. In future jumps, you will gain the souls, powers, innate abilities/energies, etc of beings that voluntarily give them up or you kill. You are also able to take nay sealed beings that are inside a person or object. Due to its strange nature, it is possible for you to put anima's into dead bodies although the process is not easy. In future jumps, this turns into a general soul stuffer and may be used on living bodies.

4.69. **Heracles (The God of Highschool) (400)**: The greatest hero of Greece, Heracles himself. In raw power it can be said to be one of the greatest Charyeok in the world and it grants this in the form of incredible physical might to its user. Even an ordinary boy would become able to lift hundreds of tonnes with a single hand or survive being kicked through multiple buildings with nary a scratch on their body, along with the endurance to fight for hours at a time. As your experience and bond grows, you will be able to pull out more and more of the legendary strength of Heracles.

4.70. **Phoenix (The God of Highschool) (400)**: A great bird made from blue flames. The Phoenix is not only able to tear apart foes with its super sharp, giant claws and beak, but also generate and control fire in large amounts. It's most fearsome ability however, is the ability to leech the life off of other beings in order to multiply itself. Whether through the contracted user or on an enemy, Phoenix is able to devour their life energy to grow bigger or to grow additional bodies, which are equally powerful to the original Charyeok.

4.71. **Red Dragon (The God of Highschool) (400)**: An enormous female Red Dragon originating from Britain's legends, the Red Dragon is large enough to encircle a large apartment building multiple times over and still have some length left over. Able to create and manipulate fire at will, sharing this ability with her partner, she is also immensely physically powerful and speedy. Red Dragon is also capable of incredible feats of regeneration, healing from even severe wounds across the entire body in minutes, whilst coming back to life as a hatchling two months later whenever she is killed. She is very protective of her partner and has a great passion for gold of any kind, becoming ecstatic on being given gold bars or jewellery as a gift. Red Dragon is one of the rare Charyeok to be able to

polymorph themselves, being able to turn into a pretty young redheaded girl with twin tails

4.72. **Thor (The God of Highschool) (400)**: The Norse God of Storms. Thor grants his partner greatly increased physical ability, though not nearly to the level of one Heracles, and the ability to fly at great speeds, both for the user and for them to make other inanimate objects or people fly as well. He also allows the user to fire huge, pink laser beams from their eyes at will, each of which are incredibly destructive rays.

4.73. **Senior (Star Wars: Attack of the Clones) (400)**: You are on the level of a fully trained Padawan, having enough training to be a competent wielder of the Force. Anakin would be somewhere between this category and the next, having power but lacking discipline that would raise him to that level.

4.74. **Divine Protection (Re: Monster) (400)**: You have been blessed by a god or goddess, granting you their protection and a boon unique to them, which can vary from person to person as well as god to god. For 400cp, this is the blessing of a god, offering greater benefits than those offered by the demigods. Gods are in the range of Blood, Darkness, Death, Fate, Gems, Judgement, Magic, Sunlight and similarly focused gods. As an example, the God of Ice Fields grants protection from fire based weaknesses (such as sunlight to vampires) and grants an affinity to Ice Magic that can be channeled through weapons.

4.75. **Don't You Ever Get Lonely? (Justice League Unlimited) (400)**: Leaving behind your old life can be difficult, especially if you couldn't bring anyone with you, and if you had to leave because all of your friends and loved ones or perhaps even your entire species were gone, well, that can cause some people some very serious mental issues. Fortunately you're very good at dealing with your emotions, making connections with new people, and finding purpose in your work and other things. Even if you discovered that you were the last surviving person on the planet or found yourself stranded on some distant alien world you could resist going insane and quickly adapt to your new environment. With enough time you can start a new life and be content regardless of where you are, and you're guaranteed to find a new family or lover if there are enough people around that you can connect to.

4.76. **I Am the Bone of My Sword (Fate/Stay Night) (400)**: One thing. The very core of your being. Something to base your whole life around. For Shirou Emiya, it was Swords. For you? Perhaps something else. You'll find yourself innately understanding the idea you choose, even letting you understand other concepts a bit easier if you can frame it in the context of what you chose. More importantly, you're an absolute genius when it comes to magic based around this one thing. Shirou Emiya, an otherwise poor quality Magus, was able to use magic that

approached the level of True Magic when relating to swords. It took him being in a rather unique situation, where usually it would still take years to achieve, but he did what would have been impossible for most Magi. You are on the same level with your chosen idea. When related to that idea, your magic will be many times stronger, many times easier to use and many times easier to learn or create, though the broader the concept is from 'Sword' the lesser the effect will be. Careful to not lose yourself in your own ideal.

4.77. **Ancient Tongue (Generic Naruto Fanfiction) (400)**: Somehow, through an accident or fate, you encountered one of the ancient tongues of the world, maybe the Celestial or Infernal, or something similar. This has changed you, and made you… better, in certain ways. First, you have a ridiculous aptitude for all languages, mortal, immortal, divine or demonic. Simply by encountering them once you can learn how to read and speak the language flawlessly and fluently, no matter if it's just a dialect of a language you already speak or the language The World Was Written In. In addition, you become an absolute master of fuuinjutsu, capable of doing things with it even the greatest master would gawk in awe at. You can set up things like Konoha's shields, seal terrible and powerful entities into objects and things to harness and manipulate their powers however you please, make storage seals, explosive tags, seals to support jutsus or ones that hold whole Jutsus in stasis, or even other, more exotic effects... basically everything you see seals doing in Naruto fanfics. This carries over to similar skills, anything to do with inscriptions or runes like warding and enchanting or cursing in the future too. Not only do you learn the skills reserved to mortals in such fields, but even the stuff of heavenly or hellish libraries is not beyond you now.

4.78. **Sacred Gear - Blade Blacksmith (Highschool DxD) (400)**: This Sacred Gear is something of an 'older brother' to Sword Birth, having an identical effect save for the fact the weapons summoned are Holy Swords, thus making it terrifyingly effective against Devils or other unholy creatures like the Fallen. It's also notable in that it can potentially develop multiple Balance Breakers, such as summoning knights to wield said Holy Swords or make a gigantic dragon made entirely of said weapons. Who knows? Perhaps that potential can be unlocked in your hands, as well...

4.79. **Sacred Gear - Gravity Jail (Highschool DxD) (400)**: Sometimes, people just weigh you down. Good thing you can return the favor. This Sacred Gear manifests within your eyes, and allows you to adjust the personal gravity of anything within your line of sight, of your choosing. This lets you crush someone with bone-smashing gravitational force, or make them float helplessly in the air - just mind the 'need line of sight' thing.

4.80. **Sacred Gear - Forbidden Balor View (Highschool DxD) (400)**: STOP. Sit. Stay. Another eye-based Sacred Gear, this one allows you to momentarily freeze what you can make line-of-sight with in time. This starts at a relatively short amount of time, but with practice and increased mastery, the duration can be made longer - it's unlikely you can freeze anything indefinitely, however. It's said this Sacred Gear has a lot of potential, and an evil consciousness within it...but, of course, this version lacks the latter effect. Be grateful.

4.81. **Sacred Gear - Earthshatter (Highschool DxD) (400)**: These are a pair of arm guards clad in bronze. Their application is simple and direct - the user's physical attacks, whether with a weapon or with their fists and feet, will enjoy a boost of kinetic force that can pulverize rock and fight things many time their size and strength. There is no muscle power involved - the Sacred Gear turns mana into pure kinetic force, making the user stronger, faster, and tougher as the physical force of their blows and movements are increased while those of the enemy are mitigated. This has limits, however...it can only provide and prevent as much power as your mana can feed, and things that don't rely on blunt or kinetic force can't be defended against by this Gear alone. Try punching them before it happens.

4.82. **True Name (Generic Naruto Fanfiction) (500)**: Whoa. Ookay, this is some deep stuff, man. Something happened. Maybe it was a great quest, some memories from another life, maybe you glimpsed something mankind was not supposed to see. However it happened, you have discovered your True Name. This is the truth of who you are, all of it, the summation of every "you" that ever was, could have been, will be, or might be. And knowing it grants you quite a bit of power over yourself. Firstly, this means that it's no longer possible to drive you mad or corrupt you, even by things which would normally find doing so a trivial effort. You know yourself. No matter what actions you might perform, what you might witness or be exposed to, your True Name remains the core and truth of you and all else just slides off, leaving you unmarred. The same effect also shields your soul from any and all attacks whether it be mundane or magical, whether the perpetrator is some petty torturer or a celestial spirit. Your, soul, sense of self and willpower are absolute, boundless and inviolable, come what may. Neither can your True Name be used against you, or knowledge of it pass on to others save by your own will and desire. Beyond this, truly knowing yourself places your heart at ease and lets you draw out more of it from within you. Simply by meditating upon your True Name you find that your soul grows ever-so-stronger, growing richer for the experience, and immensely benefiting your comprehension of all things related to your mind, soul or spirit. Finally, your enlightenment will avoid the traps of stasis or hubris; from now on your soul will develop only for the better and never for the worse as you walk the road towards the better you, the you that you really wish to be. No more self-deception, no more blind alleys.

4.83. **Chaos Form (Duel Monsters - Shadow Realm) (600)**: The arts of Light and Darkness take great pains to teach you how to ensure that the two energies don't mix in your form, to prevent the inevitable entropic maelstrom that would occur. However,those who reach the zenith of the Chaotic Arts will know the second reason they take so long to teach neophytes how to mix the energies in their body: The resultant boost in energy is magnificent and dangerous in the hands of the foolhardy. You now know the technique known as "Chaos Form", which magnifies your power both physical and magical to a level above any other native of the Shadow Realm,even the vaunted Dark Magician and feared Blue Eyes White Dragon. However, it is not freely used. Every moment spent in this form is a moment it channels pure raw entropic power, eroding away your body and soul. If you were to fully lose yourself to being drunk on this power, without fail your very being would be eradicated as you were swallowed by Chaos. Until that point, however, finding a match for your power in this realm would be a very difficult task indeed.

4.84. **Overflowing Aura (RWBY) (600)**: Your aura far exceeds the limits of what is typical. You have nearly five times as much as the average person and it grows at an equally rapid rate. In addition, your aura recovers ludicrously quickly. Assuming you're not actively using it, your aura will fully replenish in a little over one minute. If you are using it actively, it still replenishes, but will do so a bit more slowly, taking around five minutes instead. This regeneration also affects any other energy pools that you may possess.

4.85. **Will of Fire (Naruto) (600)**: Konoha is known for its Will of Fire, and now you embody that ideal with a Fire that burns especially bright. No amount of damage done to your body may squander your spirit. You could be too exhausted to move a limb, but you'd still try to charge your enemy by pushing yourself with your chin. Your will is so powerful you could still fight after being knocked out cold. Your cut off head would probably try and bite your opponents' ankles for a while before you actually died. Yes, you could literally push yourself beyond death with this, if only for a little while, to give allies some extra time to heal you. Be careful about taking things that far though. Even for someone with an unbreakable will, being dead is still dead, and if you aren't resuscitated soon after crossing that line, you won't be coming back.

4.86. **Un-Equivalent Exchange (Full Metal Alchemist) (600)**: This world's alchemy runs on the concept of equivalent exchange, except in one major case: The use of human transmutation. You see, that question above isn't just some guideline used to scare away alchemists, or limit their abilities, it's a legitimate rule of the universe. There is nothing that matches the metaphysical value of the human soul, so attempts to revive others, and transmutate human life will almost always cost something that the bearer truly cannot go without such as their eyesight, organs, limbs, or even their entire bodies. This limit, and the one that states that

only something of similar material makeup may be transmuted is waved for you. Now, you can apply scientific reality to the mystical parts of Alchemy. As long as you have the mass necessary, you can transmute one thing to the other without issue. Sealing wounds and fixing bodies as long as you have the matter necessary to remake the parts? Sure. Bringing someone back to life using the materials necessary to form the human body, and their DNA as a blueprint? Truth won't even flinch. In a way, you're like a walking Philosopher's Stone, though even you may not make something from nothing, only reconstitute what is already there. In addition, you still need to follow the rules of alchemy, so you must comprehend what you wish to reform or break down. You best get studying. In future worlds the same applies, allowing you to break the rules of your mystical systems and apply scientific logic to them regardless of their spiritual aspects restricting your ability to act. Your new magic system won't let you turn things into gold despite you being perfectly capable of transmuting other things because of some mystical convenience? Not anymore.

4.87. **Nine Tails Guardian (The God of Highschool) (600)**: The great Nine Tailed Fox, who was originally a Demon who became the bodyguard of the Jade Emperor through sheer determination, but was cast out from fear of its power. It's hatred of the Gods turned it into the First Key, a being that can unseal the Taboo. The fox itself grants its bearer immensely increased physical abilities, enough that even at the most basic level of contracting the user cannot be perceived by ordinary humans because of their sheer speed. Incredible powers of pyrokinesis are also at the hands of the contractor, along with the ability to summon fire foxes of all different sizes in great numbers. As a Key, the Nine Tails is able to unseal the Taboo on all of humanity at once, regardless of their distance or presence on different dimensions, and could reseal it if the user so chooses. Activating this Charyeok turns the wielder's hair white, their eyes yellow with red outlines and grants them seven tails made of fire. Perhaps you could unlock the last two tails with a direct contract?

4.88. **Asura (The God of Highschool) (600)**: Another terrifically powerful Charyeok, taking the form of one of the six armed, three faced Asura. The user may fire incredibly powerful energy beams from their mouths or turn these same beams into all direction shockwaves to strike at everyone around them with nothing more than a word. They may also absorb and then reflect attacks that are fired at the user, so long as those attacks are energy based instead of physical. There is a limit on the power of this absorption as anything too much stronger then you and Asura's life energy combined will blow right through this ability. The user even gains the power to alter their body in minor ways, such as extending their fingers at great speeds to pierce opponents or being able to turn their heads all the way around to look behind themselves. Finally, Asura also grants its new partner the ability to control the minds of others through the user's voice. Those

with great willpower can resist this but a great deal of humanity will have no option but to follow every command of the wielder.

4.89. **Longinus Hand (The God of Highschool) (600)**: Based on a part of Christian mythos, the Longinus Hand grants the user the ability to summon gigantic projects of hands and to manipulate gravity. The projections summoned by the user are giant, transparent hands of energy. Even at the start these are large enough to cover whole city blocks but they will only grow to even more immense sizes over time, and can be used to smash, grab or do anything else a hand could normally do. They do not require the user to see where they are being summoned either and the range of summoning is only dependent on the user's power, starting at around a few hundred metres and increasing from there with no upper limit. The user can also control gravity, increasing or decreasing it as they will, even doing both on specific areas to change the topography of an area around. As usual, the power of this manipulation is dependent on the user's life energy. Longinus Hand can also summon cross shaped energy shields in front of the user, so long as the user raises one hand in front of them. This Charyeok forms a cross shaped mark on each of the user's palms by being contracted.

4.90. **Trinity (The God of Highschool) (600)**: Taking the form of three light orbs that encircle the user's body and being based on certain Christian teachings, Trinity enables the user to manipulate the weather on an incredible scale. You gain control over both the air and electricity, becoming able to produce and direct both elements, as well as summon many great disasters from the natural world. Whilst they are costly effects, you may create hurricanes, earthquakes, eruptions and other natural disasters, even when they should be impossible to happen naturally.

4.91. **King of the Earth (The God of Highschool) (600)**: A Charyeok thought exclusive to Nox, as it is a contract formed with the ruling Gods of this world, those who enforce the taboo on Humanity. King of the Earth allows for a multitude of powerful abilities. First is the summoning of angels and Nephilim in great numbers, who will come to loyally aid the user against any foes. The Charyeok's second and most useful ability is the power to create matter from nothing but life energy. From a large number of swords, or simple a very large sword, to instantly restoring severed limbs or healing terrible wounds on the bodies of people around you, your potential is only really limited by your imagination, your understanding and your energy. King of the Earth is also able to teleport its user and those around them over long distances, as well as create powerful energy shields to defend its partner.

4.92. **The Great Epiphany (All-Star Superman) (600)**: Everything is connected. Everything. Whether from a rush of new power and senses, or just the realization of how infinite the Multiverse truly is...you comprehend the clockwork of the

universe on a philosophical level. And it does not care. These tiny points of light, these blue planets called Earth all scattered across infinity...this is all they've got. Instead of despair, this has filled you with hope and knowledge of how to use all of your powers, skills, and even influence over others to create better worlds or just put them on the path to progress. In addition, nihilistic despair and mind-shattering revelations simply hold no power over you...because you see with the eyes of both a Human and a God, and it has filled you with love and understanding, or even just enlightenment, few can dream of. Your mind is unburdened, your path and place is clear. What will you do with it?

4.93. **Master (Star Wars: Attack of the Clones) (600)**: You have gained more power and experience after your standard training, placing you on an equal level to Obi-wan and other experienced Jedi, and at the higher end capable of the same feats as Count Dooku.

4.94. **Divine Protection (Re: Monster) (600)**: You have been blessed by a god or goddess, granting you their protection and a boon unique to them, which can vary from person to person as well as god to god. For 600cp, this is the blessing of a Great God, of which there are only five and provide the greatest benefits to those they bless. The great gods are Origin and Demise, Space-Time and Star Sea, Birth and Wisdom, and Nature and Souls, with one still yet named in the series. Greater gods almost universally provide a form of magic as their boon.

4.95. **Charismatic Philosophy (Justice League Unlimited) (600)**: You're incredibly wise. Far beyond someone such as yourself. Perhaps it's from all those years of being in so many odd scenarios. Perhaps you're just highly analytical and personable. Either way you're far more practical and thoughtful than most would give you credit for. This also extends to being in social situations able to talk your way out of a good deal of problems. Don't worry though to help you'll be given a good deal of acting ability and a flexible yet appealing voice to complete the package. With enough time and experience perhaps you can talk a confused god into being your friend.

4.96. **Hero's Will (Fate/Grand Order) (600)**: So long as your will stays strong, so too will your body. The determination to protect your friends will last you out even if your body should be too weak to protect them still. Now your willpower can be used to power or empower your body or abilities, replacing the normal energy used and possibly even empowering it above the normal level of use. However, the greater the cost it would have been on your energy stores and the more power you put in above the normal level, the more strain it will put on your mind and body. Take too much strain on and you may find your mind, body or even soul to start to rip, rupture and tear. Continue to push yourself so far beyond your limits and even having a truly unbreakable will won't prevent you from dying,

though having such a will would allow you to go far, far further with this ability than most.

4.97. **Unlimited Name Works (That Time I Was Reincarnated as a Slime) (600)**: In this world names have power. It gives and takes massive amounts of power from individuals, connects people through their souls, grants blessings and can even give something life and sapience. Naming people could be as much a blessing as it could be a curse for the namer as it could permanently take away from their power and grant it to someone not even guaranteed to be loyal to them. Now you don't need to have such worries as just for naming only, you have infinite mana. You could name as many as millions of people a day and not even be a little tired. Though this does nothing for your actual mana and can only work for naming. You are also able Name others in future jumps even without the System and on top of that, may even name Humans.

4.98. **Apotheosis (Dragon Ball Z) (600)**: Whether through a ritual or by an appointment from the Guardians of this world, you have ascended to godhood, converting your ki into something more 'divine'. This doesn't put you on par with Gods of Destruction or other titanic foes you will meet...but the benefit to this ki is that it is much easier to control and shape, and cannot be sensed or detected by anything short of another 'god' (or what the world would consider beyond them). Your raw ki power is increased slightly, enough to start you off with a slight edge on early foes...though unless you improve yourself, you will quickly fall behind, as is the fate of many other Gods who stand idle or as simple mentors. You can, if you wish, use this new ki to halt your physical aging, resuming it at its normal pace at your will. An important thing to note: A Saiyan who obtains this power does not immediately become a Super Saiyan God, or obtain power equivalent to it.

4.99. **A True Hero (Highschool DxD) (600)**: Nothing is a greater show of heroism than blood, sweat, and hard work. It doesn't matter if you hold a Longinus or belong to some ancient bloodline - what matters is that you fight for what you believe in and never give up. Your determination receives an astounding boost - despair and mind control find themselves trying to move a mountain against you, and your body refuses to stay down even if your bones have shattered like glass. Not only does this grit make you harder to put down, but you can apply your own hot-blooded willpower to your magical power, increasing its potency or destructive power with the roaring of your soul. An amateur making an elemental blast could overtake an entire squad of more experienced foes by surprise with such a thing, and with time and training, who knows what you'll accomplish? One thing is certain - it's not about what kind of weapon you wield, but the hand that wields it.

4.100. **Sacred Gear - Down Fall Dragon Spear (Highschool DxD) (600)**: How did you get your hands on this? You're most certainly going to confuse a certain Fallen Angel. This is a unique artificial Sacred Gear made through a pact with the dragon Fafnir, an incredibly powerful spear whose full powers have yet to be revealed. It does come with a pre-awakened Balance Breaker form, however, forming a draconic armor around the user that greatly protects them from both physical attacks and magical attacks. This duplicate of the spear also doesn't need said pact to keep its powers, and Fafnir and Azazel are both unaware of you even having it...for now.

4.101. **Sacred Gear - Twice Critical (Highschool DxD) (600)**: A commonly occurring but extremely powerful Sacred Gear, this gauntlet manifests over the user's hand with the fingers uncovered. Its power is short and simple: it doubles the power of the user, both physical and magical. This effect doesn't stack with itself and it expires after some time, but you know what they say: double or nothing, right?

4.102. **Sacred Gear - Goliath Quake (Highschool DxD) (600)**: They do not recognize you now that you've BECOME HUGE! The ability of this Sacred Gear is delightfully simple - it increases the size of things. What things? Anything. You can make yourself into a giant, you can make individual body parts a bit larger, or turn a tiny chip of metal into a chunk the size of a skyscraper. In short, you can make anything building-sized and then turn it back to normal on a whim with this ability. The tallest you can make something with this Sacred Gear is the size of a modern skyscraper, though with time, perhaps this limit can grow with you. It takes the form of a handheld gong and the necessary instrument to ring it.

4.103. **Ancient Wisdom (DC – Blackest Night) (600)**: The Guardians of the Universe are, to put it nicely, complete and utter failures at their own mission. One of the sole exceptions, Ganthet, took you under his wing and personally trained you in both leadership and wisdom. Your judgment is almost Solomonic, able to lead large organizations with great charisma and foresight, able to resolve disputes with little more than a well-timed speech and come up with excellent solutions for complex societal problems. Your presence and wisdom is strong enough that, if you were part of a universally despised group or species, you would be given sole exception as 'the good one' so long as you lived up to the part.

4.104. **Nature of the Soul (With This Ring) (600)**: You can now perceive the complex web of identity, emotions, and arcane connections that form a person's soul. Additionally, you have greater understanding and control of your own soul, granting a slight boost of strength and control of your magic, and a much greater boost in control of any domains or divine magic/abilities you possess. With practice, you can learn to push your soul into mundane or magical artifacts either to siphon strength from them, imbue them with power, make them into a part of your expanded metaphysique for purposes of arcane sympathy or control, or

directly struggle against their own power or owner's power to steal control of the item (though losing such a conquest can have terrible consequences). Most importantly, you can induce a divine awakening in mortal souls (including your own, if you are not already a New God). While this does nothing on its own, an awakened mortal will, over time, grow into a New God, increasing the strength of their soul and connecting to a Domain relevant to their skills and personality. Awakening a skilled mage would lead to a New God of Magic. Awakening Green Arrow would lead to a New God of Archery. Awakening a veteran Green Lantern would result in a New God of Will. A New God of Archery could fire one arrow and hit seven targets around a corner. A New God of Will could match the Guardians of Oa. In addition to granting a domain and increased arcane power, an Awakening will heal most injuries or arcane maladies, and elevate the subject to the ideal status of their species. It will turn white Martians into red Martians and have similar effects on other species with inherent biological or arcane castes. The rate at which a new New God grows into his or her powers can be increased with exposure to raw arcane power. Additionally, while a Fatherbox or sufficiently skilled New God could perform or teach this skill in the Jump, it does so by forcing them to focus on one or a few specific aspects of their being, such as a skill, power, or personality trait, and hinders them in gaining completely new skills or powers unrelated to their domain. Purchasing this skill will allow those you empower to continue to gain new skills/powers/facets of personality without issue.

4.105. **Enlightenment (With This Ring) (600)**: Through great personal sacrifice, you have reached true enlightenment. Pick an emotion, you are now perfectly aware of how you are defined by that emotion. For example, Avarice enlightenment would make you aware of exactly what you want, why, and to what degree. Not only does this prevent self-deception, it also allows you to easily identify any external influence on your thoughts, regardless of how subtle they may be. If you wield a Power Ring or similar weapon aligned with your enlightened emotion, you are now more attuned to its power source, allowing greater power and more efficient use of that power. Emotion based powers will never overwhelm you, and extreme emotions will never override your reason. You can also now perceive the emotions that define and guide another person's actions both consciously and subconsciously.

4.105.1. **Enhanced (Free With Jolly Cooperation)**: Lastly, if taken with Jolly Cooperation this will allow you to fuse with relevant entities and separate at will, giving you a trump card for when fights escalate to the level of Old Gods. In future jumps, if no equivalent distinct entity of an emotion (an analogue of the Butcher, Ophidian, Parallax, Ion, Adara, Proselyte, or Predator) exists for you to fuse with, you may fusswith all of an emotion that exists in the universe instead for a similar increase in power.

4.106. **Battle Beast (Invincible) (700)**: You are now a monster of combat, inhabited by a slightly altered copy of The Spirit of The Beast. This power can be expressed in different ways. You can choose for the spirit to inhabit you giving you all of the powers with no physical changes, or you can allow the spirit to change your body into that of a huge humanoid tiger complete with retractable claws and sharp teeth. Either way choose now as the transformation is permanent or this jump, and act as an alt-form afterwards. Once this spirit of the beast inhabits you it augments your base abilities increasing them by the power of a Regent level Viltrumite, bringing a normal human to that level upon the spirit entering you. The strength, speed, and durability would allow you to fight on par with a Regent Viltrumite with the stamina to last through the pitched battle fo weeks on end. You have regeneration, and senses on par with Viltrumites but are unable to fly like them. However, unlike Viltrumites, those inhabited by the Spirit of the Beast are unable to die of old age. Finally this spirit, unlike Battle Beast's, does not change how much you already enjoy fighting, nor does it drive you to self-sabotage in the desire to have a fair and honourable fight.

4.107. **Pandora (The God of Highschool) (800)**: The box from which a woman in the ancient past released all the evil in the world. Pandora was filled with such hate that that woman felt from being tricked by the Gods into opening that box and thus became the Second Key, the second weapon to strike down the Gods in the sky. The Charyeok is immensely powerful even without its Key nature. It grants the user enough physical enhancement that a Bishop class Nox agent was able to handily defeat one of the legendary 9 Demon Kings. Whilst your boost will not yet be on that level, you will certainly be able to match a Bishop from the first moment. Pandora can generate almost any kind of poison or disease, both in the air and directly within the bodies of those the user can see. It can even force others around the user to experience any sort of hallucination the user desires. Pandora grants the powers of telekinesis and telepathy, even across dimensions, as well as the power to create strong force fields for defence. The Charyeok is even able to summon an armour that increases the user's physical abilities even more, with a second stage to go even further. The greatest abilities of Pandora however, are what it gains from its status as the Second Key. Unlike the First Key, Pandora cannot work on more than one target, only being able to unseal one being from the Taboo that the user can see at a time. However, it is also able to seal away powers, leaving the user with only their physical abilities, albeit they may be supernaturally great still, instead of any divine abilities or Charyeok. This sealing may also be used to reflect any attack away from the user and back at the attackers, though both this and the power sealing effect may fail if the foe is too far above the user's power level. The Final ability of this Charyeok is The Hope- Sovereignty. Within a small area and for a very limited time, the user gains a great deal of control over the laws of physics and causality. With this, one could prevent attacks from being fired or nullify the abilities of others to manipulate physics in a similar way. This ability seems unable to be used to attack others,

only change or nullify things. When active, it creates 3 angelic wings on the user's right side and one on their left.

4.108. **Legend (Star Wars: Attack of the Clones) (800)**: You have notably greater might and knowledge of the Force and how to use it than most of its wielders in this time, placing you on the same level as the venerable Yoda.

4.109. **Sacred Gear - The Longinus (Highschool DxD) (1000)**: And then we have these Jokers. These Sacred Gears were freak accidents in the system established by the God of the Bible, 13 unique items that vastly surpass the others in terms of growth and raw power. In addition to Balance Breakers, the Longinus also possess Juggernaut Drives which unlock even greater powers in the right hands. These are extremely desirable by all factions, and possessing even a duplicate will make you a subject of interest to almost every supernatural being in this world. Purchasing this allows you to have one of the Sacred Gears listed below. Whether you possess a benefactor-sponsored duplicate or the original is up to you, but mind that this may have unforeseen consequences if you take someone's place.

5. Manipulation Domain (101 Perks) [Top]

5.1. **Weak Attraction (My Hero Academia) (Free)**: With this perk you may pull small, lightweight objects closer to you. This is a Quirk of convenience, grabbing things from the other side of the room like keys or drinks. It is heavily limited by the weight of the individual objects it can grab, mostly focused on small, lightweight things under a few pounds.

5.2. **Airburst (My Hero Academia) (Free)**: The user is able to compress small quantities of air into marbles and project them. The marbles rupture on contact with something, popping with the force of a large balloon. The marbles even sound like popping balloons, leaving them a startling, attention grabbing distraction but ultimately harmless. The user must hold their breath while collecting and throwing these marbles of air, requiring strong lungs.

5.3. **Leaf Manipulation (My Hero Academia) (Free)**: The user of this Quirk has to power to project leaves from their surroundings as small, sharp blades at a target. Able to shoot many at once with relative ease. They have no real control over the leaves beyond shooting them, and their lack of real mass doesn't make them very dangerous for the most part. No ability to generate leaves or very difficult to project heavily damaged leaves.

5.4. **Shadow Puppets (My Hero Academia) (Free)**: The Quirk user gains the ability to manipulate their own shadow. Stretching it, twisting it, shaping it, growing it,

shrinking it and even adjusting the shade. This Quirk does not give any unique properties to the shadow by itself. The Quirk user has difficulty with growing their shadow more than twice its current size.

5.5. **Confetti (My Hero Academia) (Free)**: This Quirk bestows the ability to manipulate pieces of paper after the Quirk user has come into contact with them. Their control is such that they can manipulate many pieces over a wide area, making folds and cuts as desired to shape and split it up. Confetti is unable to manipulate any one piece weighing more than a standard piece of notebook paper however, such as a magazine or a poster. The Quirk user loses the ability to manipulate paper that's been wet too much, the paper's integrity failing and weight becoming too great.

5.6. **Curveball (My Hero Academia) (Free)**: This Quirk allows the user to apply a delayed rotation to small objects, designating the direction at that time. This rotation activates the moment the object begins to move at any significant speeds, and will scale in speed with the speed of the object. The Quirk may be activated and applied through one degree of separation, such as through striking something with a club or bat. The effects of this Quirk end once the object affected comes to a stop,

5.7. **Little Pompeii (My Hero Academia) (Free)**: The Quirk user has the ability to produce and control ashes from their finger tips. Little Pompeii seems to provide an immunity, or strong resistance, to degenerative side effects of smoking. Fingertips glow orange while active. Ashes are hot to the touch, but lack so much mass and are hard enough to produce that not much can be done with them other than ignite already highly flammable materials.

5.8. **Dou Qi Skill (Battle Through the Heavens) (Free/50/100/300)**: The bread and butter of the cultivation world. These are the techniques used by cultivators in order to fight against the many beings within this world. Many cultivators will have numerous different Dou Qi Skills with a range of strengths and weaknesses. These are to cultivators what spells are to mages. You receive a scroll upon which is written a Huang, Xuan, Di, or Tian tier Qi technique. Each rank greatly increases their strength and efficiency. Be warned that the higher level techniques will require much more Dou Qi to use.

5.9. **Dou Qi Method (Battle Through the Heavens) (Free/100/200/400)**: While Dou Qi Skills may have been the bread and butter or cultivation, Dou Qi methods are the foundation upon which everything rests. These are the things that allow cultivators to cultivate, to gather Dou Qi and grow stronger. As such, the strength of one's Dou Qi Method is extremely important. The better it is, the faster and higher one will rise. You may get a Huang, Xuan, Di, or Tian tier Qi technique. Each rank increases the speed of cultivation and rate of recovery of Dou Qi.

Normal Huang Methods are open to the public. Xuan methods are things that smaller clans might have. Tian Methods are sufficient to drive Dou Zun crazy.

5.10. **Training Journal (Naruto) (50/200)**: This little book has been in the possession of many shinobi throughout the ages, all of whom decided to write here about their jutsu training in detail. For 50 CP, the journal possesses a handful of techniques from previous owners. For 200 CP, every once in a while, you will find a new section in the journal potentially allowing you to, in time, learn all jutsu in the Naruto series, though this could probably take a few hundred years considering the rate at which new information will reveal itself and that you have to learn all of them yourself.

5.11. **Homing (My Hero Academia) (100)**: This Quirk allows the user to alter the trajectory of bullets or other projectiles they personally fire or release, allowing them to almost always hit their mark. The user is able to cause projectiles to accelerate somewhat and make several sharp turns in the air before impact, but is ultimately limited by how well they can perceive their own projectiles, the initial speed of the projectile after being fired and actually having ammo.

5.12. **Signal Pirate (My Hero Academia) (100)**: This Quirk allows the user to hijack electronic signals and manipulate the audio and video of nearby electronics. This would allow them to broadcast their face and voice over TVs, make themselves invisible to security cameras or blow out speakers with top volume cacophonies. This quirk has an effective range of just over 50 meters and obviously has few uses when out of range of any suitable electronics to apply their Quirk on.

5.13. **Larceny (My Hero Academia) (100)**: This Quirk allows the user to steal any objects they can see on a target's body, including manifestations of their Quirk that aren't permanent fixtures like a temporary tentacle. 'Stolen' objects transport straight to the Quirk user's hands, making it difficult, if not impossible to stop them from taking whatever they have their eyes on. Larceny cannot be used to steal anything too large, leaving them unable to take large pieces of equipment and such. As the Quirk user needs to confirm a target with their eyes, being blinded or blindfolded will lock off the use of Larceny.

5.14. **Size (My Hero Academia) (100)**: The Quirk user is able to increase the size of objects they've interacted with up to two dozen times over. The activation condition for this effect is the user touching their five fingertips on each hand together, similar in nature to a prayer. They may increase the size of objects from quite far away, even outside their line of sight, providing they focus on their target(s). They may manually deactivate the changes with the same gesture as before. The Quirk user is unable to affect living things such as plants or people.

5.15. **Blood Manipulation (My Hero Academia) (100)**: The user of this Quirk is able to manipulate their own blood. They can harden it, eject it from their body, pull it back in, manipulate it inside their body to move their own body and so on. The limitations of Blood Manipulation are obvious, as it's important to keep most of it inside of you to avoid dying and such, and pulling it back in after ejecting it may prove dangerous if it brings back any contaminants.

5.16. **Water Balloon (My Hero Academia) (100)**: The user of this Quirk is able to alter the surface tension of liquids within their surroundings and keep them that way. They're able to leave the surface of a liquid hard, rubbery, soft, velvety, even abrasive, or just return them to normal. Inventive applications include literally walking on water, trapping someone in a liquid jail by making it impossible to breach, even handle useful liquids like adhesives or poisons by turning them into water balloon style projectiles and altering their properties at the last second. Being so reliant on outside resources can prove troublesome. The Quirk user's influence extends to the surface, not below, reducing their total options somewhat.

5.17. **Lock Down (My Hero Academia) (100)**: This Quirk allows the user to lock objects in space, essentially immobilizing it. This is done by pushing the user's finger, which gains key teeth protrusions, into the desired object and turning that finger like a key. This allows the user to prevent pieces of furniture from moving, stopping objects in the middle of the air as a form of obstacle, stopping projectiles from continuing towards them among other applications. There are limits on size and force, making the task of stopping out of control trucks or giant pieces of falling rubble daunting threats, especially if they lay on the edge of what's possible. This Quirk may not effect living things.

5.18. **Absorb & Release (My Hero Academia) (100)**: This Quirk allows the user to absorb enemy attacks, kinetic and energy based, hold them within their body and release them whenever and however they wish. It is heavily limited, however, by the fact that it doesn't protect the user of the Quirk in the process of absorbing the attack, causing them to be burnt by fire, shocked by electricity and so on.

5.19. **Bending Arts: Water (Avatar: The Last Airbender) (100)**: You were born with the ability to manipulate the element of your nation, and have been trained in its use. The Bending Arts differ from element to element, but always involve a combination of physical movements designed to evoke that element, focused with the will of the Bender. Bending an element provides substantial control over it, allowing you to move it, shape it, and direct it, though the exact nature of each depends on the individual element. It should be noted, however, that you cannot actually create an element - though Firebenders can transform their body heat into a raging inferno and Airbenders can make the breath from their lungs into a

gale, Waterbenders and Earthbenders must have a source of their element to Bend.

5.19.1. **Water Specialization - Lifebending (400)** Water is the source of all life, and all life is a source of water. You are one of the rare Waterbenders able to access this source, bending water within living organisms. Aside from enhancing your healing, you may now control water within plants, leeching it from them or twisting them into any shape you desire. However, under the full moon, you gain the power to Bloodbend, controlling animals and even humans as your puppets, or leaving them as dessicated corpses. With time, you may truly master this art, Bloodbending even in the light of day.

5.20. **Bending Arts: Earth (Avatar: The Last Airbender) (100)**: You were born with the ability to manipulate the element of your nation, and have been trained in its use. The Bending Arts differ from element to element, but always involve a combination of physical movements designed to evoke that element, focused with the will of the Bender. Bending an element provides substantial control over it, allowing you to move it, shape it, and direct it, though the exact nature of each depends on the individual element. It should be noted, however, that you cannot actually create an element - though Firebenders can transform their body heat into a raging inferno and Airbenders can make the breath from their lungs into a gale, Waterbenders and Earthbenders must have a source of their element to Bend.

5.20.1. **Earth Specialization - Metalbending (400)** Long thought to be impossible, you are able to sense and Bend the tiniest impurities of earth within metal, target them, and use them to bend the metal itself. Though much more difficult than Earthbending, mastery of this art will enable you to move and shape metal objects as you please, tearing through solid steel like it was tissue paper or tossing tanks like childrens' toys. However, as an Earthbending specialty, this will only work on metals with impurities; completely pure metal will forever be out of your ability to control.

5.21. **Bending Arts: Fire (Avatar: The Last Airbender) (100)**: You were born with the ability to manipulate the element of your nation, and have been trained in its use. The Bending Arts differ from element to element, but always involve a combination of physical movements designed to evoke that element, focused with the will of the Bender. Bending an element provides substantial control over it, allowing you to move it, shape it, and direct it, though the exact nature of each depends on the individual element. It should be noted, however, that you cannot actually create an element - though Firebenders can transform their body heat into a raging inferno and Airbenders can make the breath from their lungs into a

gale, Waterbenders and Earthbenders must have a source of their element to Bend.

5.21.1. **Fire Specialization - Lightningbending (400)** You are one of a very few set of firebenders able to separate positive and negative energy within your body, using this imbalance to create lightning. A dangerous and difficult art, it requires an absence of emotion and peace of mind; any deviation can prove fatal. However, its power is unrivaled, making those able to utilize it extremely feared. You have also mastered the art of lightning redirection, guiding electricity through your body before expelling it harmlessly.

5.22. **Bending Arts: Air (Avatar: The Last Airbender) (100)**: You were born with the ability to manipulate the element of your nation, and have been trained in its use. The Bending Arts differ from element to element, but always involve a combination of physical movements designed to evoke that element, focused with the will of the Bender. Bending an element provides substantial control over it, allowing you to move it, shape it, and direct it, though the exact nature of each depends on the individual element. It should be noted, however, that you cannot actually create an element - though Firebenders can transform their body heat into a raging inferno and Airbenders can make the breath from their lungs into a gale, Waterbenders and Earthbenders must have a source of their element to Bend.

5.22.1. **Air Specialization - Pressurebending (400)** You have learned a unique form of Airbending invented right before the Genocide, utilizing a combination of wind and movement of air to create areas of extremely highly pressure. By preventing these areas from equalizing by surrounding it in a shell of high-speed wind, the pressure within these shells causes the air within to act as if it was solid, effectively letting you create short-lived objects. This art can also be used to create extreme low-pressure zones, and if you master it, you may even be able to create true vacuums.

5.23. **Alchemy/Alkahestry (Full Metal Alchemist) (100/200)**: The art of Alchemy involves many different components, and is part science and part mystical. It involves the law of equivalent exchange, and with that limit in mind, one can comprehend, deconstruct, and reconstruct physical matter into different forms. Amestrian Alchemy involves using the power generated by the Earth's tectonic shifts to power this transformation, and an alchemical circle to make the change. Alkahestry on the other hand is a more medical, and spiritual form of Alchemy that involves the "Dragon's Pulse" which is a concept that details the constant pulse of Chi or life energy within the Earth. Unlike Alchemy, it is far better for healing wounds, and can project transmutation across distances. With this perk,

you gain a decent understanding of either Alchemy or Alkahestry, enough to be a State Alchemist for the former, with a minor focus on one form of Alchemy, and similar skill for the latter with a minor focus towards either healing or combat. If you pay an extra 100CP discounted to Alchemists, you have instead a similar understanding of both principles due to your Origin studying both, or if you're a Drop In, due to Jump Shenanigans. Before you think yourself a God capable of deciding life and death with this

5.24. **Kido Training (Bleach) (100)**: The arts of the Shinigami are many, fitting given their long existence. Few Shinigami pursue training in all the disciplines available and Kido is by far the most neglected. Many Shinigami possess only rudimentary skill in the Demon Magic Art, the spellcasting system of Soul Society. Some have no knowledge at all. But you've eagerly pursued such things, reaching the level of a capable caster in both Hado and Bakudo spells. Hado spells largely deal with offense and destruction, while Bakudo is for both defense and a variety of support uses. At least ninety nine spells exist for each form, numbered in order of power. You know over a dozen spells for each discipline with your maximum abilities being a pair of spells in the 30 range. 31 Shakkaho, a powerful blast of fire in the Hado arts or 30 Shitotsu Sansen, a Bakudo spell that creates restrictive triangles of light around an opponent. In Shinigami terms, you're the equivalent of a graduate of the academy who received top marks in Kido, which may explain the natural talent you have for learning more Kido down the line.

5.25. **Inner Strength (Battle Through the Heavens) (100)**: Bones break and flesh tears. Those can be healed with relative ease by cultivators or using pills. The inner qi pathways are a slightly harder matter to resolve. Your particular Qi pathways have been tempered and are more resilient. They are capable of withstanding far more abuse. This has several advantages. First and foremost, it would let you take more damage with minimal lasting effects. However it also has the benefit of meaning that your pathways are sturdy enough to withstand strong pills that would ordinarily be too much for your body to handle.

5.26. **Kido Specialist (Bleach) (200)**: Kido is far from a single unified discipline. The most obvious divisions are that of Hado and Bakudo but several groups exist outside of this numbered system as well. Kaido, also referred to as the healing arts, or the wide variety of seals and large scale barrier techniques apparently outside of normal Bakudo. You've found quite the gift for one such field of Kido, one of the above classifications or even just a type of spell like those that manipulate lightning or which suppress spiritual energy. You'll easily make great strides of progress in learning your specialty and find it possible to take those arts well beyond the normal limitations. Much of this has to do with how easy you find it to modify existing spells that fit your chosen field. Hado 4- Byakurai is normally a single beam of powerful lightning but in your hands, it could quickly be used as a homing laser that chased foes till caught or a rapid fire blast of smaller

lightning bolts or even act as a lightning rod towards your fingers to protect others.

5.27. **Photokinesis (Arrowverse) (200)**: You have the power to shoot out high energized blasts of bright hot luminous light. These blasts of light are able to blind someone temporarily, and possibly permanently, as well as cut through metal. Your control over the ability is to the point you can bend light around your skin making you invisible while allowing you to still see. However, you can't turn any of your clothes invisible initially.

5.28. **Radiokinesis (Arrowverse) (200)**: You're able to absorb radioactivity and harness it, even if the source of the radiation is vast distances away. After absorbing the radiation, you double your size increasing your strength and durability. Absorbing too much radiation will leave you weakened.

5.29. **Path to Power (Dragon Ball) (200)**: One of the simplest and earliest uses of spiritual power is to make the body healthier and stronger. While not quite full mastery or utilizing of ki, you've gotten the basics down - you can power yourself up, increasing your muscle mass and physical strength, speed, and durability just a bit higher than your normal maximum. This is tiring to sustain, however, and can leave you extremely winded if you're not careful...so be sure to keep up your training!

5.30. **Fiber Master (My Hero Academia) (200)**: The user of this Quirk is able to freely control and manipulate textiles. This gives them an advantage against anyone that wears clothes, which is to say most everyone. The user is able to textiles as completely intact clothing, or unravel clothes or cloth into fibers and strings for alternative uses such as setting traps or binding enemies. Notably, this power can also be used to aid allies by moving them out of the way of an enemy attack. This power is notably tricy to use and difficulty varies by the type of textile, working best on denim, while sweats remain tricky.

5.31. **Repulsion (My Hero Academia) (200)**: The user of this Quirk is able to manipulate a repulsive, invisible force that bounces anything that comes in contact with it away, like magnets with the same polarization. The user is capable of either wrapping it entirely around them or shape it into various invisible shapes like bars, barriers and varying geometric shapes to protect themselves or others. The major limitation is that while the force cannot be broken, it can be overpowered and pushed through if enough force or weight is behind something it tries to repel, and the user will be subjected to intense vertigo should this happen.

5.32. **Cement (My Hero Academia) (200)**: This Quirk gives power over cement and cement-like materials simply by being in contact with them, able to exert a great

deal of control over a large quantity of material at once. The user of this Quirk is able to even expand, grow or repair the materials they're using as well. While powerful and convenient in urban settings, this Quirk falls off hard in places lacking in concrete.

5.33. **Handyman (My Hero Academia) (200)**: This Quirk allows the user to mentally grab and manipulate the pieces of a broken object before putting it back together, the object regenerating additional damage upon doing so. Handyman gives a period of around one minute where the Quirk user has full control over the broken pieces before they'll fly together and attempt to reform the original object. Objects must be broken before they may be "repaired." This quirk is unable to affect the pieces of an object that has been almost completely destroyed/pulverized/molten down/etc.

5.34. **Flight (My Hero Academia) (200)**: The Quirk user is able to manipulate a special aerodynamic barrier that passively covers their body. The barrier is very strong and temperature controlled, allowing the Quirk user to use it for high speed flight without concern of upper atmosphere cold. The Quirk user can feign physical enhancement by leveraging their barrier to lift or strike things in their surroundings. The Quirk user may share their barrier with whatever they're in contact with, though this thins the barrier out and leaves it more vulnerable to overpowering forces or temperatures.

5.35. **Dead Zone (My Hero Academia) (200)**: The Quirk user is able to reduce the electrical conductivity of everything in the area around them down to zero. This effectively applies nigh immunity to lightning and other forms of electrical damage to the user and others in the area while in effect. Electronics and other electricity reliant objects in the area will also shut down while the Quirk is active, of course. The user can extend or contract the dead zone to the maximum range of around half a kilometer or down to just the user's body. Dead Zone doesn't penetrate living beings, unable to shut down nerve signals in humans and other animals. The user is unable to affect the shape of the dead zone, just the size, rendering them near incapable of shutting down specific electronics if that's their desire.

5.36. **Ki Accumulation (Generic Wuxia) (200)**:You are skilled at meditating and gathering your ki. You can use ki (or chi, or qi, of spirit energy) to strengthen your body and mind, and to use many higher-level martial arts to their highest potential. All Youxia can use Ki, but only you have the purity of focus to gather your energies and restore them even during the fury of battle.

5.37. **Pharmacist (Generic Xianxia) (200)**: The plants and animals of the land can be turned into medicines and food that when eaten allows one to gain strength. With this perk, you can mix the parts of flora and fauna to create such. While they may have side effects, they are never permanently harmful, and they will always make

the consumer stronger, though to what extent and for how long depends on the ingredients, process, and your skill. Furthermore your pills, elixirs, potions, and other similar such things made for the purpose of beneficial effects will be strengthened by almost half-again what they would normally be capable of, and if temporary in nature they will even last half-again as long.

5.37.1. **Alchemist's Refining Equipment (Free)**: A necessity for anyone looking to get in on the ground floor of esoteric and/or mystical reagents. This series of tools is perfect for the refinement and distillation of potions, pills, poisons and mystical elixirs of all kinds. Whatever your chemical or alchemical needs, this equipment will always be perfectly matched to your skill level. Anything that you could theoretically brew given enough time and the proper equipment, can be brewed with this equipment. It cannot do the impossible however and if you are not skilled enough in the esoteric sciences of pharmacology then naturally, so will this equipment.

5.38. **Crippled Past (Battle Through the Heavens) (200)**: Haven't you been at the same initial cultivation stage for a while? Your cultivation has been stagnated for years now, and has only recently started moving again. While that means you will have a later start than some, it has also gifted you an incredibly stable foundation of Dou Qi, the basis upon which your future cultivation will be built. Consequently you will find progressing in cultivation far easier than you would otherwise.

5.39. **Spatial Strength (Battle Through the Heavens) (200)**: Long ago you were supremely unlucky enough to be caught in the turbulent wake of a Spatial Storm, a terrifying silver vortex that could kill Dou Zhongs. By pure chance you were at the very edge and were only severely hurt. But from this exchange the remnant spatial strength actually somewhat merged with you Dou Qi. This affords you slightly increased sensitivity to space, and as you grow stronger you may be able to begin manipulating it earlier than usual. This is nothing on the level of the Ancient Void Dragon race, but it might perhaps be what set them on that path.

5.40. **Receptarier (Battle Through the Heavens) (200)**: It is not an exaggeration to say that being an alchemist is the most profitable profession in this world. Even the most basic alchemist would garner much respect from small clans, as their pills could have a myriad of beneficial effects. Numerous services are often free to alchemists. But it is not a simple profession, nor is it easy. Aside from the basic requirement of fire attribute with a sliver of wood for refining, you also need a strong spiritual perception. This is because you will need to tightly control the temperature around potentially thousands of different ingredients which all need different treatment. Those without a strong soul power are unable to divide this kind of attention and thus cannot progress beyond the most basic of pills. By taking this perk you will have more than met these requirements. Becoming a Tier 7 alchemist is simply a matter of time and finding the right teacher. Further

than that? Well, that depends on whether you can reach the next stages of Spiritual Strength.

5.41. **Creation Methods (Battle Through the Heavens) (200)**: Every pill has a story behind it. Every skill has an expert who made it. Even the mysterious Flame Mantra, whose origin is a mystery to the previous Dou Di, ultimately came from someone's brilliant mind. You have similarly stepped onto this path of creation. Over the years, your sharp mind has shown a natural aptitude for the creation of Dou Qi skills and methods. It wouldn't be too surprising if when advancing between realms you comprehended a new skill. If you happen to be an alchemist, this skill will naturally extend to the creation of pill formulas. No need to wallow in mediocrity when you can forge your own future.

5.42. **Shadow Manipulation (DC – Kingdom Come) (200)**: You can manipulate shadows, merging with your own to slide across the ground or fly in the air and possessing the shadows of others. You can also grow to a huge size as a shadow and create physical items and shapes in a way similar to that of the Green Lantern ring. Your body also resists antimatter to a degree as well, thanks to your exposure to the Shadowlands. You also have telepathic abilities to a minor degree, able to speak in the minds of others and have them reply back. No mind control, for one exception. You can make someone see the depths of their evil side. All their horrifying thoughts, desires, and dreams. This could drive them to the brink out of remorse and regret for their actions, or horrifically traumatize them. Or both.

5.43. **Self-Molecular Rearranging (DC – Kingdom Come) (200)**: You have super strength, and the ability to rearrange your own molecular structure. Making yourself lighter or heavier or changing your height is possible with your abilities, and your strength grows and shrinks with your height. Right now this is the only way to increase your strength, but maybe if you're smart you could think of other ways to increase your strength without needing to become bigger. You have no theoretical limit to what you can grow or shrink, but 60 feet is the maximum height you can maintain for a significant amount of time as of your current mastery of this ability. Further training is needed to expand it. You can also manipulate your molecular structure to let you phase through walls as well, in case you need to sneak somewhere instead of punching holes in walls. You could also extend this ability to shift between the different states of matter, but to enter the state of plasma will require an external energy source other than what this power provides. Furthermore, changing your state of matter is past your current mastery of this ability, and becoming plasma is a state of matter that has to be achieved separately past the other states of matter.

5.44. **Specialist - Ninjutsu (Naruto) (200)**: Every ninja no matter what, specialises in at least one area. Some specialise in ninjutsu, some specialise in genjutsu, and

some in fuinjutsu. Specialists possess far greater power and skill than those not specialised in their chosen area. For each purchase of this perk, you can become exceptionally good at learning your chosen specialization. For example, one who picks fuinjutsu would have the potential to equal the greatest of the Uzumaki Clan with the proper training, while those who pick genjutsu could eventually rival Itachi Uchiha himself even with his Sharingan. This purchase bestows all the relevant knowledge and information needed and allows for a beginner to learn everything related to your chosen specialty in a fraction of the time it would normally take. The narrower the focus of your specialization, the faster you learn. This perk can be purchased multiple times, and you can mix specialities for free, such as making a Nin-Taijutsu specialization, but you have to purchase the specialities you want to mix and fuse in order to do so. Barring medical ninjutsu, you can purchase any specialty.

5.45. **Specialist - Genjutsu (Naruto) (200)**: Every ninja no matter what, specialises in at least one area. Some specialise in ninjutsu, some specialise in genjutsu, and some in fuinjutsu. Specialists possess far greater power and skill than those not specialised in their chosen area. For each purchase of this perk, you can become exceptionally good at learning your chosen specialization. For example, one who picks fuinjutsu would have the potential to equal the greatest of the Uzumaki Clan with the proper training, while those who pick genjutsu could eventually rival Itachi Uchiha himself even with his Sharingan. This purchase bestows all the relevant knowledge and information needed and allows for a beginner to learn everything related to your chosen specialty in a fraction of the time it would normally take. The narrower the focus of your specialization, the faster you learn. This perk can be purchased multiple times, and you can mix specialities for free, such as making a Nin-Taijutsu specialization, but you have to purchase the specialities you want to mix and fuse in order to do so. Barring medical ninjutsu, you can purchase any specialty.

5.46. **Specialist - Fuinjutsu (Naruto) (200)**: Every ninja no matter what, specialises in at least one area. Some specialise in ninjutsu, some specialise in genjutsu, and some in fuinjutsu. Specialists possess far greater power and skill than those not specialised in their chosen area. For each purchase of this perk, you can become exceptionally good at learning your chosen specialization. For example, one who picks fuinjutsu would have the potential to equal the greatest of the Uzumaki Clan with the proper training, while those who pick genjutsu could eventually rival Itachi Uchiha himself even with his Sharingan. This purchase bestows all the relevant knowledge and information needed and allows for a beginner to learn everything related to your chosen specialty in a fraction of the time it would normally take. The narrower the focus of your specialization, the faster you learn. This perk can be purchased multiple times, and you can mix specialities for free, such as making a Nin-Taijutsu specialization, but you have to purchase the

specialities you want to mix and fuse in order to do so. Barring medical ninjutsu, you can purchase any specialty.

5.47. **Summoning Pact (Naruto) (200)**: This scroll, upon signing it with your blood, will allow you to summon one type of animal. This can be whatever animal you want. They are all trained in basic ninja arts and some individuals among them are of irregular size. The scroll doesn't need to be on your person for the jutsu to work and if you allow, others can sign it too to be able to summon your type of animal. Can be bought multiple times for multiple types of animals, discounted after the first purchase.

5.48. **Perfect Control (Naruto) (200)**: To be a medic requires absolute control over one's chakra, both to regulate the chakra and to conserve it. You in particular are a master of the art, able to precisely utilize the exact amount of energy needed for a task without any additional energy being wasted whatsoever. As a by-product of such control, you can control the flow and molding of the energy needed for jutsu or other techniques with only a fraction of the seals required and with no loss in power or range.

5.49. **Maneuverable Bender (Avatar: The Last Airbender) (200)** You have a natural aptitude for using Bending to enhance your movements. Though each element has its specialties, all of them provide a variety of ways to increase your speed, agility, and acrobatic prowess, as well as give you unique methods of movement. Whether you're leaping gorges with gusts of flame or wind, gliding across a lake on a slab of ice, or crawling across a ceiling with rock shoes and gloves, where you go few others could hope to follow. You are also able to better use your Bending art on the go, adapting your forms to take advantage of your natural stride.

5.50. **Utilitarian Bender (Avatar: The Last Airbender) (200)** Bending can certainly be used as a weapon, but it can also be so much more, and you have a natural talent for using it for these more constructive pursuits. Constructing entire buildings piece by piece with Earthbending, healing using Waterbending, blacksmithing with Firebending, or even just grabbing a stubborn out-of-reach tool with Airbending - you're a master at using your abilities for day-to-day life. This also increases your ability to perform precision bending, ranging from freezing a single raindrop to creating a sculpture so life-like it captures each individual hair.

5.51. **Combat Bender (Avatar: The Last Airbender) (200)** Since time immemorial, Bending has served as mankind's sword and shield - and now it's yours. You are unusually skilled in using your Bending in combat - shaping your element into lethal or non-lethal strikes, deflecting or countering others, even controlling a battlefield's terrain all come naturally to you. You are even able to adapt your

forms into martial techniques, allowing you to use them in close combat even without your element. This runs both ways - should you know any other forms of martial arts, you can adapt your bending forms to them, letting you strike with your element.

5.52. **Cooperative Bender (Avatar: The Last Airbender) (200)**Though your own Bending may or may not be anything special, what you excel in is harmonizing it with the bending of others. By directing other Benders while bending along with them, your team can perform feats rivaled only by a fully- empowered Avatar. This isn't limited to your own element, either; if you have Benders from other Nations working with you, you can work with them just as easily, letting you combine elements to fantastic effect. This has also given you practice with wide-scale bending, and even without a team, the amount of your element you can bend has greatly increased.

5.53. **Aerokinesis (Young Justice) (200)**: Aerokinesis allows the user to create and manipulate the air, allowing them to push and pull objects and enemies with air currents and create certain weather phenomena, such as twisters or tornadoes. Skilled users can use this ability to fly.

5.54. **Earthflow (My Hero Academia) (300)**: The user of this Quirk is able to exert a great control over large amounts of earth at once for a variety of effects such as causing landslides, digging and so on. In addition to more straightforward uses, the user is also able to make sentient creatures with animal level intelligence out of dirt and stone known as Earth Devils that can prove quite formidable. The only limitations are fatigue and needing a source of earth nearby, which it often is unless you’re adrift on a boat at sea.

5.55. **Technopathy (Arrowverse) (300)**: You have the ability to control any form of technology within your immediate facility, overriding it with your own encryption which changes and mutates like a biological virus, and can make technology do whatever you desire. You can also sense technology in your surroundings. Lastly you’re able to create a digital copy of your brain and upload it to any technology around you, but the copy will die if the power is cut from the device you’ve uploaded the copy to unless transferred elsewhere.

5.56. **Soundgarden (My Hero Academia) (300)**: The user of this quirk is able to manipulate a large amount of sand and glass at once with the sound of their voice, giving commands in a way that sounds like song more than orders. This Quirk, aside from just manipulation, also allows the user to seamlessly shift sand into glass and back again, turning sand into glass with higher pitch vocalizations and glass into sand with lower pitch vocalizations. An exceptionally low tone bellowed and sustained can cause any sand under the user’s command to pack itself together, attempting to condense and squeeze anything in the way. An

exceptionally high note vocalized and sustained causes glass to reverberate and eventually explode/shatter. Shaping glass into “blooming” constructs like flowers seems to be easiest. The major limitations are lack of protection to the abrasive and cutting abilities of their own power, as well as the condition of their throat. Prodigious overuse of the ability has predictable results in scratching up and damaging vocal chords, making continued use difficult.

5.57. **Maximum Security (My Hero Academia) (300)**: The Quirk user has a great deal of control over iron and iron alloys as well as the ability to command it over a wide area, over one hundred meters. Although they have full power to manipulate and shape such material, they have a natural inclination/talent towards forming it into bars and chains, being able to perform more complex actions when manipulating iron using these shapes. They don’t actually have the power to sense iron and must be able to find it themselves to assert control. Manipulating truly massive amounts of iron can quickly become tiring. It’s easier to hover iron over a surface, horizontal or otherwise, than suspending it in the middle of the air.

5.58. **Meteorologist (My Hero Academia) (300)**: The Quirk user is able to manipulate water vapor to spontaneously form clouds even if there weren’t any before. From there, the Quirk user is able to simulate various forms of weather, such as heavy winds, rain, hail, snow, thunder and lightning. The Quirk user’s powers and influence lowers the wider the range they’re attempting to cover. A few city blocks could be hit with spontaneous, albeit mundane seeming rain. At the personal level however, the Quirk user may leverage a small cloud to send heavy rain sideways like a firehose’s flow, launch baseball sized hail, throw people off their feet with tornado force winds, blanket foes in snow and send out minor but potent electrical blasts. Quirk user is limited by humidity, as particularly arid conditions make it much more difficult to create requisite clouds. Quirk user requires some level of protection against the elements, as they have no innate resistance to temperature extremes or weather forces.

5.59. **Noise (My Hero Academia) (300)**: The user of this Quirk can cause whatever they touch to generate one of two different unique types electromagnetic fields “disruptive” and “attractive.” A disruptive field scrambles electronic signals internally while scrambling photons externally across the surface of whatever touching, making it appear to be covered in television static. An attractive field siphons electrons from existing electronic fields to charge the object in question, causing it to seemingly produce electricity from nothing and glow. This Quirk is excellent for giving the user a steady supply of electricity, setting electrical traps, shutting down electronics and even immobilizing people by scrambling nerve signals. While this Quirk is active, the user is susceptible to being jolted through contact with metal. Disruptive fields hold no real effect on objects with no relation

to electricity. Attractive fields weaken considerably when away from any notable electronic fields.

5.60. **Impact Recoil (My Hero Academia) (300)**: This Quirk allows the user to reverse the impact caused by an opposing physical force, sending the force back into whatever, whoever or wherever it came from. This Quirk can be applied not only to one's self, but to nearby allies as well, allowing the user to potentially protect them or use them as meat shields. There is a small windup before its activation necessitating a bit of prediction. It can, of course, only work against physical impacts and doesn't help with things like fire or electricity

5.61. **Overhaul (My Hero Academia) (300)**: The user of this Quirk is able to disassemble and reassemble anything they can touch with their hands, either restoring it to its previous state or an entirely different one at the user's discretion. With this Quirk comes an endless variety of applications. Instantly obliterate people or obstacles, fix a broken object, cure chronic ailments, heal severe damage, warp terrain to the user's advantage, fusing materials or objects together, even reviving the freshly deceased good as new. Overhaul may even be used to fuse people into new, composite entities or fuse people with objects to give them a hellish existence. Notable, is that any living being, including the Quirk user, will experience excruciating, terrible pain whenever affected by Overhaul either partially or completely. Overhaul's extreme control over the reassembly process is only able to work with what it has on hand. As hand contact is required to apply the effects of Overhaul, enemies that are able to attack while avoiding the Quirk user's hands can avoid being obliterated

5.62. **Chlorokinesis (Young Justice) (300)**: Chlorokinesis allows the user to control and greatly accelerate the growth of plants on the molecular level with their mind. This can be used to create hybridized plants as well as plantlike minions and creatures.

5.63. **Electrokinesis (Young Justice) (300)**: Electrokinesis allows the user to manipulate existing sources of electricity, such as power plants or storm clouds, as well as create a small amount of electricity themselves. This can be used to fry most electronics, as well as your enemies.

5.64. **Pyrokinesis (Young Justice) (300)**: Pyrokinesis allows the user to create and manipulate fire and heat, allowing them to throw fireballs and greatly increase the ambient temperature. The user is also immune to fire and most forms of heat; not to the point of being able to fly through the sun, but they could fly much closer than most spacecraft.

5.65. **Parahuman - Gravity Manipulation (Worm) (300)**: You can manipulate gravity, increasing it immensely or completely nullifying it. Your ability to change its

direction also means you can do things like fly, make it so that along a particular street people can walk on the building's sides like it was a sidewalk, and much more. The effects of this power on an area can either be temporary, or last until you reverse them or they are disrupted by another effect. The upper limit of how strong you can make gravity increases with time. You start with five times earth gravity being your upper limit. This power's range is a radius equal to about two city blocks around you, which will increase slowly over time.

5.66. **Parahuman - Air Control (Worm) (300)**: Don't laugh at it, the power to sense and manipulate air within a large radius is incredibly potent. The range of your power is roughly several city blocks, and its strength is enough to shred stone within an instant and metal shortly after. Of special note is your ability to compress air to the point that it'll act like a liquid or solid, granting it incredible strength from the raw pressure. Releasing this compressed gas makes for incredibly dangerous aerokinetic explosions. Your power's strength and control is much greater in areas with large open spaces and strong winds. If an airborne opponent was stupid enough to fight you high up in the atmosphere in the global slipstreams you'd be a living force of nature.

5.67. **Parahuman - Biosculptor (Worm) (300)**: On touch you are able to sense every detail about living matter you're in contact with, and can shape it with a thought. You are only limited by your own (admittedly great even just with this powers senses) knowledge of what you're doing, the amount of biomass you have to work with, and physical laws. As long as it is organic you can weave it like a master musician would a masterpiece from the violin, or like a sculptor would mold their masterpiece. Contact means you're at least touching part of the living being you're wanting to effect. Requires direct flesh to flesh contact on your part, doesn't work through clothes or coverings, and doesn't work on yourself. This power isn't instantaneous, although it's still extremely quick.

5.68. **Parahuman - Sensorium (Worm) (300)**: You can paint very large areas in an invisible field that allows you to hijack and manipulate the senses of those within. You can make them perceive and experience anything you can imagine, covering all possible senses. Blatant use allows you to effectively create holodecks wherever you will it, while subtle use allows you to misdirect and deceive with unparalleled finesse. Exotic senses will require attention on your part to account for, although your power has no trouble spoofing these just as easily as normal ones. As a secondary ability your imagination and creativity is enhanced, along with effectively perfect internal visualization.

5.69. **Rock of Ages (Generic Xianzia) (300)**: You have managed to unlock the secret of agelessness and youth. But what is the benefit to immortality if you cannot share it with others? You may bestow this longevity with others though this is not without cost to yourself. You must expend enough magical or spiritual energy to

essentially blow up a mountain each time you use this technique. As such, you will likely require time and meditation in between each use of this ability and may be unable to utilize it altogether if you lack sufficient spiritual or magical strength. When you do succeed however the targets body is returned or accelerated to their physical peak and will remain as such forever unless external forces seek to rob them of their youth and vigour. You do not have to use energy from your own stores; energy siphoned from items, or other beings will work just as well.

5.70. **Perfect Control (Generic Naruto Fanfiction) (300)**: Okay, whoa. This is quite nifty! Your chakra control is now utterly, absolutely perfect, which means that no matter how much of it you use and how many different manipulations you do at a time, you never waste so much as an iota of it, retaining absolute pinpoint control at all times. And chakra isn't the only thing you can control so finely, either. Welcome to the world of perfect muscle control and coordination. You have utterly inhuman mastery over each and everything in you, your energies and your body, so strong that it never frays, let alone breaks, no matter what. You can manipulate chakra with your mind alone, and thus perform any Jutsu you know without the need of hand seals at all. In future jumps your control over your bodies expands to cover any other bodies you may acquire, and you can control any and all powers and abilities you acquire just as finely as your chakra.

5.71. [**Five Focus] (Medaka Box Abnormal) (300)**: You're able to turn your fingers into long red talons now, very pointy ones. You can manipulate the ailments and sicknesses of anyone you scratch with these claws, making them healthy as a horse or filling them with every disease known to man in an instant. You can even control the stage and speed of the diseases and sicknesses that you inflict onto people, as well as traits such as the infection rate or capability, toughness of the disease itself and more.

5.72. **Force Manipulation (Young Justice) (400)**: Force Manipulation allows the user to create translucent, non- complex constructs out of pure force, allowing them to create force fields or batter their opponents. This cannot be used on the internals of things, even if you can see them. The strength of your constructs will depend on your concentration and focus; in theory, a construct could be maintained indefinitely, if you concentrated on it. However, if your constructs are struck with enough force your concentration can be broken, with the construct going with it; at normal human levels, constructs can withstand most gunfire, but may be disrupted by strong enough explosions or superhumans. You can purchase this again at no additional discount to lift some of these restrictions; your constructs can now have moving parts, and those without moving parts can now be double their previous maximum size.

5.73. **Heavenly Flame (Battle Through the Heavens) (400/600/800)**: Within Heaven and Earth, there are some abnormally strong flames formed by natural forces.

Each their own force of nature, these domineering flames are the kings of all other flames. In their presence all other flames of similar or lesser power will submit. Each flame will have its own special ability, such as triggering eruptions or attacking the soul. These flames are widely sought after by receptariers as they can be used in 'borrowing the flames' to refine pills of much higher quality, as well as break down much stronger materials. There are 23 known types of Heavenly Flames, which have been ranked according to their strength. For 400 CP you receive a Flame of rank 13-23, 600 CP for rank 4-12 and 800 CP for rank 2-3. It is a little known fact that the rank 1 flame is actually a merger of every other Heavenly Flame. Of course, it has long been suspected that there are more Heavenly Flames out there, that have yet to be discovered or created. Even some of the known flames have unknown effects. As such you can choose to create an until-now unknown flame. Its strength will match the price you buy it at.

5.74. **Unique Skill (That Time I Was Reincarnated as a Slime) (400)**: Whether you've gotten it from being an Otherworlder or you got it naturally, you've been given a Unique skill of your own tailored to your desires by the [Voice of the World]. You may choose to either buy a Canon Unique Skill or create one for your own. If you buy multiple skills you may combine them into a single skill. Your created skill can only have up to 3 abilities, excepting those combined and they must stay consistent. Their power must be kept close to canon skill levels and they can never reach Ultimate Skill levels without evolving.

5.75. **Age Bringing Glory (Bleach) (400)**: Age is a strange thing to the Shinigami. While the general rule is that the more powerful one is, the slower one ages, it can often move at different rates for unique individuals. Two captains of similar age may look entirely different, one a beautiful woman in her middle years and the other a wrinkled old man, despite the old man being by far the more powerful. But unlike mortal beings, the minds and bodies of the Shinigami rarely become frail. However old you may become, you appear to retain the full capabilities of your youthful prime. An aging elder's body still bulges with muscular power and a thousand year old doctor's mind remains as sharp as ever. The Reiatsu flows out strongly and indeed, there are some ways in which this age only makes you more deadly. The passing of years will slowly, independent of your actual training or learning, reveal to you secrets and developments to your skillset. The idle consideration given to one's powers or skills happens to uncover new ways to use old tricks, a method to slightly improve your control over a fire-based release or give a flash of inspiration to solve a long mulled over problem. These improvements come slowly but steadily, mainly to the things that you focus on in life. A legendary Kido Master would naturally find his spells and casting of spells to improve as he grew older.

5.76. **Geokinesis (Young Justice) (400)**: Geokinesis allows the user to control and manipulate the earth, and includes the abilities to change its composition and

density, turning rock to dirt or sand as well as allowing the user to throw large boulders and even temporarily allowing small amounts of earth to become lighter than air, allowing it to be “levitated”. The amount of earth the user can control increases with experience.

5.77. **Safe Zone (Generic Isekai) (400)**: You have access to some other dimension that’s technically outside the bounds of this world. One minute in the outside world is equivalent to one hundred minutes in this dimension, making it excellent for training. Basic necessities such as food and cooking, dinine, and bathing facilities are available here. You may leave this dimension whenever you wish, but you’ll return to the point where you left the other world.\

5.78. **AERO BIKER (Medaka Box Abnormal) (400)**: Everyone needs to breathe and thus controlling what they breathe allows you to control everyone. It might not be as faultless logic as you hope but controlling oxygen still makes you quite the terrifying opponent. You’re able to control all oxygen within a few hundred metres of yourself, letting you suffocate or attack people as you will. You can even use it to oxidise metal and meat or manipulate people’s health by precisely altering their oxygen levels. Or just blow them up from the inside out by greatly expanding the oxygen in their bodies. Makes a mess though, even if its nice hearing them choke on their own blood.

5.79. **HAZARD (Medaka Box Abnormal) 400)**: All life has water in it. All life that you know of anyway. It's a vital part of biology and to someone who can control it, a lethal weapon. You are not able to control all water without limit, instead you are only able to manipulate the volume of water in anything. So long as the water source you are manipulating is within a stadium's worth of area to you, you are able to massively increase or decrease the amount of water in a water source. You can double or half the amount of water there for every second that you focus on a specific source, easily enough to instantly kill most humans from the sudden increase off pressure from inside their bodies or cause widespread destruction to a city.

5.80. **[Ice Fire] (Medaka Box Abnormal) (400)**: You’ve gained the power to manipulate temperatures in and around your body to quite crazy extremes, freely forming and controlling ice and fire in some amazing ways. You’re able to easily do basic things like freezing entire rooms solid or creating blades of fire in your hands but you can also do things like using your ice powers to keep your head cool and prevent yourself from getting angry or use fire powers to hype up all your allies and get them raring to fight. Your powers have a good range, reaching across dozens of metres with ease, and you’re also able to control wind to an extent by manipulating both heat and cold at once.

5.81. **Barrier Code (Fate/Extra) (400)**: This grants you the power to create barriers of force in order to protect chosen locations. With a minute or so's concentration, you may summon one of these barriers out of thin air. Each is strong enough to require a demolition team to break it down, though you can put more energy into it to boost the toughness, to the point that even a Servant might have difficult breaking through. While these barriers have no time limit, each one does take a small amount of energy to remain active.

5.82. **Atom Eve (Invincible) (500/900)**: Somehow the government experimented on you as a fetus. As a result of this you are now able to innately understand everything to do with chemistry, and the make-up of molecules, while also having the ability to transmute matter at will. This can come in many forms, everything from generating constructs of energy, that could even allow you to fly, all the way to manipulating the atoms of non-living matter. You could create a piping hot cheeseburger from a brick, but you could not generate a living being or alter one. Hell you could generate a mansion and plenty of fine dining level food just from detritus around you. You cannot control living things, however, as the government that created you also implanted mental blocks that prevent you from altering them. These blocks do not naturally degrade except temporarily during times of extreme emotional stress (like if you were dying after having a Viltrumite punch a fist sized hole through your abdomen and spine) where you will be able to use this power on anything for a few seconds at most. When activated they automatically heal you to the prime of your health as well as anyone else nearby whom you care deeply about. These powers do activate as you die of old age: congrats, you are now physically immortal. A secondary aspect of this power that is both positive and negative is that as you use it results in rapid caloric depletion and the shunting of unused atoms into your digestive tract. While this will never be damaging to you, so long as you use your powers regularly you will always stay thin and remain unable to put on weight past your desired body type no matter what you eat. The secondary and less pleasant aspect of this is that if you use your powers very heavily you will need to go to the bathroom several times a day. With practice and mastery you may be able to learn to prevent this from occurring. Normally you would be unable to use your powers while pregnant as their use would put a strain on and potentially kill any foetus that you carry, meaning that if you got pregnant you would have to go 9 months without using this power. However thanks to the power of jumpchain this issue is no longer there allowing you to use this ability anytime without fear of damaging a foetus. Energy constructs default to bright pink, but as you are buying your power here you can decide what colour they are when you buy this perk. A person with this perk would be capable of creating constructs or manipulating matter that could block a young Viltrumite, and given years to train might even be able to survive against a veteran Viltrumite in combat. While the mental blocks do not naturally degrade, you could break them given the appropriate powers or tech. If the powers are ever unblocked, then even a Regent level Viltrumite would need to

fear them as you could easily turn them into literal swiss cheese. For an extra 400 CP you can get these powers without the mental blocks, allowing you to affect living beings.

5.83. **SPINNING ANGLER (Medaka Box Abnormal) (500)**: All that rotates now does so at your command. Well, as long as it's not bigger than the Earth. You're able to manipulate the rotation of the planet and anything smaller than that or yourself that you are currently in contact with, even when that rotation would not be physically possible normally. You can rotate someone's waist to tear their body in half or speed up the rotation of the Earth until everyone on Earth is killed or flung into the air.

5.84. **[Grab Empty] (Medaka Box Abnormal) (600)**: A mirage is a trick the world plays on the human eyes. All you do is make it a little bit more tangible. You have gained the ability to warp space itself on an incredible scale. You could stretch out space to turn a mile into a thousand miles or contract it to be able to hop from one side of a country to another. You could fold space over itself to hide an entire city within space itself or even create new space to form pocket dimensions for yourself to play in. Even tearing apart space to leave holes in reality and sucking your enemies out into an endless void can be achieved. Your actions upon space will remain until you choose to retract them or another being with similar powers undoes them.

5.85. **Bending Genius (Avatar: The Last Airbender) (600)** You are a born master of your Element, using it on a level that most Benders could spend a lifetime failing to achieve. Where others toss boulders, you throw hills; where others could freeze a raindrop, you can transform a rainstorm into ice. Even the most trivial effort will allow you to learn any bending form you observe, and with casual practice you can master, then improve, on them. This genius also enhances, rather than supplants, any other Bending perks you've purchased; your talents are now exponentially greater, and your mastery also applies to the Specialized Bending Art which you learned, letting you master that art with little more difficulty than you'd have with the pure form

5.86. **Unleash Your Power (Dragon Ball) (600)**: Skipping right to the mid-point, are we? You have actually tapped into your ki in the past, and have trained yourself to use it with some regularity. You can 'power up' using ki to boost your physical strength, speed, and durability as well as fire powerful ki blasts. You start with the ability to blow up a small car using this and know a single technique to that effect. Even with this early start, however, it is incredibly draining to use and is best reserved for finishing moves. You must train hard to go past this point and overcome your limits. Luckily, this also boost your effectiveness from training and learning how to harness similar spiritual energies from within - whether it's ki, chakra, or something else tied to the soul.

5.87. **All Is One (Dragon Ball) (600)**: Your studies into Ki have granted you the greatest revelation...All things are connected, and all things have the ki utilized in the strongest techniques you may find here. By performing a certain technique, you are able to gather non-essential ki/life energy from your surroundings, harmonizing your soul with the world around you's as your hearts all beat as one. With this, you can empower yourself for a time(as the excess chi burns off well enough n use) or a single attack with greater magnitude than any strike you could have performed while in the empowered state! Curiously enough, this seems to be tied to your origins as well...races who perform this technique on their home planet or a place that you consider home will get a monumental boost to the damage potential given by both the empowerment and the ki-infused strikes.

5.88. **Death Wizard (Bleach) (600)**:There's no messing around anymore. Why even bother with a Shikai when you can outperform many Captains with Kido alone? You stand up with the legends of the arts with this, the likes of Tessai Tsukabishi and other outstanding leaders of the Kido Corps, as you've fully completed your training in the arts. You possess knowledge of all Hado and Bakudo spells, from #1 to #99, as well as dozens of spells from the Kaido, Sealing/Ward and other such categories. Each spell has been honed to a fine degree of skill, if not mastered outright, that allows you to routinely express much greater effects without the energy costs increasing to match. Even with a few dregs of spiritual energy and serious bodily wounds, you remain a dangerous combatant. A few whispered words from you could bring a torrent of elemental destruction or a set of sealing spells down on your opponent. As befits what is surely a leading light in the Kido Corps, you have a particular talent for creating new Kido. The differing formations, sequences, chants and methods of Reiryoku use are all well known to you, allowing you to create new effects within this magical system. Inventing a new Kido is still a lengthy process, meaning any boasts of making obsolete others' Zanpakuto are best kept quiet. But where others might take years, if they have any hope of it at all, you can likely create even a high level spell in a few months of steady research.

5.89. **Truth (Full Metal Alchemist) (600)**: The Gate of Truth, the place where all knowledge of Alchemy is stored, or so some think. You see, when one undertakes human transmutation, they find themselves taken through this gate and given knowledge of alchemy greater than most experts, alongside the price of something taken from them. Somehow your In-Jump origin managed to figure this out, and instead of trying a human transmutation they worked solely for the sake of entering this Gate and obtaining this knowledge. Somehow, this worked. Whether there was an item of great strength involved (hint hint), a gift from The Benefactor, or just Truth deciding to be a magnanimous fellow for once, they got that knowledge. You see, like a certain Dwarf in the Flask, you too have great

knowledge of Alchemy. Instead of just being an expert, you're more like a master, having knowledge of almost every branch of Alchemy in one way or another. Included in this is also the method for creating Philosopher's Stones, Father's eclipse ritual, Homunculi (the original kind), Alkahestry, and all the lost arts of Xerxes. Somehow, like the other sacrificial candidates and those stupid enough to try Human Transmutation, you too are now able to use Alchemy without a Transmutation Circle. You could spend centuries truly making this knowledge yours, but for now you'll have to settle for the good amount of expertise you have.

5.89.1. **Alchemy (Free)**: The art of Alchemy involves many different components, and is part science and part mystical. It involves the law of equivalent exchange, and with that limit in mind, one can comprehend, deconstruct, and reconstruct physical matter into different forms. Amestrian Alchemy involves using the power generated by the Earth's tectonic shifts to power this transformation, and an alchemical circle to make the change. If this was already obtained, gain a capability boost allowing transmutation with fewer materials.

5.89.2. **Alkahestry (Free)**: Alkahestry is a more medical and spiritual form of Alchemy that involves the "Dragon's Pulse" which is a concept that details the constant pulse of Chi or life energy within the Earth. Unlike Alchemy, it is far better for healing wounds, and can project transmutation across distances. With this perk, you gain a decent understanding of either Alchemy or Alkahestry, enough to be a State Alchemist for the former, with a minor focus on one form of Alchemy. And similar skill for the latter with a minor focus towards either healing or combat, as well as the ability to read the Dragonpulse, and people's presences and status. If this was already obtained, gain a preternatural understanding of the Dragon Pulse.

5.90. **Hydrokinesis (Young Justice) (600)**: Hydrokinesis allows the user to control and manipulate water, including changing the water's state from liquid to gas or solid and back again. Experienced users can do this with other liquids, though the more water the liquid contains the easier and more complexly it is manipulated, and liquids with extremely high or low evaporation/freezing points may be unable to be manipulated in those ways. (600 CP)

5.91. **Cryokinesis (Young Justice) (600)**: Cryokinesis allows it's user to greatly lower the temperature around them, causing ice to rapidly form. This can be used to fire "beams" of cold temperatures that freeze whatever they strike, or to cause the ambient temperature of the surrounding area to drop significantly. Experienced practitioners can drop the temperature further still, as well as affect much larger areas, to the point where one might be able to affect an entire city.

5.92. **Ultimate Skill (That Time I Was Reincarnated as a Slime) (600)**: You have been blessed and lucky enough to obtain an Ultimate Skill through some means. Rejoice, for you've joined the ranks of this world's strongest although you're nowhere near the actual top. You may choose to either buy a Canon Ultimate Skill or create one for your own. If you buy multiple skills you may combine them into a single skill. Your created skill can only have up to 3 abilities, excepting those combined and they must stay consistent. Their power must be kept close to canon skill levels excepting Veldanavas abilities, which are entirely off-limits excepting his actual Ultimate Skills like Uriel, Michael and Ahura Mazda. You also may not choose the Ultimate Skills "Storm Dragon Veldora" and "Scorch Dragon Velgrynd". If you choose a canon ultimate skill it will not stop the canon characters from getting it themselves, though you can stop them from obtaining it through other means. Normally if you have an Ultimate Skill named after Angels, Justice Lord Michael could force Absolute Command on you and force you to do anything it wants unless you had an Ultimate Skill named after Demons too or your Angel skill was evolved or discarded. Normally if you had an Ultimate Skill named after Demons and was too weak to control it, your personality would change with the traits close to what Sin the Demon represents being heavily emphasized. But since you're buying these with CP, both of these things won't happen to you.

5.93. **Technopathy (Sonic the Hedgehog) (600)**: You can control electricity! But it's much more than that. You also gain magnetic field manipulation. It's precise enough to let you control electronics remotely. Make technology your bitch so long as it's within your range. You're new to this ability so expect some trial and error with a limited range of 20 feet at best. But if you focus and train hard enough you gain a significant boost in potency. Going up to 5 miles, and control 100's of electronics at once. Be careful when trying to control bots with true Sapience however as they have a strong resistance to being fully controlled.

5.94. **Royal Slaying Sword (Battle Through the Heavens) (600)**: Truly this is the weapon of an Emperor. As a ruler, one must lead. And as a ruler, you must be able to pass judgement onto traitors. Strictly speaking this is not actually an item, but rather an ability. An ability possessed only by those with the purest of royal bloodlines; to form this powerful slaying sword. It is singularly good at killing a specific species: your species. Unless the target is significantly stronger than the wielder, they would be as helpless as cabbage in front of this blade. Wielding this blade takes a good deal of Dou Qi. At the early stages of cultivation a single swing may be all that you can manage before becoming drained. Not even a Dou Zun could swing this willy-nilly.

5.95. **Haki Training (One Piece: New World) (600)**: While much of this world is more scientific than it seems, that does not mean the spiritual is useless. Capable of turning your will into a weapon and shield, you have mastered the basic uses of

Armament Haki and Observation Haki. With Armament, you can reinforce yourself or objects and can bypass the defences of those thought untouchable. With Observation, you can sense the presence, strength, and emotions of others. With time and training, you might be able to project your Haki without a medium to attack others from the inside, or become capable of seeing into the future.

5.96. **An'Ankra Essence (DC – Larfleeze) (600)**: You've merged with the cosmic force that binds all of existence. While your unique multidimensional nature as a jumper precludes you from using the full potential of this bond, limited forms of its abilities are still available to you. With focus and concentration you can understand and control the material world around you, creating nearly anything from their most basic quantum components or deconstructing them to the same, and finding vague information of the location and status of people and objects no matter where they hide, and (of course) firing powerful blasts of cosmic energy. You can also transfer your consciousness into nearby life forms such as trees and clones, and once per jump (or every ten years if they're longer) you can reconstitute yourself from nothing after being killed.

5.97. **[Eternal Eternal Life] (Medaka Box Abnormal) (800)**: Life just moves on, you know? You can't expect things to stay the same forever, with people never leaving you and the world never changing. Not if you want to call yourself a healthy human being. The power to make things stay the same is in your hands now. You are able to make ever-lasting, static or permanent anything you touch or are involved with. You could make someone's love for you never change no matter what you did or did not do, the trees you touch would never lose their leaves nor grow old, a water droplet that floated in the air would remain so for as long as you wished and those you turned your wrath on would remain injured forever by daring to rouse you. So long as you can make physical contact with the target or something physical the target is connected primarily to, you can make all or part of it permanent and never changing.

5.98. **[Encounter] (Medaka Box Abnormal) (1000)**: Unless you desires it, no one will ever touch you again. You are able to push away everything from yourself that might harm you, whether it be physical or mental or emotional and direct that harm onto someone or something else that you can see at the time. You can direct it towards other people, towards objects or even just into the space around you to harmlessly dissipate. This defence cannot be bypassed by an attack, no matter how many attacks or how fast or how strong but it does have a certain weakness. Attacks that have no specific targets and simply work on everything without distinction within a certain area will entirely ignore your defence. Powers like Scar Dead below are just such examples. Until your chain is over, you will also not be able to push away your own death.

5.99. **Wisdom of the Sage (The God of Highschool) (1000)**: You inherited a portion of the King's Power, the innate Divine ability of the Jade Emperor Ohkwang. This power allows for the manipulation of the Four Fundamental Forces of the Universe. Strong Force, Weak Force, Electromagnetism and Gravity. The King himself was able to fling whole planets around the solar system like pinballs or disintegrate half the bodies of High Gods with a wave of his hand and his true successor, Han Dae-Wi, will be every bit as mighty. You however, have only received a portion of this power. You could fly or destroy whole houses with a thought or construct various weapons and items from thin air but the heady heights of power the Kings possessed are years away from you. As time passes and you practise your power, you will grow in both the control you have, the range of your ability and the magnitude of what you may effect. This ability turns one of your iris' wholly black, with a golden Omega symbol in place of your pupil, at least when the ability is in use.

5.100. **Free Climbing (Medaka Box Abnormal) (1200)**: You're already used to the numbers game, given the sorts of power you regularly use and interact with. This just made you take it to a literal level. You are capable of manipulating parameters and variables to become greater and stronger or lesser and weaker. You can increase someone's physical strength or decrease their intelligence, increase their age or decrease their hair follicle count. So long as you can put a hard number to it, you are able to raise or lower that number. You are limited in how much of either can be done, only able to raise up to one thousand the original number or decrease to one thousandth of the original number. You must come in physical contact with your target to use this ability on it.

5.101. **[All Fiction] (Medaka Box Abnormal) (1200/1400)**: Before you, all of creation becomes mere fiction, wished away with a thought. You are able to erase anything you desire from existence, from a person to the stars in the sky to a colour to someone's powers to the love between two lovers to someone's death or even more abstract things. With just a thought, these things disappear entirely. It is not impossible for beings of sufficient power or with similar beings to resist or counter your effects however, nor is it impossible for people to bring back what you have erased, though one would need to be especially mighty in comparison to you to do so. You could even use this ability to erase your own death, by setting it up in advance or doing it from the afterlife, though do remember that those who shut down your power or have some way to stop you coming back will stop you from doing this. For an extra 200CP, you may also gain Non-Fiction that expands your power to be able to erase the erasure of things, allowing you to bring back things you or others have removed from existence, an ability you lacked with just the basic ability.

6. Intelligence Domain (97 Perks) [Top]

6.1. **Common Sense (Generic First Jump) (50)**:The least common advantage of all. You can tell when something you are about to do is contrary to basic common sense and rationality, or when you are about to do something your Benefactor will punish you for. You can also tell when your emotions are clouding your judgement.

6.2. **The Quick and the Dead (Generic First Jump) (100)**: You think fast, react fast, and move fast. Your reaction speed is peak human, and your thought processes are three times as fast as they otherwise would be.

6.3. **Fists of Justice (Generic First Jump) (100)**: Pick a martial art. Kung Fu, Judo, Jeet Kune Do, Savate, whatever. You are an expert at this form of fighting. It won't let you fight Superman, but it will give you a handy advantage against someone your level.

6.4. **Eidetic Memory (Naruto) (100)**: You possess a memory that will never forget anything and with an instant recall attached to it. Furthermore, no matter what, you will never be able to forget anything unless you consciously choose to forget.

6.5. **Benadryl Cabbagepatch (Invincible) (100)**: You have an incredible ability to make inferences and be correct. You truly are a natural at inductive and deductive reasoning, able to use logic to fill in the gaps in your knowledge, you can guess with reasonable accuracy when others would be left scratching their heads in consternation. This sort of deduction is quite useful when trying to reverse engineer advanced technology.

6.6. **That's Stupid and You're Stupid (Dragon Ball Z) (100)**: Why does it always come down to "Punch it really hard"? Why are you LETTING him get that powerful!? Doesn't anyone have an ounce of sense that doesn't revolve around fighting? Well, You're gonna have to be the one who actually brings this up. Seeing sensible and actual solutions to situations that would otherwise escalate into violence or out of control madness is a skill you possess now...and it's going to get quite the workout here.

6.7. **Studious Student (To Love-Ru) (100)**: You're a good student. No matter the hijinks in your life, you will find yourself always having the time to learn. Knowledge will come easier to you, your understanding of a subject improves quickly under a teacher or with proper studying supplements and you will find yourself always remembering everything you have taken the time to properly internalize, no matter how long it has been.

6.8. **Charity, Kindness and Fairness (Fate/Grand Order) (100)**: Chivalry may be a difficult code to follow but you have it a little easier than most. You have the

uncanny knack of being able to always make a fair judgement, regardless of whatever your feelings are on the matter at hand. No matter what situation, you know what the fairest resolution to all parties will be, if there is one. If there isn't, you'll be aware of what the closest substitute is. This knowledge may not be too helpful if you're not in a position to decide such matters but to make up for that, this knowledge will also make you a much more skilful negotiator in hopes that you will be able to put yourself in such a position. You could do a lot of good with this good judgement.

6.9. **Precocious (Re: Monsters) (100)**: Monsters live in the wilds of an incredibly dangerous and uncaring world and need to grow up fast. As one such being yourself, your physical development and learning speed are three times faster than normal. This also doubles the effectiveness of anything that augments your training, such as a trainer that knows what they're doing or a piece of equipment that aids your development.

6.10. **Snow Fairy (Fate/Stay Night) (100)**: Even when you were little, you somehow seemed to know just what the proper thing to say was. All your tutors seemed bewildered by how you seemed to know their lessons before they even taught them to you. You might not be particularly charismatic on your own but when it comes to manners and courtesy, you have an innate knowledge at all times. No matter the culture, event or family, you always instinctually know what is expected of you and how to perform the courteous actions that are so expected.

6.11. **Know My Limits (Dragon Ball Z) (100)**: There is a physical limitation on your body, one you may be all too painfully aware of. The moment where you're strongest and your physical form goes 'no further'. You are now fully aware of your physical limitations and internal energy reserves, so much so you could form a mental 'health meter' and 'stamina meter' in your mind without any real thought. It makes it all the more satisfying when you push past those limits, and you will know how close you are to that point.

6.12. **Model Student (Bleach) (100)**: Even with all the adventures in other worlds, you couldn't bear to let your grades drop. While you're a decent hand at the academics, your good grades mostly come from the incredible good time management skills you have and the ability to intensely focus on your studies when wanting. Even having only an hour a night might let you cram in two or three hours of study, helped along by a fairly sharp memory. Your teachers might even start giving you quite a lot of slack when it comes to the sudden disappearances, if you successfully show your smarts now and then.

6.13. **Unconquerable (Generic Worm Fanfiction) (100)**: This can be a pretty bleak world, y'know. Good thing you have this. You have, what would poetically be called 'the will to shatter stars'. There is no hardship, no degree of opposition and

no level of pain or suffering that can daunt your intentions, once you make up your mind about something. You can do this all day and you never quit save by your own conscious choice. Forget mere ‘peak human’ willpower, you are absolutely unbreakable. While still being mentally flexible enough to not be a stubborn asshole, of course. But it’d be a shame if after all that you fell to the first Master to happen along, so how about I toss in a flat immunity to all magical, psychic or otherwise supernatural effects, regardless of origin, that would negatively affect your mind? Never will you be enthralled. No dark artifact or villain will ever corrupt you, and no Hyperdimensional Computer will ever successfully hijack your brain-meats.

6.14. **Adorkable (Arrowverse) (100)**: Everyone knows the brain is the sexiest organ, and you prove that your brain makes you sexier. When you're using your intelligence you appear to others to be more attractive. That being said more intelligent you are, the more intelligence you can show off and more attractive you become. Throwing on a pair of glasses helps you appear attractive faster.

6.15. **Beautiful Mind (Generic Gamer) (100)**: It’s hard to really define what intelligence is, precisely, but you have it. Much of that which people mistake for high intelligence is in fact good memory, though you have that, too; the only way you’ll ever forget something is if you want to, with all else remaining caught in the steel trap that is your mind. You’re able to process more, your brain never seeming to get overloaded, nor worn down by overuse; your processing power is such that you can follow two trains of thought at once. And, of course, you’re able to make connections almost instantly where they can be made; you could make a passable impression of Sherlock Holmes.

6.16. **Well of Wisdom (Generic Gamer) (100)**: If intelligence gives you more options to choose from, then wisdom is the ability to choose the best of those options. This quality, too, is hard to describe, but you know it when you see it, and others see it in you. You certainly have what people call ‘common sense’, but it’s not just that. It’s as if you see things that others don’t — you’re able to accurately divine a person’s feelings and innermost thoughts, including your own. It’s perceptiveness and intuition, an attunement to the world around you. It’s the ability to overcome your own biases and prejudices, such that to you they might as well not exist. It’s clarity of thought and peace of mind. It’s instinct and intuition. It’s the ability to recognize what feels right and true and discern what doesn’t make sense and why. It’s being able to predict the outcome of events even far in advance. It’s not making stupid mistakes, even those that don’t seem stupid at first glance. It’s the ability to make the right choice, if not all of the time, then almost all of the time. It’s fuzzy, but no less important for it.

6.17. **Life Changing Experience (DCEU) (100)**: The accident, as most accidents do, happened without any warning. One moment you were ordinary and the next you

were extraordinary. It might have sounded great before the change but more and more you might find yourself struggling to adjust to your new life. With this, you won't experience those issues. You're able to quickly come to terms with changes to your life and body, letting you get used to them mentally and come to terms with anything you've lost, gained or changed. Perhaps with that out of the way you can really make some progress towards physically mastering yourself as well.

6.18. **Model Jumper (Medaka Box Abnormal) (100**): You won't get in over your head on account of arrogance anymore, though you should still watch out for your foes being stronger than you expected. With this Abnormality, you are constantly aware of your own limits in all things. You know exactly how strong you are in every way, how skilled you are in everything and so on. You'll know this in both an objective sense and in comparison to anyone whose power or skills you are familiar with.

6.19. **FAIRNESS (Medaka Box Abnormal) (100)**: You're as impartial as impartial can be. Your abnormality allows you to enter or exit a state in which you are completely free of any bias and act with total impartiality. Everyone who sees you in this state will know that you are genuinely impartial too, allowing you to serve as an entirely fair judge and referee for anything they care to name.

6.20. **Anticipate the Meta (With This Ring) (100)**: Anyone could tell you that spending ten years learning a spell to make walnuts taste slightly like hazelnuts is a waste of time, but not all potential actions are as clear cut. You gain an intuitive sense of how useful a branch of research or practice is likely to be for your circumstances, divorced from personal or societal biases, to the point that you'll wonder why no one asked the Atlantean biomancers to grow organs for the surface world, or why the supervillain is bothering holding up a bank when he could make more money as a truck driver.

6.21. **Sidekick Stupidity (Chronicle) (100)**: Life's too short to simply ignore its few exceptional occurrences simply because of an emotion as petty as fear. That's why, although you might still become scared now and then, it won't stop you from doing the things you want or need to do. Even mentally quaking in your boots facing down your fears, you'll be able to keep a clear head and approach the threat logically, with a mind unclouded and a heart unbounded. It also won't stop you from making stupid decisions, though, like jumping into a hole without knowing about its depth or contents. Do stay smart even in fearlessness, yeah?

6.22. **Seeing The Sights, All The Sights (Generic First Jump) (200)**: When your primary focus is the experiences you acquire and the stories you could tell, forgetting them is a tragedy. You will never have to worry about that. You have a perfect memory, with instant recall, unlimited storage, tamper-proofing, perfect

indexing, and protection from any form of harmful memory. This perfect memory is fully retroactive. You can choose to erase memories, leaving a knowledge that something was erased and a basic description of what that memory was, and can restore that erased memory later. Nothing can detect these erased memories or force you to restore them. Your memories can only be read by an outside force with your permission.

6.23. **Greasy Fast Lightning Speed (Generic Fist Jump) (200)**: Maybe you spent some time chasing a chicken around an alley, or maybe not. Regardless, you are damn fast. Your reflexes are peak human, or peak whatever else you are. You are well-trained in avoiding attacks, somehow reacting even if you are unaware of the attack.

6.24. **Self-Made Man (The God of Highschool) (200)**: Training in the martial arts on your own is rarely a good idea. Who knows what fatal mistakes you could memorise into your fighting style or what ways you could hurt yourself learning a new technique? You manage to buck this trend to an extent though. Even despite lacking a teacher or teaching materials, you seem to fall into the correct procedures for learning the martial arts on your own. You'll instinctually correct your movements to be more in line with the style you are trying to learn and you'll get a warning feeling whenever you're about to try something that will definitely hurt you. It's not as good as having a real master teach you personally but you'll actually manage better on your own then with some ordinary teacher in the martial arts with you.

6.25. **American Dream (My Hero Academia) (200)** Good old hard work, it really pays off and you know that better than most. You make a promise, you write up a training schedule, even a new year's resolution, you follow through. Whenever you promise something, to yourself or someone else, you'll stay aware of that promise and have the wherewithal to follow through on it even when other things may be distracting you. In addition, your sense of self-discipline has been refined to the point that you'll actually do that training, fulfill that resolution, even if it would be a pain. You'll only be failing to put in the work you promised or keeping your word, when you actively, willfully choose to renege.

6.26. **IQ (My Hero Academia) (200)**: The Quirk user is able to greatly increase their intelligence by drinking tea and closing their eyes. While their eyes are closed, they may mentally envision holographic text with which they can use to track compiled information, and more easily calculate equations or solve problems. Different forms of tea increase different forms of intelligence, though which does what is a process of trial and error. These intelligence boosts are focused, but excessively potent. As the Quirk requires both fresh tea and closed eyes, it's quite difficult to use in a limited timeframe, such as active combat.

6.27. **A fast learner (Rune Factory) (200)**: You might know what you need to do, but what good is it if it takes you forever to do it? This should help with that. From now on you are able to learn skills and improve them in half the time required for the skill ordinarily, and if you have any multipliers to increasing these skills, this doubles it. This doesn't just extend to things like crafting or fighting, but also to everyday things like talking, walking and jumping. There might be a cap on how far you can grow, but with this you will reach the highest level if you just try.

6.28. **Quick of Thought (DCEU) (200)**: Something of a child prodigy you were. Always smart for your age and you remained quite the genius even now. You're not going to be heading your own corporation but you're definitely a few cuts above the normal people. Speaking of, those normal people won't have a problem getting along with you, since you don't experience the problems that come from an incredibly powerful mind. You find it just as easy and satisfying to spend time with even the most moronic of people in comparison to your own mind and you can live without any difficulty, even if you experience life with reflexes a few million times greater than everyone around you.

6.29. **Genius (Rosario + Vampire) (200)**: Your Intelligence is increased to at minimum Genius levels. You learn difficult subjects much faster than your peers and are likely to score at the top of your class in any exam.

6.30. **Multiprocessing (Sonic the Hedgehog) (200)**: Your mind has a significantly easier time multi-tasking. Never again will you have to worry about patting your head and rubbing your belly at the same time. Or more interestingly Fighting off a horde of killer robots while holding an argument with your wife about the groceries will be a thing you can do safely now.

6.31. **Gifted Intellect (Justice League Unlimited) (200)**: Wow jumper you sure are smart. You have to be if you're new to this world and still want to compete with the greats. With a perfect memory as well as extensively fast and optimized mental processing speeds you should have no problem learning and understanding all of the advanced science and whatnot you're sure to encounter in this world. To put it in simple terms, what this perk does is make it so that you can become a brilliant scientist or magician without having to devote decades to learning everything. With less that a year of study you could be considered an expert in whatever field you apply yourself towards and as you continue to challenge yourself and apply your intellect you'll find yourself able to run more thought processes simultaneously. After about a decade you could easily rival a 12th level intellect, allowing you to run twelve thought processes simultaneously, but only if you continuously learn and apply your mind to new challenges.

6.32. **Brainiac (Sekirei) (200)** Or simply Brain-types if you want to be boring. You're smart an have the brain to prove it. Hacking will be easy and using computers to

do your bidding will be a cakewalk. You might create viruses to annoy your enemies, or AI systems to aid you and your ashikabi with whatever they might be needed for.

6.33. **Patience Of The Ages (Battle through the Heavens) (200)**: In the land of cultivators, events happen over the course of decades and centuries. The creation of a high tier pill can take an entire month, much of which is spent monotonously controlling your flame. As such a near endless amount of patience is required. You can have the patience of a rock, ready to weather the ages, and with little change to what makes you 'you' over the long years.

6.34. **Comprehension Of The World (Battle Through the Heavens) (200)**: The world is a source of great wonder, but it can also be a fantastic source of inspiration. The natural world is filled with mysteries, all you need to do is comprehend them. You are able to take inspiration from it in order to further your skills. The unending noise of a waterfall could help progress your sound skills, the repetitive rustling of leaves in the wind could help you with a breakthrough in your sword skills. You might be surprised how the world can help you, and in what ways.

6.35. **Clan Genius (Battle Through the Heavens) (200)**: The term genius is overused in this world. Many of those ascribed the title are simply better than their local peers. They are lauded as geniuses when overall they can only be called average. Generally these people are the cultivators who cultivate quicker. You can now count yourself among the ranks of true geniuses. Not the rabble that fill countless towns, you are a genius even when placed in a big clan. You seem to go up in ranks a hundred times as fast as ordinary cultivators. With your potential, you could one day stand at the top of this continent. This will still take quite a while to get to that though.

6.36. **Precognitive Instinct (Mushoku Tensei) (200)**: An instinct that is strengthened to the point that it rivals true precognition. This allows you to sense, predict and evade any incoming attacks or danger to yourself even if you're unaware of it, along with the ability to instinctively know the exact location of the attacker or danger is coming from. This instinct also lets you measure the threat level of a person and quantify the power level into something that you can understand like numbers or ranks, along with mitigating the penalties of visual and auditory.

6.37. **Do the Homework (With This Ring) (200)**: DC has a large intellectual property base with tons of characters minor and major, to the point that only the most diehard fans of the franchise or the most informed residents of its worlds can remember them all. This grants you two benefits; firstly, performing research through publicly available resources will be more likely to guide you to information you find useful or relevant to your situation. Secondly, if you have

some form of meta-knowledge about a universe, it will be easy for you to find evidence of your knowledge In universe.

6.38. **Intelligence, Civilian Style (Ender's Game) (200)**: The World of Ender's Game is a world of brilliant individuals. If you feel you can't compete, you might consider taking this perk, as it boosts your intelligence into the super genius range.

6.39. **Innate Talent - Omnidextrous (Overlord) (200)**: You possess the innate talent to use all of your limbs as if they were your primary limb, effectively allowing you to fight or operate with your limbs to whatever degree you desire, and are physically capable of performing in, with no loss of control, skill, or strength. This effect additionally carries over to your mind, allowing you to effortlessly mental-multitask on as many different trains of thought as you desire. This doesn't let you think faster, per-se, but you would be surprised at how useful it is to be able to focus on every individual thing going on in a battle at the same time

6.40. **Innate Talent - Golden Mind (Overlord) (200)**: You are, simply put, superhumanly brilliant. You don't necessarily know anything with just this, and it's entirely possible to have a genius mind and yet still be ignorant, but if you actually bother to go out and learn things, or have perks, classes, or skills that provide you with knowledge, you will quickly find that you can piece together information and clues from even the tiniest shreds. Your intellect is of gargantuan size, and there is a potential drawback in such. If you are not careful to ground yourself, or to find company that can keep up with you mentally, it is entirely possible you might find yourself divorced from the human condition as you simply lose touch with the people around you that can't possibly hope to keep up with your golden brilliance. Can be mitigated with the correct perks or efforts.

6.41. **High Spec (My Hero Academia) (200)**: The Quirk user acquires incredible intellect that allows them to systematically solve problems in moments that a normal human might find perplexing even after a week. Those with High Spec may figure out how to operate most machinery in moments with a bit of analysis, formulate technically sound battle strategies with Plan Bs and Plan Cs and understand new concepts quickly. The user is also able to quickly gain leadership skills just by figuring out psychological tricks to inspire and command through normal social interaction. All this intellect is useless without the proper knowledge and resources to back it up, and there is no inherent skill to go along with the intelligence.

6.42. **"They Surrender." (All-Star Superman) (200)**: Riddle me this, riddle me that. Sometimes you can't solve a problem by punching it, and discretion becomes the better part of valor. When presented with a mental challenge or a riddle, you'll find your ability to solve it increases considerably in competence - logic puzzles become simple, riddles have obvious answers, and you can better match

someone in a battle of wits simply by having a new perspective on it. Someone can still be smarter than you or baffle you, but no matter whether you're simple or smart, your mind will be your strongest ally in these challenge

6.43. **Survival Instinct (Re: Monsters) (200)**: With so many monsters, some are bound to be at the bottom, weaker than other creatures by a significant margin, and those that can't recognize this disparity are quick to die. Not you, though. You have an innate sense of how strong something is compared to you, whether they're weaker, an even match, stronger, or so far beyond you that challenging them is suicide. You can even tell roughly how wide the disparity is. This does not account for equipment and outside aid (such as teamwork), it works off of what is inherent to the individual, and a clever opponent can still best you if you don't take them seriously, so you still need to be cautious.

6.44. **Genius (Demon King Daimao) (200)**: Easily one of the smartest people in the school you have no trouble with any of the work given. A photographic memory is something you can boast truthfully.

6.45. **Problem Solving Solutions (Tate no Yuusha no Nariagari) (200)**: While not all problems have solutions but you have one solvable by items. When you encounter problems you can think of one time solutions instantly but permanent ones would take time and thinking. Seeing rampaging plants, you can quickly pick the right materials and craft a plant-killer. The fish doesn't bite your bait; you can craft a fish luring add-on on your fishing rod that would make the fish line-up for you. While you cannot do anything to solve a strained relationship, you can think of temporaryor permanent items to make your life easier.

6.46. **Helpful Hallucinations (DC – Larfleeze) (200)**: In times of great stress, the ghost of someone important to you will appear to offer you their wisdom, guidance, and possibly snide remarks. Except they aren't really a ghost, they're just a hallucination dredged up by your subconscious out of scraps of memory and spare delusions. They're still plenty useful though, and can help you make important breakthroughs.

6.47. **Genius (Arrowverse) (300)**: While you're not Einstein or Dr. Wells level of smart, you're not dull either. You have a mind that qualifies you for being a certifiable genius. You have a thirst for knowledge that rivals Ms. Smoak's own. You hoard and display intimate knowledge in many subjects, such as history, politics, economics, geography, physics, engineering, biology, and chemistry.

6.48. **Brilliant Mind (Justice League Dark) (300)**: Seems like smart people are a dime a dozen around here, especially if you talk to any League members. You take braininess to another level entirely. You learn faster, synthesize knowledge in countless innovative ways, and remember almost anything you experience. If

you're the brains behind a project, people can expect you to achieve quasi-magical results using nothing but your intellect and ingenuity. With just a year or two of research, you could patent a formula that turned you into a half-bat supervillain. Not that that's something I recommend. Optionally, you have a doctorate level education across three fields, with all the certifications needed to prove that.

6.49. **ANALYSIS (Medaka Box Abnormal) (300)**: Understanding is by far the most important thing. Once you know what you're dealing with, you can formulate a plan to deal with it. You're just great at both. You're able to effortlessly and intuitively analyse and understand anything that you can see or touch. The more complex or strange the thing is, the more time you might need to understand it, but even Abnormalities can be figured out with a few caresses and a couple seconds of consideration. Your understanding tells you how and why anything you've analysed works and then gives you the knowledge on how best to bring out its full potential, letting you turn people or objects into the best they can be over time, so long as they're open to your training plans.

6.50. **Skillful (Medaka Box Abnormal) (300)**: The Skill to be better at Skills, fitting that you of all people should have it. This ability does not provide you with anything on its own, only working when used in concert with other supernatural abilities. Having this allows you to effortlessly master any supernatural ability that you are capable of using, taking vast leaps in skill and experience with every individual use of your power. You'll discover every trick, hidden use, weakness and combination possible with your power as your growth and learning with it skyrockets to light speed.

6.51. **Parahuman - Mathematical Calculation (Worm) (300)**: You are now completely aware of the numbers and math in the world around you, from the trajectory of the bullet whizzing past you, to its measurements, vector, and the probabilities of the shooter's actions. Your ability with mathematics is superhuman, allowing you to do even the most theoretical and advanced forms of math instantly with the same ease that you'd breath. Combined with your powers senses this lets you do things like deflect a bullet with your cuff link so it ricochets to strike the shooter, know exactly where the rubble from the explosion will land and where to move to avoid it, surviving very large falls by landing perfectly to dissipate the force safely, and much more. Potentially far more useful though is the manifold uses of this power in areas other than combat. Seriously, your power is math now. The uses of that are incredible. Keep in mind that Thinker headaches are a bitch though, even with your power doing most of the heavy lifting.

6.52. **Parahuman - Path to Victory (Worm) (300)**: Your power, when queried with a goal or intent, searches possible futures for the one where you succeed and feeds you information on what you need to do to make it happen. This isn't

perfect, being more like playing a video game with detailed set of objectives and the perfect strategy guide than Contessa's canon plot device level Path to Victory, but assuming there isn't any interference from factors outside of your powers precognitive sight successfully pulling off the objectives it feeds you will result in success. You can still make a mistake, or fuck it up, but the part of your goals where you need to know what to do to make it happen is handled for you. Just remember that it relies on your ability to pull it off, and while a path will adjust and modify itself based on the circumstances messing up might result in completely ruining your shot at victory. Paths given are effective based on your desires, but your power decides those parameters by analyzing you. Your biases can very well leak into the path, and even ignoring that you can screw yourself over by not asking the right questions. This power is also much more straining then the others on this list if not used in moderation. Post-Spark this evolves into a full fledged perfect Path to Victory, no limitations, no downsides.

6.53. **Parahuman - Compounded Computation (Worm) (300)**: Whenever you are dealing with a problem, your intelligence scales based on its complexity and scale. The bigger and/or more complex the problem, the easier it is for you. Aside from researching the data to do so, creating a plan to eliminate world hunger would take only as long as necessary to type it all up. This power allows you to make impossibly effective plans, and is even more valuable when dealing with large scale issues. Managing an intergalactic empire’s logistics would be as easy as simple arithmetic for you, and it continues to scale from there. This power is basically useless on small and simple things however. Do note that while you could easily think up a plan to solve world hunger, actually putting it into effect is a whole other story. You need resources and skill to actually use what your power provides you, but you’re easily able to handle things that would be impossible for anyone else due to their sheer scale and complexity

6.54. **Parahuman - Transporter (Worm) (300)**: While technically a Thinker ability, its use means we're putting it over here. You basically have a full-fledged Contessa level Path to Victory...as long as said victory is getting something from point A to B. These are always the quickest, safest, and most efficient ways to do so unless you specifically wish otherwise. As long as it is in some way possible for you to do so, you can, and do it perfectly. Thinker headaches are also a thing. Anything beyond transporting a target to its destination is beyond the scope of this power, although that doesn’t mean that clever thinking can’t make this offensively in combat. Bullet A into Person’s Brain B is transportation after all. Just remember that these targets have to be physical things, so don’t try any conceptual or wordplay bullshit to game this power.

6.55. **Royal Expertise (One Piece: New World) (300)**: Many problems could be solved if those in charge actually knew what they were doing, so it’s a good thing you’re one of those people! You are a very competent leader for any kind of

group, able to keep a perfect balance of Freedom and Order that is needed to keep them functional and happy. But do keep in mind that no one is perfect, and even good rulers can fall short at times.

6.56. **Surgical Strategies (One Piece: New World) (300)**: Not everyone can simply rely on pure luck, but you're one of those who can create your own luck. Your plans are precise and intricate, able to account for all but the most unexpected or chaotic factors. And even when things completely go off the rails, you can still find a way to use the chaos to your advantage to achieve your goals.

6.57. **Mental Alarm (Star Trek – TNG + DS9) (300)**: You can now sense whenever someone is trying to read your thoughts or emotions. This ability won't provide you with any defense against mind reading, but it will let you know the identity of the person trying to read your mind.

6.58. **The Schools Ace (Toaruverse) (400)**: Like many honor students of an elite prestigious school you stand above the rest of any students of the said school with an intellect equal to a genius with the IQ of two hundred. This also gives you multitasking abilities that have no upper-limit and able learn skills and knowledge at fast rate that would take others a hundred years to master where you do it in year along with getting a eidetic memory which would allow you to remember everything that you ever do or experienced this even includes things you hear when you're asleep or unconscious.

6.59. **Still Human (Chronicle) (400)**: Not all people handle power well. Even being the manager of a fast-food branch might go to some people's heads, let alone the ability to contest with most military forces. Some might even get the idea that they are beyond mere humanity, that their abilities give them the right to kill their lessers with impunity. But that's just not you. Even if your objective superiority might be evident to all, you'll never forget your roots, and will remember that everyone has their own struggles to deal with. Even that one dumbass driver honking at you for the past few minutes. Your powers won't go to your head or corrupt you, no matter how strong they might be, and even others cannot force their corruption onto you. No, if you go down a wrong path, it shall only happen due to your own judgment, unclouded by all things external.

6.60. **Like a Robot (Invincible) (400)**: Your mind is a masterpiece. You think faster than a normal human being; you can process in a second what would have before taken you a minute. You have the ability to split your mind in twain to concentrate on more than one thing at a time. In the beginning you would be limited to dividing your mind into 10 different streams of thought, each of which has the full processing power of your entire mind. Given time however, something on the scale of decades, you will be able to split your mind exponentially more, giving you enough subdivisions to run the world, control an

army, and a police force of millions of separate robot suits all the while manipulating global politics. Given even more time, who knows how far you could take this.

6.61. **John Von Neumann (Petals of Reincarnation) (400)**: Brilliant mathematician and creator for the first computer, Neumann's mathematical abilities earned him a demonic nickname and they've become an equally demonic power in usefulness. You are able to understand the world in the form of maths, instantly computing problems that would take supercomputers weeks to solve, and thus figure out the most likely future possibilities of any scenario. Using this knowledge you can predict the moves someone will make in a fight and the best ways to respond to them, provided you have all the info. It's great for gathering information on people but as it only deals with the numbers you know, you can still be surprised if you don't keep yourself up to date on your enemies.

6.62. **Echoing Depths (Arifureta Shokugyou de Sekai Saikyou) (400)**: Magic? Preposterous! Ridiculous! It's merely a type of energy being directly converted into other forms. Incredible and most curious, remodeling our understanding of the world so far, but nothing that can't be studied and replicated. You're a genius, a multi-disciplinarian with an unrivaled mind when it comes to unraveling the mysteries of the world. You could very easily create a serum to turn people into monsters, or find a way to grant skills or powers to those without. Sure, some of your creations might need a bit of time or research beforehand, but it won't be long before you crack the code of this.

6.63. **Supreme Commander (Ender's Game) (400)**: Not only are you a brilliant tactician, but you have an instinctive grasp of how battlefields shift, flow, evolve, granting you an ability to predict enemy maneuvers that borders on precognition.

6.64. **Quantum Understanding (Ender's Game) (400)**: You can rapidly come to understand (with no outside instruction) how any system you can study works, no matter how complicated. A political system, a computer system, an interoffice mailing system... doesn't matter. If you can examine it firsthand, you will rapidly begin to understand the basics and eventually even the subtleties will be revealed to you. This is merely an understanding of the rules or principles by which such a system functions, allowing you to interfere with or get the best results out of it. It does not grant you any particular skill in utilizing or repairing the system in question. Understanding the game of Cricket does not make you an expert Cricketer. Knowing how a toaster works does not allow you to instantly know how to fix a broken toaster. Knowing how a martial arts system works doesn't make you a good fighter, and knowing how a political system functions doesn't make you a good politician. All it can do is help you to understand what is going on. Knowing how psychic powers work does not grant you psychic powers,

ditto magical abilities unless anyone who knows the rules can perform that magic.

6.65. **I Am Iron Man (Marvel Cinematic Universe Vol. 1) (400)**: You're not the ACTUAL Iron Man, but you could make a fairly decent knock-off. Power armors, sonic cannons, holographic interface, laser weapons, repulsor technology, you have the knowledge to build these things and more. Furthermore, you can think of different upgrades and modifications to adapt to different situations much easier than normal when presented with a problem that's hampered your technological progress.

6.66. **Hyperkinesis (Pokemon Mystery Dungeon) (400):** Your mind and body are in perfect sync. You get perfect balance, motor skills, control, and more. Thought and action are intrinsically linked, with no reaction time beyond the physical limit of your muscles.

6.67. **Gum Up The Works (Young Justice) (400)**: If you're going to mess with someone else's plan, you've got to do it right. You now have a sixth sense for exactly what you need to do to wreck the plans of others, as well as what the consequences of doing that will be.

6.68. **Innovator (Generic Naruto Fanfiction) (400)**: It's a pain, isn't it? Seeing all these people who just don't seem to realize how much they can do with their incredible powers. Well, that's not something you need to worry about, at least. You have an incredible imagination, coupled with a ridiculous degree of technical capability. You're able to come up with new uses for practically anything and everything you see, from jutsu to seals. Whatever it is, you just seem to 'know' how to apply them in all sorts of clever, innovative ways to achieve great results. This is only a side-advantage though. Your real skill lies in playing around with the techniques and abilities themselves. You have a ridiculously great ability to modify, break down and recreate any and all techniques, be they Taijutsu, Genjutsu, Ninjutsu or even specific bloodline applications. You don't actually learn them any faster but once you have learned them your mind unleashes a veritable flood of ideas for improving them, applying them in ways no one has ever thought of, boosting their power or broadness though simple tricks, merging disparate techniques, lifting principles and elements from one and applying them to the other, coming up with new variants... and these are just a few examples of what you can do to them. If it still needs to be said, this also massively advances your ability to come up with new tricks and techniques, and lets you easily combo any already-compatible skills and abilities for maximum synergy.

6.69. **Brilliant Mind (Generic Naruto Fanfiction) (400)**: You are a genius, in the true sense of the word. Your IQ is in excess of 200 and your mental processes are optimized to where you have a truly perfect memory; unlimited storage, perfect

indexing, instant recall, fully retroactive, all the perks. Furthermore, your intelligence is so boosted that you can easily detect any attempts at genjutsu or other methods of tampering with your thoughts, memories, or perceptions, and can block them with trivial effort. Simply put, you're immune to any attacks that target your mind in any way, shape or form. It doesn't matter if they're magical attacks, mind control or some semi-mythical doujutsu technique, they bounce off of your mind without leaving any mark at all.

6.70. **Massive Potential and Talent (That Time I Was Reincarnated as a Slime) (400)**: You have such great potential that even if you were a small Hobgoblin you could keep up around Oni's and their evolutions through sheer ingenuity and talent. If there is even a small chance for you to get an ability or the like from connections to you or others, like Racial and Class abilities that Unlock or special bonds that grant abilities, you are likely to get it very quickly as long as you have need of it even if it needs special requirements. An example may be the Outsider's Mark from Dishonored.

6.71. **Auto Reflexes (Bleach) (400)**: Battle is in your bones, your blood, your very soul. Where others plan out their moves or train themselves to react automatically, it was always instinctual for you. These automatic reflexes for battle allow you to instinctively react with offense or defense to an attack, with no delay needed to judge or begin trained movements. Even when it's something you're not actually aware is an enemy or can't even see, your spirit still guides you to fight as an instant response. If you continue to rely on the auto-reflexes during a fight instead of planning things out in advance, you'll find your speed will steadily increase, as does your ability to counter or dodge things you're reacting to. The gains will fade after the battle is over.

6.72. **Mind as an Island (DC – Kingdom Come) (400)**: The power of the Emotional Spectrum is both powered by and influenced by emotion. Thus, while it is usually powerful in abundance, it can have a strong influence on the user's behavior. Worse, if you lack the emotion to power yourself, the Ring becomes useless. You've trained yourself to work around these particular weaknesses. First, outside attempts to manipulate or change your emotions simply do not work unless, for whatever reason, you voluntarily allow it. Second, you can isolate your mental processes from your emotions...this dissociation keeps you aware of your own emotional state, but you're still able to think objectively and act as you would in a calmer situation. This effect can be toggled on and off.

6.73. **Real Hokage (Generic Naruto Fanfiction) (400)**: It can be easy to stumble into positions of leaderships and/or authority. Becoming a team leader, a Kage, a Clan Head or even conquering an empire, depending on your skill and luck, can be done, and even done easily. Ruling them, on the other hand, is a whole different kettle of fish... for others, at least. You are different. You have a gift for

all aspects of rulership and administration that makes you among the very best. This includes everything, from managing the national finances to developing infrastructure, playing at and countering courtly intrigue and assassination games, keeping a finger on your subordinates' games or competing with other clan leaders in your village, or even other Kages as a village leader yourself. You know what missions to take and give up, how to develop alliances, who to assassinate and who to oblige, how to root out corruption and inefficiency, how to correctly pick out and train useful ministers and subordinates to delegate to... in short, everything you need to both shape whatever organization you're leading in your own image completely and utterly, and to bring it to ridiculous, obscene levels of prosperity and power. Finally, you can choose one person per organization you lead to take as your deputy/heir, and pass on a lesser version of this perk. No one will question the legitimacy of this heir you have chosen.

6.74. **Break My Limits (Dragon Ball Z) (400)**: Just when you think you've hit your absolute peak, you manage to go just a little further beyond. You are excellent at quickly pushing your physical body to its absolute limit, which is useful for training. Speaking of training, you are much more effective at it, and the harder you push yourself, the more you will improve.

6.75. **King of War (The God of Highschool) (400)**: Leading a war against all of Heaven and all of Earth at once, when many of your soldiers are as disciplined as a herd of cats, is quite a task. Especially when they are literally a herd of cats. You've got a mind like no other though. You won't just rely on the raw power of a few individuals to win your battles. Not only are you a military strategist almost unsurpassed on Heaven or Earth but you know just how to get a whole bunch of people to work together and combine their powers to take down someone much stronger. And if events happened so as to prevent you from being capable of leading your men, whether on a small or a large scale? They'd be able to function for at least a short time as if you were still there, instinctually aware of what you would have given as orders. Won't last forever but it'll make sure things don't fall apart whilst you're away.

6.76. **Plus Ultra! (My Hero Academia) (600)**: Not everyone in life gets a good hand every time. Perhaps you lost the power lottery, or you've just got some of the worst tools possible. Maybe you're even just in a tough situation, stacked against seemingly insurmountable odds. No amount of brute force can help you out whatever it is, so what's a kid like you supposed to do? You put your mind to it and never give up, that's what! You've got an amazing mind when it comes to finding the advantages where none appear to exist. If you have the time, you can turn that crapsack power into something people call cheating! You can make those tools fit for an artisan! You have the power to overcome foes no one thought you could be by the power of applying yourself! As long as you still have hope and the ability to think clearly, your ability to formulate plans and make the

best of your situation is second to none. Nothing shall impede your progress, Plus Ultra!

6.77. **I Am the Puppet Master, I Pull the Strings (Invincible) (600)**: You are a genuine puppet-master, capable of manipulating things globally in the social and political spheres. Given half a chance you could create conspiracies and organizations that operate in the shadows of the world and pull nearly all the strings of power. You can plan years in advance and are so capable with contingencies you could have a preparation for any scenario you could reasonably think up within weeks of you first considering it. You're so good you don't even bother with shark repellent because you already arranged to have all the sharks removed from the area long before you got there. Congratulations on winning every chess game you play in from here on out.

6.77.1. **Capstone Boosted (Free With You Have Been Reborn)**: Somehow you got even better at promoting your plans and conspiracies. Now you instinctively go for the plan that is the most likely to work and is also achievable far more simply and easily than you would have believed. Beyond this however your plans, and conspiracies, carry a weight behind them. A weight of something like inertia beyond what any plan should have in the real world. The longer a plan goes on for and the further into the future that you plan the less likely it is for your plan to be discovered. If the plan is one you concocted yesterday the wise and observant may be able to stop it, but if you started the plan years or even decades ago? No one will ever see you coming.

6.78. **Strategic Genius (Ender's Game) (600)**: There is no denying that Ender and his compatriots are brilliant tacticians, but whoever planned the war against the buggers was a strategic genius. You are that kind of thinker, able to chart the course of a 70 year long war across dozens of star systems, without knowing if you'd have a battlefield commander capable of making your dream a reality. Intricate plans that span decades and rely on imponderables and unpredictable variables are your bread and butter.

6.79. **Bring Out Veronica (Marvel Cinematic Universe Vol. 2) (600)**: There's always that escalating threat that seems to loom over your head. Always something trying to make sure that you can't rest, lest you be caught unprepared. It's a stressful line of thinking, but that stress will see you through. Looming threats will spark your ingenuity and manufacturing speed tremendously, allowing you to quickly take stock of the situation and use information surrounding said threats to create countermeasures and machines custom-tailored for the situation in a fraction of the time it would normally take. Knowledge of the monster tearing down cities could see you adapting and fielding a custom armor for taking it

down, or learning very rapidly from your mistakes in one fight to adapt your technology for the next fight.

6.80. **Genuine Genius (The God of Highschool) (600)**: More matters in a fight then brawn or skill. Having a canny and brilliant mind can allow you to triumph over those with more power or talent then you any day of the week. In fact, you not only possess a merely brilliant mind but one that surpasses all but one other human in its ingenuity and acumen. Your only peer, Baek Seung-Chul, had learnt nine languages fluently and had mastered physics, chemistry and mathematics by age nine, adding mastery of many western and eastern philosophies by age eleven and mastering both medicine and countless forms of modern sport by age thirteen. Not only is your learning rate a match for this genius but so too is your analytical skill. You can easily pick out all the strengths and weaknesses of a martial art, just from witnessing a single serious fight involving a practitioner of it and thus develop countermeasures against that Martial Art to destroy that martial artist.

6.81. **The Wise King (Re:Monster) (600)**: Humans don't rely solely on might, but also on wisdom and cunning, for it is the learning and schooling of humanity that allows them to thrive in a world where monsters are so much stronger than they are, building on the foundation laid by those that came before and raising it ever higher. You now share in this trait. Anything you learn becomes the foundation for additional learning, turning what you've experienced into learning moments with ease, and making your work into moments of growth. You learn faster. Naturally twice as fast as you otherwise would. But more than this, anything you learn accelerates your learning in other fields. Mastering a skill will provide an increase to the rate of your learning by an additional 100%. Lower levels of mastery still provide an increase, but it is proportionately lesser as a result.

6.81.1. **Improved Wise King (Re:Monster) (Free with Protagonist)**: you can push beyond mastery, increasing your skills further and providing even greater benefits to your learning speed. And while you will need to figure out how to go past the common level of mastery, you will always have at least some vague idea on how to do so

6.82. **One in a Trillion (Infinite Stratos) (600)**: Only one other person in the world possesses the grand level of intelligence you now find yourself in possession of, Tabane Shinonono. Comparing you to any sort of normal human mind would be a joke, because you're decades ahead of the rest of the world. You think faster, better and so far outside the box they'd need to measure in miles. You don't know anything more than you do right now but with a mind like this, it'll be a matter of weeks before you're zooming past the experts and making the beginnings of something special. Mighty robots, dimensional pockets, space flight and true artificial intelligence are all just the beginning.

6.83. **Brains Beat Brawn (All-Star Superman) (600)**: Every time. When you battle with the likes of the UltraSphinx or even the Man of Tomorrow himself, you don't swing at them like an angry primate and hope to come out on top. No, you have a more...refined approach. You possess a keen tactical mind, able to predict actions minutes ahead of time using only what you know of your opponents, and can substitute combat prowess and destructive power with intellect. You will find ways to exploit the actions, habits, and 'rules' of your opponents to come out on top, whether stealing from them to gain their powers, resolving an issue diplomatically, or otherwise outwitting them. This does not guarantee you will defeat a vastly superior foe, particularly one not keen on the sort of games you play...but victory isn't always simply being stronger than your opponent, and you will be able to find ways to escape or come out on top with enough work.

6.84. **Understanding the World (Re: Monsters) (600)**: Everything happens for a reason. The world is a machine, a system that follows a set of rules and interactions; even if many fail to notice or understand them. While many may be content to wade through like blind wanderers in a land of mystery; you are gifted with the brilliance and intuition required to deduce these secret rules. In this way, you could gain a scientific understanding of even the most mind-boggling or poorly studied things; though like any true scholar your greatest strength comes from devising ways you can apply these precious insights in practical ways. Whether that's investigating the most optimal way to cast a fireball, adapting a ritual by understanding which alterations you'd have to make to use an acceptable substitute, creating a true wonder thanks to your intimate understanding of how dozens of disparate enchantments can potentially interact with one another and their medium, or simply introducing a primitive world to the wonders of steam and clockwork, you can understand the principles behind them and apply them in new and interesting ways that will prove to be useful. Why with sufficient research and investigation you may even discover new ways to interact with these unseen systems; revolutionizing fields you've devoted yourself too, or perhaps even pioneering new disciplines of magic! Though the latter would no doubt be a grand endeavor even for you.

6.84.1. **(Free With Protagonist)**: With the addition of the Protagonist perk, you don't even need any tools or aids to help you study these phenomena, instead relying on your own senses and reasoning to substitute for such things. This effectively allows you to accurately and precisely study any sort of phenomenon; without having to deal with cumbersome equipment, or the fact the tool you need hasn't been invented yet.

6.85. **The Wise King (Re: Monster) (600)**: Humans don't rely solely on might, but also on wisdom and cunning, for it is the learning and schooling of humanity that allows them to thrive in a world where monsters are so much stronger than they

are, building on the foundation laid by those that came before and raising it ever higher. You now share in this trait. Anything you learn becomes the foundation for additional learning, turning what you've experienced into learning moments with ease, and making your work into moments of growth. You learn faster. Naturally twice as fast as you otherwise would. But more than this, anything you learn accelerates your learning in other fields. Mastering a skill will provide an increase to the rate of your learning by an additional 100%. Lower levels of mastery still provide an increase, but it is proportionately lesser as a result.

6.85.1. **(Free With Protagonist)**: However, if you possess the Protagonist perk, you can push beyond mastery, increasing your skills further and providing even greater benefits to your learning speed. And while you will need to figure out how to go past the common level of mastery, you will always have at least some vague idea on how to do so.

6.86. **Renaissance Woman (Fate/Grand Order) (600)**: Every once in a while, a person comes along who's pretty much fated to bring about changes to the world. Masters of all they survey, bringing invention after invention and working with concepts decades or centuries ahead of all their peers. The quintessential Renaissance Man, if you will. One much like yourself. You have incredible natural talent in everything you do, whether that be painting or casting spells, fighting or creating artificial homunculi bodies. This natural talent not only allows you to start with a shocking amount of skill in anything you try your hand at, as if you'd already been practising for months, but it allows you to learn even more in any subject you put your mind to than any other, progressing at several times the speed of any of your peers. You could accomplish in just a month what takes other scientist's years and move on to learn even more disciplines on top of that one.

6.87. **Genius Intellect (Young Justie) (600)**: Despite your apparent age, you possess one of the greatest minds that the world has ever seen. You're ability to come up with ideas and invent is nearly unparalleled, and actually building your inventions is child's play. What's more, your inventions have a lot more room in terms of following conventional physics; you can create things like teleportation devices, collars that nullify superpowers, and more.

6.88. **True Genius (With This Ring) (600)**: No one can know everything, but that won't stop you from trying. This boosts your intellect enough to take an average adult human to a 10^{th} level intellect. You gain perfect memory, faster processing speed, an intuitive grasp for more efficient reasoning, as well as a world class education in a non-magical field of your choosing. Robotics on the level of T. O. Morrow or Dr. Ivo are a possibility, as are the biological chops of Dr. Otto von Schadel. But the "hard" sciences are not your only options: you could become the best psychiatrist on earth (comparable to the memetic chops of Jessica

Yamada), or a historian/archaeologist capable of uncovering the history and nature of legends like Teth Adom or places such as the Garden of Eden. Moreover, if you did not take the “Drop-In” origin, you can choose to be recognized globally as one of the undisputed leaders in your field in this or any future jump.

6.89. **Snake (Fate/Stay Night) (600)**: The Snake was the personal martial art of one Souichirou Kuzuki, an art that was impossible to predict the first few attacks from, even from those with supernatural instincts and decades of combat experience, though it dropped severely in effect after those first attacks against experienced fighters. Perhaps you are another student of this martial form or maybe you have your own pseudo- supernatural martial art. One that becomes deadlier the more tired you are? Perhaps you can use wires to slice through stone or steel with a flick of your wrist? Whichever you choose, the rigorous training has brought both your body and your mind to the peak of human ability. Your physical strength, agility, endurance and so on are all enough to compete with Olympic athletes that specialise in any of those alone whilst your mental capabilities let you multitask over a half dozen actions at once, along with placing you on the level of men like Hawking or Einstein in terms of intelligence.

6.90. **True Genius (Generic Naruto Fanfiction) (600)**: Oh, wow. There’s geniuses, there’s legends... then there’s you. Not only do you have vast potential in just about every Ninja Art out there, but your ability to master new skills, arts, techniques, or anything else is utterly absurd. You pick up the basics of new things almost immediately and improve from there at dazzling speed; a month of hard training would give you the sort of gains that an average ninja would spend a lifetime trying to achieve. This works for everything learnable or trainable, in this world or any other. Physical development, chakra capacity, you name it. And you never need to waste time laboriously practicing or reconditioning what you have already learned; your skills and abilities will remain razor-sharp no matter how long they are left unused. Better still, what real genius ever needs to rely on others? You could teach yourself how to become a seal master just from reading the textbook, learn advanced jutsu from half-legible scrolls fished out of the garbage, and master new taijutsu styles by secretly watching other ninjas perform their daily kata. Nor do you suffer any bottlenecks or ‘down’ periods in your training. Every step on the path to power is as simple and obvious as the very first one, when it comes to you. The only limitation on your ability to learn new skills, techniques, or abilities is that you cannot create new information from nothing or train in powers or special abilities that you don’t have the capacity to use. Lastly, the very first lesson you learned was that genius is wasted without the proper application. Your work ethic is excellent and you not only have the dedication to keep grinding away for prolonged periods of time but actually enjoy doing so.

6.90.1. **Jinchūriki Boosted (Free With Jinchūriki)**: Normally there would be a solid limit to what you can achieve even with the many boons this perk grants you. There are certain things you just don't have innate skills for, elements for which your affinity is just not there. No more of that. The beast within you has a nigh-infinite base of knowledge, and that includes the ability to impart potential for things you just didn't have before. As long as something is not completely, utterly impossible to use outside of one specific bloodline or some-such, you find that you develop a deep, vast potential for it as soon as you encounter it, and are able, from that point on, to train it just as effectively as you can everything else. In addition to this, you find that the limits to what you can learn, at least, are simply gone. Even though you may not be able to use them, you can now learn any and all techniques, styles and similar, regardless of whether or not it's supposed to be possible for you or not. And regarding those skills and abilities that are specific to bloodlines or similar, you find that you need to collect a sample of the relevant type, such as DNA from the specific bloodline, or just some blood from that specific race, or a sample of the energy required, before your beast can integrate them into you too, and grant you the same potential, up to and including making you a Hybrid of the race in question, one with all its strengths and none of its weaknesses.

6.91. **Mindscape (Generic Naruto Fanfiction) (600)**: Well then, look at you, with a non-conventional mind! You have a real, proper Mindscape now, Jumper! You have a place within you, somewhere in between your chakra, your soul and your blood, where your mind manifests as something real, as something that surrounds you and something you can interact with directly. This has a number of advantages, as you may guess. You can physically and directly access and modify each and every part and aspect of your own mind, adding things, removing them, sealing them off, so on. Nor is your mind the only thing you have such access to. You can interact just like this with your soul, your chakra... and practically everything else. In addition, you can control this place itself entirely, every part of it. You decide how big it is, how the laws of physics work, how time passes relative to the real world... within your mind you are God. You can also talk to and interact with any beings that are spiritually and magically linked to you. You can even bring in and store items here, though nothing alive can be permanently stored barring shadow clone/soul shenanigans. Even people can be brought in, and depending on how willing they are, even access things about them, and let them access those things, in the same way as you access your own. This will only bring in their minds of course, and their bodies need to be connected to yours in some way, either physical contact or chakra/seal methods.

6.92. **Brains Beat Brawn (All-Star Superman) (600)**: Every time. When you battle with the likes of the UltraSphinx or even the Man of Tomorrow himself, you don't

swing at them like an angry primate and hope to come out on top. No, you have a more...refined approach. You possess a keen tactical mind, able to predict actions minutes ahead of time using only what you know of your opponents, and can substitute combat prowess and destructive power with intellect. You will find ways to exploit the actions, habits, and 'rules' of your opponents to come out on top, whether stealing from them to gain their powers, resolving an issue diplomatically, or otherwise outwitting them. This does not guarantee you will defeat a vastly superior foe, particularly one not keen on the sort of games you play...but victory isn't always simply being stronger than your opponent, and you will be able to find ways to escape or come out on top with enough work.

6.93. **Mind of a Genius (All-Star Superman) (600)**: One part of the promise of tomorrow is the advancement of technology, pioneered by great geniuses like the good Dr. Quintum and the many minds working towards the betterment of mankind. Lex Luthor himself could be counted among these, had he focused his energies differently. You are what this world considers a 9th level intellect, able to hold nine simultaneous thought processes seamlessly. In addition, you find it laughably simple to innovate and advance technology, along with possessing an almost omnidisciplinary engineering ability. You could feasibly make things like shrinking devices, robots, artificial intelligence, teleporters, gravity-manipulating guns and even things as outlandish as a storytelling robot that tells literature at such a high speed and sound frequency that it could generate an escape tunnel. And those are just trinkets compared to what you may eventually make with time and resources - the mysteries of the universe are open to you. You just have to reach out and grasp them.

6.94. **Supergenius (Arrowverse) (600)**: Your mind is vastly augmented pushing your ability to mentally process, react, memorize, deduce, analyze, and simply comprehend to surreal levels, able access any thoughts far faster and more efficiently than normal human levels, even exceeding any speedsters. Your intellect will continuously expand, eventually making the intellects of other geniuses seem pathetic in comparison to yours. However as your intellect grows you'll become increasingly arrogant, erratic, cruel and unstable. Post-Jump the mental instability goes away.

6.95. **Leonardo Da Vinci (Petals of Reincarnation) (800)**: The great polymath and Renaissance man himself, master of many disciplines and as it turns out, many powers too. You have become a Universal Vessel, capable of learning anything from anyone. Not only do you absorb months or years of information within days, but you are also able to learn what shouldn't be able to be learned, such as gaining powers by having the holders of powers teach you about their abilities. A few days or weeks of tutelage is enough to start to gain the ability, with it rapidly growing to match the original as you continue to receive their teachings. There is no limit to what you can learn nor how many things you can learn at once in this

way, just that you are being actively taught them by somebody or something that possesses those powers.

6.96. **Answer User (Medaka Box Abnormal) (800)**: Are you just talking to yourself or is something strange going on? Through this Style, you are able to find out the answer to any question. You need only vocalise your question and you'll find that your voice then takes on a life of its' own to talk about the answer. Answers to questions are highly specific and will likely require multiple questions to find out the right questions to ask and to get further detail on the answers you have already gained. You are also unable to find out answers that lie solely outside of the jump you currently inhabit.

6.97. **Path To Victory (Generic Worm Fanfiction) (1000)**: Do you really want this power, Jumper? Are you absolutely sure? Very well. By purchasing this your feet are now set on the Path to Victory, with no holding back. Since you're paying premium price you're getting the fully jailbroken, no downsides, and working just the way your favorite fanfic interpreted how it works version. And unlike Contessa you have no blind spots save for those enforced by Jump-Fiat. Entities, Endbringers, Eidolon, you can see them all as plain as day. If there is any possible route to achieving a goal or set of goals of yours, you know what it is and what it requires. So long as any remotely conceivable path to victory exists, you can traverse it as easily as walking across a room. If a series of actions could possibly be completed by you at all then you can draw upon the Path to let you do so with absolute perfection of execution and timing, first time every time. Your Path also automatically accounts for your own continued survival unless you deliberately choose to sacrifice your life for a goal; nothing short of suicidally overwhelming odds combined with a fiat-backed plot-armor piercer can kill you against your will, even if a desperate situation means that you might have to forfeit a complete victory for continued survival. The merits of living this way might be considered questionable by some people. Still, there's no accounting for taste. Just in case though, this power comes with a volume knob. You can turn it off and let random chance back into your life again, either 100% or just enough to let you be potentially surprised or defeated while still keeping you from dying. Just... keep in mind that some things are genuinely impossible.

7. Combat Domain (103 Perks) [Top]

7.1. **Jutsu Technique (Naruto) (Free/100/200/300/400)**: The world of Naruto contains a multitude of jutsu that can do just about anything, from raising the dead to teleportation. While here, you're guaranteed to encounter situations where you can learn some of these amazing feats, but this perk will ensure that you've got something special right out of the gate. You may learn any E-rank jutsu for free. For 50 CP, you know a D-rank jutsu such as the Body Flicker

Technique. For 100 CP, you know a C-rank jutsu like Lee's Drunken Fist. For 200 CP, you know a B-rank jutsu like Kurenai's Tree Binding Death. For 300 CP, you know an A-rank jutsu like the Chidori. And for 400 CP you know an S-rank jutsu such as the Hiraishin. A jutsu with no associated rank can instead be purchased using mastery with D-rank equaling new Academy graduate levels of ability while S-rank equals Kage-level ability.

7.2. **Style Blender (Generic Fist Jump) (50)**: You are a genius at combining your fighting styles together, finding their similarities and mixing them into a single, usually superior, style all your own.

7.3. **Martial Art (History's Strongest Disciple Kenichi) (50)**: The main focus of the series. All who enter this world know at the very least the basics of their chosen martial art as well as its various strengths and weaknesses. The more styles you choose to study, the longer it will take to incorporate them into a cohesive and usable whole. You may also choose any real-world martial art not listed here if you so desire. You will however remain a novice in your style unless you can somehow obtain a master or worthy sparring partner.

7.4. **Marksmanship (Justice League Unlimited) (50/100)**: Although guns might not work against a lot of the supernatural threats you'll face in this world, it's still a good idea to know how to use one just in case you come across a regular guy who wants to blow your head off or if you manage to acquire a powerful alien blaster. For 50cp you'll be able to use either modern weapons like guns, rocket launchers, and grenades, or antiquated weapons like bows and spears as well as a highly trained soldier of the proper era. If you spend 100cp you'll become one of the most accurate individuals on earth with ranged weaponry. Not quite as good a marksmen as someone like Deadshot, Vigilante, or even Captain Boomerange, but with just a few years of practice or experience your skills can equal these legendary heroes and villains.

7.5. **Clinging With Your Feet (Medaka Box Abnormal) (50)**: A very strange martial art is the discipline of clinging to walls and ceilings with your feet, allowing you to walk on them as if they were the ground. You've become a master of this art, to the point of being able to use it even when you're wearing shoes or piloting a mecha. Gravity only holds you down when you want it to. Or when you jump and stop holding on with your feet.

7.6. **Advanced Infantry Training (Generic First Jump) (100)**: While you are no Special Forces operator, you have been through Basic Training and Advanced Infantry School, or the equivalent for the setting, and are a highly trained and conditioned soldier.

7.7. **Student of War (Generic First Jump) (100)**: The study of history is often the study of war, and you have become an expert at it. You are not only an expert strategist and tactician, you are also an expert at logistics and organization, the unsung heroes of any military campaign.

7.8. **Fighting Style (Generic Fist Jump) (100)**: You are at expert level in one real world fighting style, which must be primarily unarmed and could just be street fighting if you choose. This can be taken multiple times. For an additional 50cp, you are upgraded to a master of all your chosen fighting styles, one of the best in the world, possibly the very best.

7.9. **Control (Generic Fist Jump) (100)**: When the majority of your fights are organized sporting events, you need to be able to defeat your opponent without actually killing them. You can now restrain any attack you make, so that it will only deal non-lethal damage to the target.

7.10. **It's No Fun With Two Hands (Bleach) (100)**: Not everyone is as blessed as you are in matters of war. Most likely, they're a whole lot less lucky if they find themselves facing you. But you can be kind. You're in it for fun too, after all, so why not take a little handicap to make things interesting? You've got an easy time weakening yourself, to the point that you're always able to find a way to limit or suppress your powers and abilities to some degree if desired. It might be a special ability that lets you do it or easily finding devices to help out, but it'll ensure you can still get a good scrap going. It'll even retain some of the fun, if you're the sort to not enjoy it when limited, letting you gain satisfaction from winning under these challenging restrictions.

7.11. **Field "Medicine" (Akame ga Kill) (100)**: You are experienced not only with medical care, but how to use it in the middle of battle. This includes how to use it on your enemies, drugs, medicine, places to cut, what to suture you can use them to either aid or harm anyone in the middle of a fight. While it would be rather hard to apply a suture to your enemy, you do have the skill to pull it off, though it is much trickier than just attacking them.

7.12. **Shield Wall (The Elder Scrolls V: Skyrim) (100)**: Since dodging in heavy armor can be difficult, it makes sense to rely on your trusty old shield to tank the blows. You're very good at using it to weather any blow you can't dodge, sometimes even using it to your advantage by directing the enemy's thrusts to make an opening. You're in fact good enough to use it even against ranged attacks, like arrows and even magic, though do keep in mind that if the shield itself is flimsy then it won't be able to take a direct hit; you're not going to be tanking dragonfire with an ordinary shield of common iron, for example. But you will get as much use as is physically possible out of that ordinary iron shield.

7.13. **Pistol-Whipper (Full Metal Alchemist) (100)**: Shooting guns isn't as easy as Fullmetal Alchemist may have you believe. While this won't give you some crazy skill with guns, it's still enough that you won't be too far behind people like Riza Hawkeye, you are a soldier after all. Whatever type of firearm it is, even if you haven't held it before, as long as it's conventional, and widely used for the world you're in, you immediately know the best way to shoot it, get great accuracy like the example above, and the ability to keep it while stressed. This starts off with the knowledge of most of the firearms used in this setting, and how to use and maintain them.

7.14. **Sorcerous Swordsman (Overlord) (100)**: It doesn't have to be swords actually, it could just as easily be spears, or axes, or maces, or bows, or any other singular weapon type. With that one type you have a masterful level of skill, and the skills of a passable veteran in everything else. You're skilled enough to face any three of your peers and come out the victor, in sheer skill at least, though a disparity in quality of equipment may swing the odds for or against you and being skilled won't help you if they're so fast you can't see them move, or so tough that your weapon can't hurt them. In addition you're well knowledgeable with magic, roughly equivalent in ability to your weapon skills, and with a particular focus on 'buffing' yourself to fight even better. Just starting out you'll easily defeat any of your peers in melee except the truly skilled and specialized, and your magics will serve best to empower yourself (or your friends) to allow you to close the gap even then. Your breadth of knowledge about so many different weapon types allows you a flexibility rarely seen in even professional soldiers and gladiators.

7.14.1. **(Free with Realm of Heroes)**: In the Realm of Heroes you could effortlessly defeat entire warrior bands on your lonesome with nothing but pure skill, and your magics to empower yourself could let you come out of such encounters without so much as a single scratch, nor even a shortness of breath.

7.14.2. **(Free with Level One Hundred)**: At Level One Hundred you'll be able to regularly defeat entire armies of soldiers with nothing but sheer skill alone, often times while giving them a handicap of only using one arm, and your magics could empower you to such heights that if you truly pressed yourself you might rival the armies of a whole nation of regular men, assuming they were all in one place and didn't run away once they saw you get really moving. Don't think that this will trivialize a fight against a peer of equivalent level and strength without considerable effort on your part however, broadness of skill often times is trumped by specialization for good reason after all.

7.15. **Damage Focused (Overlord) (100)**: You're trained and skilled in one particular area, dealing damage. You have focused on a singular weapon type to the

exclusion of all else (your body can be your weapon), and are at the level of a grand master with it. You could easily best any seven of your peers in sheer skill alone, though skill may not help you if the differences in equipment or physical ability are too far out of your favor. Regardless of that however is your sheer ability to deal raw, unrelenting, damage with your chosen weapon. You'll be able to pierce through armor with it, deal devastating blows, and cause massive amounts of critical damage to your enemies. Just starting out you'll be able to slay small groups of trained soldiers with relative ease, and so long as you're careful you're unlikely to take any damage of note. You'll possess a number of special abilities designed for striking with more power, increasing your accuracy, dealing considerably greater critical damage, as well for determining potential weaknesses in a foe.

7.15.1. **(Free With Realm of Heroes)**: In the Realm of Heroes you could easily enough defeat the garrison of an entire castle single handedly, and your special abilities have increased even further. Aside from more powerful versions of your previous skills you will also possess the ability to deal wounds that resist natural healing efforts, may ignore the damage resistance of enemies, and in addition you will have learned several methods to allow you to blow through the prepared defenses of a magic caster.

7.15.2. **(Free With Level One Hundred)**: At Level One Hundred your skills are virtually unmatched when it comes to the slaying of others. You could casually defeat entire armies of men and beasts without even batting an eyelash, and even beings of legendary martial prowess will find themselves merely your peers, at best. Your special abilities are even more powerful, and additionally you may now deal wounds that prevent both natural and magical methods of healing, as well as forcing weaknesses in creatures and enemies that do not normally have them. You'll also possess the ability to strike at range, well outside of melee, through either air pressure or the simple force of your martial prowess (your choice). Finally you will have unlocked the most devastating of all direct damage abilities. The Super-Move, Dimensional Slash (or pierce/smash). With this technique you will be able to, several times per day, deliver strikes so devastating that they travel across dimensions, bypassing virtually every single defensive measure known. Armor fails, toughness fails, magic fails. Only pure skill and dodging will save your foes from this technique and with this ability before you virtually anything can be killed. Pointedly it does not prevent foes from being resurrected. A damage focused warrior benefits tremendously from also training in defense focus, as their increased knowledge and skill in defensive ability serves only to heighten their knowledge at exploiting the defenses of others.

7.16. **Defense Focused (Overlord) (100)**: You're trained and skilled in one particular area, taking damage. Whether it's because you're naturally tough, particularly skilled at wearing armor, or have masterful use of a shield the simple fact is you can take damage like a champ and get up from hits that would leave lesser men dazed, if not dead outright. Additionally you are particularly skilled at grabbing, and maintaining, the attention of your enemies, ensuring they waste their time targeting you when they could be better spending their time focusing on your less defensively skilled comrades. Just starting out you'll have a level of skill at rolling with the hits that would leave you easily capable of taking on small groups of armed men, with nary a scratch to show for it, and oftentimes not a scratch at all. You'll possess abilities geared for gaining the attention of the enemy, even if they would normally ignore you, as well as abilities geared towards intercepting the attacks of others so that they strike at you instead of their intended target. You'll also have access to several abilities that will allow you to easily repair any damage done to your equipment.

7.16.1. **(Free With Realm of Heroes)**: In the Realm of Heroes you'll be taking on entire small armies of trained warriors (say a hundred or so) and will be unlikely to be injured by them to any significant degree, potentially walking away with no injuries so long as you aren't careless. Your abilities in maintaining the attention of foes are greater, allowing you to grab the attention of many enemies at once and keep it on you with ease, as well as allowing you to easily intercept the attacks even of enemies that aren't actually nearby. Your equipment can now be fixed in the middle of battle even as its being damaged, leaving the canny defensive fighter well suited for prolonged conflict. Additionally at this point you will be able to set a small group of allies as being 'body-guarded' by you. Half of any damage they would take is transferred to you, though your defensive abilities still apply to the damage in full, meaning it is likely you won't be hurt very much if at all.

7.16.2. **(Free With Level One Hundred)**: At Level One Hundred you can easily walk through entire swarms and throngs of ravenous monsters and berserker warriors and not even notice their attacks upon you. You'll be able to get and then keep, until you allow them to focus elsewhere, the attention of any foe you engage with regardless of whether or not attacking you would be a wise course of action for them, and your equipment is now impossible to break or be damaged by any method so long as you are holding or wearing it. Your bodyguard abilities can now be applied to a massive number of people, and will intercept up to 90% of the damage that would normally have gone to them. Your defensive abilities apply in full against the damage sent your way, as normal, meaning you could potentially tank for entire raid groups all on your own.

Finally you gain the Super-Move known as Invulnerable Aegis special ability. You can activate this at any time, several times per day, to render any attack made against you completely and utterly negated no matter how powerful it is. It is one of the few defenses known to be capable of fending off the Dimension Slash ability of the damage focused warrior. Naturally no matter what level you are as a defense focused warrior you're decent at actual fighting as well, though not quite to the same extent as the magic warrior or monk, and nowhere close to the damage focused warrior. This class synergizes tremendously well with Tireless and World Champion, allowing the defense focused warrior to drag out battles near indefinitely, allowing them to benefit from regeneration, tirelessness, and slowly-increasing strength as the battle grows longer until eventually they'll be able to batter down just about any opposition. To defeat such a warrior would require quick and overwhelming force, for in the long battle (which they would be uniquely suited to engaging in) they are a nearly insurmountable force.

7.17. **Magic Warrior (Overlord) (100)**: You're skilled in magic as well as swordplay. It's not really on the same level as your physical abilities but you're not exactly a slouch either. You're particularly decent at spells meant to debuff or otherwise hinder large groups of low-level foes, as well as spells designed to force singular opponents into unfavorable positions that you can then take advantage of. Additionally you're skilled enough with both your magic and physical abilities such that you can easily make use of both even in chaotic melee. That said your magic is best put to use putting your foes into unfavorable positions or forcing them to face you where you are strong and they are weak, don't expect to be blasting armies out of existence with this. Starting out you can easily best small groups of trained warriors via a combination of both might and magic, easily channeling your foes into unfavorable situations and footing in order to take solid advantage of them. You possess magic capable of weaving illusory effects, as well as more physical magics such as changing the consistency of the ground (such as from hard earth to soft mud) or causing negative effects such a grease or sleet to form where you desire. Your magics and abilities that directly target your enemies focus mostly on slowing them down and sowing confusion, often via dazzling them with bright lights, flashes, sounds, and so forth. You naturally have the ability to channel these sorts of powers through your weapon, allowing you to inflict these effects as you hit your foes.

7.17.1. **(Free With Realm of Heroes)**: In the Realm of Heroes you could trivially defeat large groups of trained warriors. You could easily sow confusion amongst their ranks via the crafting of illusions, such that they see everyone as an enemy, or everyone as an ally, or for single targets literal confusion as they are stuck by spells that leave them incapable of telling real from unreal or up from down. Induction of vertigo, poisoning, curses,

literally slowing people, and even petrification are all possible at this level, and you can even haste yourself. Naturally your melee skills are top notch at this point as well, capable of easily taking advantage of the openings your magic makes in order to make easy kills. Even without the benefit of your magic though your skill is nothing to complain about, easily the equal or superior of anyone that isn't a damage focused warrior or monk of a peer level to you.

7.17.2. **(Free With Level One Hundred)**: At Level One Hundred you'll be able to make literal topographical changes to the nearby terrain, creating gullies, small lakes, pitfalls, cliffs, and more. Your illusions are so powerful that it is virtually impossible to see through them without specific prepared counters, and the debuffs you can layer onto your enemies run the entire gamut of negative status effects, even including potential instant death, and can even hit large swathes of enemies all at once. Additionally your lower-leveled debuffs and effects become passive abilities, allowing you to layer such debilitations onto anyone you strike with your weapon without the need to actually expend mana in the casting. At this level your sword skills are near peerless, easily the equal of your magics, and outside of other peer level warriors it is unlikely you'll ever meet someone that can give you true challenge in melee. A Magic Warrior benefits tremendously from the knowledge of strategy and tactics that comes with The Long Game, allowing them to effortlessly direct their spells, attentions, and technique in such a fashion as to hinder their enemies into near-inability to act, leaving the Magic Warrior free to take action at their own direction and at their own pace.

7.18. **Monk (Overlord) (100)**: Differently from a 'damage focused' warrior who chooses their body as their weapon (and is more of a brawler) the Monk focuses on skill and grace, paired with explosive physical strength. Possessing the sturdiest, most flexible, and quickest bodies of all the physical classes they excel at striking when and where it would be most effective, rather than trying to overpower their foes with sheer brute strength. Just starting out you'll be faster, tougher, stronger, heartier, and with a greater level of finesse (with your body at least) than warriors that chose to focus on swords and armor, though such individuals may outperform you if their equipment is of exceptional quality.

7.18.1. **(Free With Realm of Heroes)**: Within the Realm of Heroes however your skin is akin to heavy steel plate at the weakest, and your strikes land with such quickness and ferocity that many bystanders will not even realize you've struck until after the fact. Additionally your heartiness will have grown to the point that you could casually resist even strong poisons, and disease and infirmity of the body are a thing of the past. You'll also possess a number of abilities of a more spiritual sort, such as eventually

being able to see the invisible, strike the intangible, ignore the damage reduction of enemies, and reinforce your body, mind, and spirit to significantly superhuman levels of resilience.

7.18.2. **(Free With Level One Hundred)**: At Level One Hundred your blows could crack castle walls, your fists and feet moving so fast that you do not even appear to have swung them, and your movement is so quick that even with just a casual walking pace it may seem to passersby that you are practically teleporting. Your spiritual abilities will have also struck their peak, able to ignore poisons no matter how potent, understand the hearts and minds of living beings (even if you can't speak their language, or they yours), and your physical aging will have stopped entirely. This class synergies tremendously well with that of a 'damage focused' warrior that chooses their body as their weapon, granting the skill, speed, and grace of the monk alongside the overwhelming brute power of the 'damage focused' class.

7.19. **The Hunter with 7 Weapons (Duel Monsters - Shadow Realm) (100)**: You're a fair hand with a blade, aren't you? You have a great deal of expertise with melee weapons of almost every make and kind, being able to pick up and use any medieval weapon and use it as if you were a veteran right away!

7.20. **Monk Fighter (Duel Monsters - Shadow Realm) (100)**: You are a hardened warrior, you learnt how to strike and not hurt yourself. From now on, you don't take 'backlash' from your bare-handed strikes, i.e if you punch a rock, you don't get the pain from the punch itself, though if the rock punches you back it won't protect from that.

7.21. **Good With a Blade (Akame ga Kill) (100)**: You are particularly skilled with some type of weapon, or possibly your bare hands, well and beyond what people can reasonably expect to achieve through normal means, but not quite supernatural. Not that a supernatural level of ability is out of the question in this world, and having such skill wouldn't truly qualify as rare.

7.22. **Huntsman Training (RWBY) (100)**: You graduated from a prestigious combat academy and you have the skill to show for it. You've mastered the acrobatic combat that is a staple for Huntsmen and Huntresses and can hold your own against hordes of mindless Grimm

7.23. **Spoon To The Eye! (Arifureta Shokugyou de Sekai Saikyou) (100)**: The monsters of this world are many and more dangerous than the average joe imagines, not to mention the war going on and the enmity of the fellow man. Training, all kinds of training are needed and you got it, both from your teachers and from the battlefield itself. You know your way around most weapons, be it a

longsword, shortbow, mace, war-axe, war scythe, club, spear, halbert, sabre, dagger, kriegsmesser, longbow, and many, many, many more. As expected, such expertise lets you pick up new weapons and master them to some degree with more ease. Of course, your style is highly unpredictable and unorthodox, being basically created by you, but no one can deny it's effective.

7.24. **Combat Skill (King Arthur) (100)**: Every knight needs to know how to fight. Most are trained to use a large variety of weapons, and most have either average or below skill in each. You don't settle with average however. You have the skill to match even masters in the use of a sword, bow, and seven other melee weapons.

7.25. **Saint-Rank Fighter (Mushoku Tensei: Jobless Reincarnation) (100)**: While you might not practice one of the three famed sword styles, you are undoubtedly a capable opponent in combat, having learned and reached incredible amounts of proficiency and mastery in Saint Dragon Battle Aura Fighting-Style of the Six-Faced World that you could be considered a Saint-Rank in this Combat-Style. While this also gives you all the knowledge of the techniques of the Saint Dragon Battle Aura Fighting-Style, you only master these techniques at Saint-Rank. This elevates your Mana Reserves to the point that you can cast half a dozen Saint-Rank Spells before being exhausted along with elevating your mastery and control of your Battle Aura that it can amplify your physical capabilities to its limits allowing you to become stronger than Advance-Rank Warrior but weaker than Saint-Rank Warrior in pure stats alone. You also gained an incredible innate talent at learning and mastering any Martial Arts-Styles and Powers though this is more prominent in Unarmed Combat-Styles and Magic-Spells which would allow you to reach Saint-Rank starting scratch within three years amount time though it would be faster if you have a master to learn from or if you already have a foundation for it.

7.26. **Saint-Ranked Warrior (Mushoku Tensei: Jobless Reincarnation) (100)**: The training that you underwent since you were a child has borne fruits, and you manage to learned and reached incredible amount of proficiency and mastery in North-God, Sword-God, and Water-God Sword-Styles of the Six-Faced World such that you could be considered a Saint-Rank in this Three Sword-Styles. While this also gives you all the knowledge of the secret techniques of the Three Sword-Styles, you only master them at Saint-Rank of the said secret techniques. This elevates your Battle Aura that it can amplify your physical capabilities to extremity allowing you to rival any Saint-Rank Warrior in pure stats alone. You also gained an incredible innate talent at learning and mastering any Martial Arts-Styles though this is more prominent in Armed Martial Arts-Styles which would allow you to reach Saint-Rank starting scratch within a year's time though it would be faster if you have a master to learn from or if you already have a foundation for it.

7.27. **Book of Martial Arts (Mushoku Tensei: Jobless Reincarnation) (100)**: There are many forms of Martial Arts that existed and there those famous and unknown ones but with this book records all of it. This book has the record of all known and unknown Martial Arts Styles in this world and it also contains instructions of the training regimens for each Style which are detailed and easy to understand that it's nearly impossible not to understand the meaning and descriptions of each Styles and training regimens. This book also records the Martial Arts Styles or something equivalent that you know or invented. Post-Jump this book automatically updates to include the Martial Arts System or Other Systems equivalent to it in the future worlds that you are in and the book has effectively infinite pages and opening to the desired page or style with just a thought.

7.28. **Civilian Skills (History's Strongest Disciple Kenichi) (100):** You find it exceedingly easy to apply your martial arts skills to mundane tasks. Leg strength developed through repeated kicking and great leaps could be applied to travel faster, and recreational parkour. Alternatively powerful punches, tight grasps and natural leverage techniques could be used in construction, repair and advanced art or sculpture. You will find innumerable uses when you begin applying your martial arts to everyday life.

7.29. **Caped Combat (With This Ring) (100)**: Fighting with super-strength is not the same as fighting with normal strength: a skilled user will rely on grapples to deny leverage rather than simply punching someone through something as soft as concrete. Likewise, fighting with super-speed, telekinesis, a danger-sense, or some other superpower demands different approaches to combat, both to fight with or against them. You have a great deal of skill fighting with and against supernatural powers and you adapt quickly when fighting with or against new powers.

7.30. **Killed Him with a Shoe (Ender's Game) (100)**: You can make anything into a deadly weapon and instinctively know how to get the best performance out of things that actually are deadly weapons.

7.31. **Beast of Gods (Fate/Grand Order) (100)**: Could there be any warrior more perfect? Any man more flawless? Compared to you? Not at all. At least when you're just observing from afar, you appear to be totally without flaws or weaknesses to anyone. You're perfect in aesthetics, though you are quite handsome, but you seem to lack any weaknesses, flaws, holes in your defences or other disadvantages to onlookers. Even those who have special powers to notice such things will fail to do so. It is only after directly interacting with your weaknesses that they can uncover them, such as by noticing that you take much more damage from fire than other sorts of attacks if you have a weakness to fire. Even that will be difficult to notice however, as any injuries you take seem far

less serious to your opponents, though your allies can still realise the severity if you wish them to.

7.32. **Shinobi (Generic Naruto Fanfiction) (100)**: What with all the screaming jutsu names and giant fireballs and kaiju summoning, its like these people have entirely forgotten that ninja are supposed to be stealthy. Well, good thing you're here to remind them. You are a true Ninja, a true 'Old School' shinobi. You have ungodly dexterity, patience and sheer skill at sneaking. You could sneak through a village full of ninja at high alert while wearing bright orange, and your skills at lockpicking, picking pockets, stealing, sneak attacks and the like, trades which demand stealth like this, are just as ridiculous. In addition, you no longer need to cry out any of your jutsu's names, being able to just execute any and all of your techniques without even uttering a word. You're also a dab hand at using the more 'traditional' ninja methods of dealing with people, such as poison use and various practical assassination techniques that don't require engulfing your hand in lightning and running in a straight line at someone. Finally, while you do not gain any supernatural abilities related to stealth, you can maintain any abilities you do have in just about any condition, be it drunk, injured, or unconscious.

7.33. **Combat Experience (That Time I Was Reincarnated as a Slime) (100)**: This world is a world where the Strong eat the Weak and the Weak serve the Strong and nobody without combat experience is going to survive for long here without heroes to save them. You've decided not to rely on something as nebulous as a hero and learned to fight and survive by yourself and gone into a fair amount scraps whether as an Adventurer of the Freedom Association or just as a Monster trying to survive their natural environment.

7.34. **Turtle and Crane (Dragon Ball Z) (100)**: You've trained in martial arts, earning the title of 'master', and it shows. You've gained mastery of at least three mundane martial arts of your choosing, and also have a knack for learning new styles. Augmenting your chosen styles with ki comes as naturally as breathing to you, though it may take some extra practice to gain such ease-of-use with ones you learn later in life.

7.35. **The Basics (Generic Xianxia) (100)**: Mastering the basics is what makes you advanced, and you have learned the arts of combat a long time ago. As such, your fighting ability has improved. The effects are noticeable compared to a neophyte; you deal more damage, you hit more often, you evade and parry more, you hit where it hurts and it hurts less when you're hit. Ultimately you are better at finding or creating advantages when fighting. This applies whether the battle is a physical, mental, or spiritual one. Additionally you find you have an easier time grasping the basics of any new technique, skill, or ability you learn, though progression beyond the basics will be entirely up to your own time and effort.

7.36. **Total Concentration Breathing (Demon Slayer) (200/300/400)**: Oh, now it gets interesting. After a certain point, training your body in the classical sense just doesn't make fighting demons any easier. But! Fret not, because with this, you're now a practitioner of a Breath Style; at the core of this technique, whatever it happens to be for you, is specialized patterns of breathing combined with precise movements of your blade, evoking something elemental or natural with each technique. At first, this simply makes you a fair fight for your average demon - not the Twelve, certainly, but someone who's had a few good meals in their lifetime - thanks to your expanded stamina, heavily-oxygenated muscles, and precisely stylized strikes. You'll never break a blade (or spear, or mace, or whatever else you fight with) because of a bad swing again, and as your lungs grow stronger, so do you. Of course, this baseline assumes you're practicing an established style...but with an additional purchase of this Perk, you develop you'll achieved Pillar-level mastery of something more unique, a signature style of sword-fighting that may very well be yours and yours alone, and by buying this Perk a third time, you are the progenitor and grandmaster of a complete fighting style on par with the Breath of the Sun itself - hell, if may not even be a sword-based fighting style. This will allow you to teach others your style as well and like the Breath of the Sun, there will be enough material for other skilled fighters to develop their own variations of it.

7.37. **Way of the Bat (DCEU) (200)**: Gadgets and powers can work on their own but adding in martial training will multiply their effectiveness several times over. You learnt since childhood the ways of beating other men into the dirt and making sure that they don't get back up. You've become extremely skilled in several forms of martial arts, covering both unarmed combat, weapon usage and how to effectively use any devices or powers you have gained here in combat. A super strong brawler might be scary but that's nothing compared to a super strong master martial artist.

7.38. **Innate Talent - Martial Arts Prodigy (Overlord) (200)**: This probably doesn't do what you're thinking. In this world 'martial arts' are known as "a warrior's magic" and are special skills and abilities that warriors (in general, not just people with the Warrior origin) can learn in order to empower themselves and perform supernatural feats. This talent enables you to learn 'martial arts' in half the time it would normally require and additionally allows you to activate twice as many martial arts at a time than would otherwise be normal (a legendary warrior might normally be able to activate as many as seven at once, for example, whereas at the same level you would be able to activate fourteen at once). This also reduces the stamina cost of 'martial arts' to half of what thewould otherwise be. If people learned you had this talent, and you actually practiced to take advantage of it, you would be hailed as a mighty hero. Example 'martial arts' include increased magic resistance, resistance to mind influencing spells, increased physical prowess, amplified speed, the ability to analyze and identify weaknesses in

others, the ability to have perfect knowledge of everything within a three meter radius of yourself, the ability to completely nullify the physical force behind a single strike, the ability to hit multiple targets with a single strike, extremely short term (a few seconds at most) combat precognition, and so on. The more powerful the martial art the longer it takes to learn and the more stamina it takes to use.

7.39. **LET'S MURDER SOMEONE (Medaka Box Abnormal) (200)**: A bunch of knives, a spear, a sword, a rocket launcher, a club larger than your actual body- how the heck are you fitting all of this under your clothes? It's almost like you have some sort of pocket dimension through which to store a truck's worth of size inside the hidden spots on your body. In reality, you're just supernaturally good at hiding things on your body, even if the space is inside your mouth or under your armpit. You still have the weight of the things hidden on you but they are entirely undetectable and able to be instantly withdrawn when you desire it, as well as working as an incredibly effective training weight system that will rapidly train your physical strength and speed. ALL ABOUT ME- 200

7.40. **Combat Analysis (Toaruverse) (200)**: Having fought for hundreds of battles you gained preternatural ability to analyze and exploit the weakness of your enemies, at glance you can roughly guess to overall power of a person or group. The longer the fight or the more you stare them the more you can guess their weakness and the full extent of their powers even they haven't showed it which is very accurate. The stronger you are the faster you can analyze the strength and weakness of everyone and if the gap is too great between you and you're target you can instantly know everything about your opponents. This also applies to technology or any constructs that you want to find its structural weakness.

7.41. **Old is Gold (Full Metal Alchemist) (200)**: While yes, the only major differences between this world and ours may seem to be just the automail, and the alchemy, there is one other difference. You see, in this world, many of the combatants are what you would call superhuman. Their speed, strength, and endurance is enough to take shots that would kill normal men, do leaping backflips, and pull off the most ridiculous feats of Ninja-like(sometimes literally) balance and dexterity. You too, are no different. You're a master of close combat on the level of Fon, or king Bradey without the use of his Ultimate Eye. You're easily able to cut down or beat up scores of men with melee, and if you had superhuman strength or durability, you would be capable of taking on entire armed forces including the armor. To add to this, age does not diminish your abilities in the slightest, and you're just as dangerous aged into your elder years as you are when you're but a youth.

7.42. **Not the Head! (To Love-Ru) (200)**: Your defensive skills seem to increase whenever you are in actual danger of death or permanent harm, proportionate to

how high or immediate this danger is. Evading a sword slash may become easier than evading a punch.

7.43. **Fists of Modern Fury (Petals of Reincarnation) (200)**: Sealing the deal? Pshaw, you'll do more than that. You've got the talent and skill to make yourself far beyond what even world class martial artists consider possible here. Barehanded against a squad or three of highly trained, fully loaded Special Forces operatives? They'd been scraping their remains off the wall, quite literally, whilst you'd waltz out of there whistling away. Not only are you a brilliant martial artist, your martial arts also manage to hurt people regardless of the weird abilities they have. It won't bypass durability or the natural material of their bodies, so don't try to punch some kind of slime person, but they can't negate your martial moves with any kind of esoteric ability. They won't be rewriting the past to get rid of any bruises you've given them or using supernatural shields to stop your kicks reaching them.

7.44. **Tank (Generic Gamer) (200)**: You were born to be a tank. No, not an army tank — a game-style tank, focused around taking the enemy's hits so your friends don't have to. It's not necessarily that you're tough, though you very well may be — attacks and hostile effects just seem to have less effect on you. Swords nick rather than slice, electricity treats you like you're made of rubber, altered gravity has a fifth the effect on you that it should, and so on; it's pretty weird how resilient you are to everything, but it's exclusively beneficial, so who cares? It's not just a matter of being able to take a bunch of hits without going down, though — you know how to redirect strikes to do the least damage to you they can. And, somehow, you're not only able to enrage your enemies so they attack you rather than anyone else, but you're able to do the same thing to their attacks, drawing them towards you regardless of their initial target so long as you're within range

7.45. **DPS (Generic Gamer) (200)**: That stands for 'damage per second', by the way. Something you're great at dishing out. You have a knack for using your powers and abilities offensively, such that you could use even normally non-lethal powers totally new to you to deadly effect, as if you'd practiced with them for decades. You not only have an intuitive grasp of what sort of attacks would be most harmful to a particular enemy, but you're able to spot weaknesses and chinks in their armor with ease; if that weren't enough, your attacks seem to actively seek out their targets — and their weak points, if they have any — of their own accord. Your attacks seem to move faster and take less out of you, sword swings ignoring air resistance and fireballs requiring less fuel. Furthermore, your attacks seem to at least partially ignore defenses; this means that they do more damage than they otherwise would, sure, but it also enables you to hurt people with what they're normally immune to, even when it doesn't make sense, poisoning someone without a body or burning a fire elemental.

7.46. **Specialist (Naruto) (200)**: Every ninja no matter what, specializes in at least one area. Some specialize in ninjutsu, some specialize in genjutsu, and some in fūinjutsu. Specialists possess far greater power and skill than those not specialized in their chosen area. For each purchase of this perk, you can become exceptionally good at learning your chosen specialization. For example, one who picks fūinjutsu would have the potential to equal the greatest of the Uzumaki Clan with the proper training, while those who pick genjutsu could eventually rival Itachi Uchiha himself even with his Sharingan. This purchase bestows all the relevant knowledge and information needed and allows for a beginner to learn everything related to your chosen specialty in a fraction of the time it would normally take. The narrower the focus of your specialization, the faster you learn. This perk can be purchased multiple times, and you can mix specialties for free, such as making a Nin-Taijutsu specialization, but you have to purchase the specialties you want to mix and fuse in order to do so. Barring medical ninjutsu, you can purchase any specialty. For specialties that have multiple different styles, like taijutsu and kenjutsu, you can choose what style you want, such as kenjutsu in either the iai-focused samurai style or Killer B's multi-bladed style or focusing on the Strong Fist or the Gentle Fist for taijutsu. For those who want to purchase multiple styles, they get a discount, but only if they are purchasing different styles for the same specialty.

7.47. **Specialist - Kenjutsu (Naruto) (200)**: Every ninja no matter what, specialises in at least one area. Some specialise in ninjutsu, some specialise in genjutsu, and some in fuinjutsu. Specialists possess far greater power and skill than those not specialised in their chosen area. For each purchase of this perk, you can become exceptionally good at learning your chosen specialization. For example, one who picks fuinjutsu would have the potential to equal the greatest of the Uzumaki Clan with the proper training, while those who pick genjutsu could eventually rival Itachi Uchiha himself even with his Sharingan. This purchase bestows all the relevant knowledge and information needed and allows for a beginner to learn everything related to your chosen specialty in a fraction of the time it would normally take. The narrower the focus of your specialization, the faster you learn. This perk can be purchased multiple times, and you can mix specialities for free, such as making a Nin-Taijutsu specialization, but you have to purchase the specialities you want to mix and fuse in order to do so. Barring medical ninjutsu, you can purchase any specialty.

7.48. **Master Monk (Duel Monsters - Shadow Realm) (200)**: Day in and day out training has allowed youcombat reflexes that are unmatched by any other's! When you're attacking with your bare hands, you could strike with twice the amount of speed as normal, performing two blows in the time it'd take for you to normally land one!

7.49. **Instinct of Doug (Rune Factory) (200)**: So when it comes to combat, monsters are pretty tough to beat, especially ones that you aren't familiar with. From now when you're fighting an enemy, you'll innately know the extent of their abilities and how strong they are. You learn attack patterns, weaknesses, variants, resistances, you name it. As you fight them and win, you become better at taking them down or killing them, even if you shouldn't be. While this does help you in combat, this doesn't give you any combat skills or help you to exploit the knowledge you actually have, this just gets you a way to not die within the first 12 seconds or so.

7.50. **Combat Savant (Sekirei) (200)**: You're a lot better at fighting than people might think. Using weapons or your fists will have quite a bit more impact against your enemies. You're light footed and quick to react in combat related situations too.

7.51. **Fist over Hand (Marvel Cinematic Universe Vol. 2) (200)**: There is a special power that granted to only those the monks of K'un L'un deem worthy. It is a gift from Heaven itself, that grants one the potential to become so much more than a mere human and to walk with great purpose in their life. But it's doubtful you want to be stuck with such a burden, so instead let's work around that and offer this power for a price. Upon purchase, this grants you the ability to collect, harness, and train the mystical force of Chi. This power comes from within and can be used for a myriad of effects including healing others of wounds and poison, increasing one's strength and reflexes, and even enhanced control over the functions of one's body. More effects will inevitably be unlocked as you train, with prior effects being able to grow to new heights.

7.52. **Senjutsu (Highschool DxD) (200)**: While magic and mana are the universal constants of this world, and magical systems are different ways of utilizing it, other energies and practices do exist in this world. This trick in particular allows you to control and harness your own vitality into an energy called 'ki', which when concentrated will strengthen your physical form considerably, letting your fists and feet strike much harder against foes. In addition, it lets you read and sense the 'ki' of others, letting you read and predict movements and spy on the enemy's current state from a distance. Take a deep breath, because now this power is yours to command.

7.53. **Kyokushin Karate (The God of Highschool) (200)**: Otherwise known as Full Contact Karate, it is one of the most popular Martial Arts in the whole world, having many millions of practitioners counted and likely even more uncounted. The version you have learnt is far above the normal art that is taught however. You have learnt the Four Pillars techniques, moves that involve the manipulation and enhancement of your life energy to create incredibly destructive blows or blasts or energy. You could even unlock the final secret technique in time, built

on using all Four Pillar moves in concert to hit with the force of an entire mountain.

7.54. **Revival Taekwondo (The God of Highschool) (200)**: also called Re-Taekwondo, was South Korea's answer to this. Created by Taejin Jin with WTF Taekwondo as a base, it focused on eliminating what weaknesses remained in Northern style and enhancing the art as a whole with stealth techniques. A perfect counter to the Northern style, it progressed greatly under the hands of its founder, with techniques to manipulate air pressure or apply the force of singular attacks multiple times over being created.

7.55. **Who Needs a Sword? (The God of Highschool) (200)**: Not you, that's for sure. A lot of Martial Arts might seem to need weapons or be made for unarmed use but you've realised that it's all just a manner of perspective. Make a flat palm and swing it around really fast and you might as well be using a sword. You've got the ability to be able to use Martial Arts techniques that require a weapon or require not using a weapon with the opposite instead. Your sword techniques can be used with empty hands and your unarmed martial arts can be translated easily into forms that you can utilise with a sword, spear or other weapon. Whilst this ability works instantaneously, the translated techniques will be less powerful until you can actually train their use for a bit to recover that power. And anything that actually does require a specific weapon, such as an ability or move unique to a single sword, cannot be translated to the opposite format with this.

7.56. **Team ABC (The God of Highschool) (200)**: You and the other Judges may work often as solo agents but you're real strength comes out when all of you are fighting in tandem. Rather than spend time hashing out a battle plan in the midst of a running conflict, you and anyone fighting on your side on a small scale will just innately know what each member of the party can and can't do and what action they're about to take. You'll work together like you've been fighting partners for decades, even if you've only met each other a few times. When you're off the clock, there's no guarantee you'll get along with whoever's on your side in the slightest but when it comes time to get serious, you'll always be able to put behind you any grudges and work with your allies, as they will be able to do the same for you.

7.57. **Limit Break (Arifureta Shokugyou de Sekai Saikyou) (200)**:You have been gifted with one of the most useful skills that there could be. The ability to multiply all your stats for brief periods of time. A trump card when facing tough opponents. While it starts as a x3 multiplier for mere five minutes, with time and training you will become able to unlock more powerful versions that last longer and boosts you further.

7.58. **Mechanised Martial Arts (Infinite Stratos) (200)**: A lot of people might think that putting years of your life into learning martial arts is pointless when you only fight in a mecha suit anyway. You're here to prove that yes, wrestling is indeed a viable form of mecha on mecha combat, regardless of what the haters say. You've got a great enough mastery over one style of martial arts, armed or unarmed, to be able to win national competitions with ease and better yet, you can perfectly translate this martial art to any giant robot you pilot. If you know other forms of fighting, you can still learn to translate them this way, but it'll take a lot more time.

7.59. **Unnatural Skill (Percy Jackson) (200)**: Whether from your heritage or just being that good you've got one particular mundane skill that your feats with border on supernatural. Whether you're a smith on the level of the Cyclopses, a near prescient tactician or a swordsman who is ny unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost).

7.60. **Importance of Control (Dragon Ball) (200)**: This is a lesson that so few warriors in this world truly learn - knowing when to hold back or use restraint. When you can shatter stone like glass or move faster than the wind, the world around you feels just a little more fragile. You've gained a sense for when your strength or powers will overwhelm someone or something, and the ability to make your blows non-lethal before impact, sparing unnecessary casualties and merely knocking them out - injured, but alive. This control also lets you greatly reduce if not eliminate the risk of collateral damage, preventing it before it truly happens.

7.61. **Only What You Need (Dragon Ball) (200)**: How do you make it look so effortless?! When you dodge or strike at an enemy, you're able to do with incredibly efficient movements, only using the muscle power and telegraphing the absolute minimum of your movements. This lets you enjoy a boost of speed and dexterity, as well as conserve much more stamina than you could normally in a long battle. As a bonus, this can let you look casual and collected in battle, which is impressive to those who watch it.

7.62. **KILLING IMPULSE (Medaka Box Abnormal) (200)**: Born to kill, you're better than anyone can be at it. You've got an instinctual desire to kill everything you see but unlike Munakata, you are in full control of this desire. The benefits you gain? That same desire results in an effortless mastery of every form of killing. You are naturally talented in the extreme at all forms of combat, assassination and murder and find it even easier to improve your talents to greater, physics-

defying degrees such as becoming good enough with a sword to cut through sound. You are also exceptionally good at avoiding being killed, knowing exactly how to maximally reduce the damage you take from blows, even if you can only shift a few inches at the time.

7.63. **Holocron Collection (Star Wars the Clone Wars) (250)**: Small techno-organic devices that contain all the information you need to train someone into a Jedi or Sith apprentice. The holocrons hold basic information about the Jedi and Sith orders, along with instructions for how to build and use lightsabers, and how to harness and wield the force.

7.64. **Blasterslinger (Star Wars the Clone Wars) (300)**: You gain an affinity for unconventional weapons and impractical methods of weapon wielding. You easily fire guns akimbo, wield two double-bladed swords at once, and fire typically inaccurate weapons with extreme precision.

7.65. **Ssam Su Takkyeon (The God of Highschool) (300)**: Created by Park Il-Tae and Mastered by his grandson Park Il-Pyo, Ssam Su Takkyeon was built as a combination of Re-Taekwondo and Practical Takkyeon, using the latter to overcome the weaknesses of the former. It holds all the strengths, speeds and techniques of Re Taekwondo but adds in the special skills to forcibly control the momentum of the opponent's body, ways to negate the force of opponent's attacks while striking back at them and even the ability to ignite the air around the user's blows by grinding their fists or feet against another surface.

7.66. **Dracule Swordsmanship (One Piece: New World) (300)**: Few have taken their mastery of the sword to the levels you have, able to turn a butter knife into a deadly weapon, and capable of cutting through steel. With this mastery, you are able to swing your sword with such precision that you can use the very air as a way to extend your attacks, with none of the force behind it lost.

7.67. **Master Combatant (Arrowverse) (300)**: You're proficient in various types of fighting styles, and can more than hold your own against your opponents. Thanks to your experience and training you're able to fight multiple people at once. You've styled your fighting styles of self-defense, offense, grappling, and take-downs after your many mentors. You're an outstanding weapon combatant as well, able to hold your own against the best with nearly any weapon. Your aim is such that with any ranged weapons, you're able to shoot 6 bouncing tennis balls without missing, shoot objects off of people without harming them and shoot with deadly accuracy even while in motion. You can also accurately anticipate an enemy projectile to shoot it down and fire multiple arrows with a bow or throw multiple knives at once. Your skill with melee weapons are enough to hold your own against several skilled opponents, or overwhelm a single skilled opponent.

You've received training in all melee weapons, and are equally skilled in them all. You could easily be one the best in the League of Assassins.

7.68. **School of Hard Knocks (Generic Fist Jump) (400)**: You have experience with real combat, not just training or tournament fighting. This has sharpened your instincts, letting you quickly find an opponent's weaknesses and patterns, as well as concealing your own. You are impossible to trick with a feint, and are always aware of your surroundings.

7.69. **Fought Wars In The Ring (Generic Fist Jump) (400)**: Some people say violence never solves anything. That just isn't true. Whether it is beating some common decency into a thug, or winning the Cold War with a boxing match, you can influence people in a variety of ways through the act of hurting someone. This is more effective when applied directly, but if the fight is suitably epic, even spectators can find their views and opinions changed.

7.70. **Hakuda Master (Bleach) (400)**: With all the swords being swung around, it might not be surprising to see how limited in knowledge many are with martial arts. Even the Hollows tend to abandon these skills, despite how brutally effective they can be. You've gained a mastery of multiple such arts, leaving you equivalent in skill to Yoruichi or Sui-Feng in the ways of beating the shit out of everyone with bare hands and feet. Your mastery of Hakuda makes you a deadly combatant, with a variety of techniques involved. From straightforward offense moves that increase your direct power to a variety of utility techniques for enhanced mobility or endurance. Your martial arts are particularly suited for taking on multiple foes at once, letting you largely negate the advantages by slipping between and playing them against each other. You might not win a fight you otherwise couldn't but it can let one Captain safely drag out a battle with several other Captain or Vice-Captain level opponents. Lastly, as is rather needed given the ubiquity of swords, you excel at working around armed opponents. Disarming them or just using that unwieldy weapon to their disadvantage, you pretty much nullify the benefit they'd normally claim from being armed while you are not.

7.71. **Nabong Needle Ryu (The God of Highschool) (400)**: Created by Na Bong-Chim, this style is weaponised acupuncture, fighting using the pressure points of the enemy and yourself. Working with both needles and bare fingers, the user can weaken his opponents, stop their bodies from functioning right or cause paralysis, cause massive internal damage with light pokes and manipulate the body's functions such as stopping blood flow or making the enemies body explode from the inside out. The art also focuses on how the user can enhance their own body. Thus it can neutralise incoming techniques that rely on pressure points or similar parts, stop the user's ability to feel pain, boosting their strength and speed greatly and allowing them to fight under even heavy wounds to their body and the greatest technique of the Nabong Ryu- the removal of the body's

limiters. By releasing a certain point in the brain, this technique multiplies the physical powers and life energy that their body can output but at the cost of immense rebound damage to their body once the limiter removal runs out. To use this technique requires the consumption of a Sage Pill, a mystical fruit from the Sage Realm, something that threatens the lives of even a human on the level of The Six, as it was only meant for the consumption of Demons and Gods.

7.72. **Saint of the Sword (The Elder Scrolls V: Skyrim) (400)**: This isn't something seen all that much anymore now is it? Perhaps you found an old Redguard who still remembered the art, or your parents taught you, regardless you now possess the abilities of a Sword Singer and more impressively the burgeoning power of an Ansei. Ansei are able to manifest a Spirit Sword with some effort, though without training it's not all that practical in battle. Right now you're weak in comparison to the masters of old, though able to scythe through lowly bandits and forest animals you'll struggle greatly against foes of greater skill and power for the time being. Given time great power, that some would say rivals even magic is possible, ranging from creating shockwaves from your blows to magical storms. As a final note, the greater your skill with the blade the greater your ability with Shehai or Spirit Sword will be.

7.73. **Kaminote Blow (Duel Monsters - Shadow Realm) (400)**: A wise karate mouse taught you this ability, in exchange for a warm meal and a soft bed. This martial arts technique focuses all of your striking power into a single knuckle. This may be hard to land due to the small amount of contact you can make with the knuckle, but if it lands it can break through the mightiest defenses in this land, crippling and defeating even heroic warriors in a single attack, and making titantic beasts like the Blue Eyes stumble or even fall upon impact.

7.74. **Mach Speed (Akame ga Kill) (400)**: You have trained and fought developing your body and reflexes such that you can run and fight at the speed of sound. Not that dodging bullets is the rarest of skills here, but you are nearly as fast as the fastest people around.

7.75. **Classic Assassin (Akame ga Kill) (400)**:You aren't like a lot of the assassins around here, where they break their way in and slaughter everyone, you are skilled at the more subtle skills of assassination. Stealthy entry, properly integrating yourself within an organization, or observing a target for times when they are at their weakest, and then fulfilling your mission with either poison or a careful and stealthy blade. You are a master of proper assassination, and though this doesn't give you much in the way of combat ability(mostly just knowledge of vitals and poisons), you are skilled enough to rack up one of the most impressive kill counts around.

7.76. **Brodik's Utility (Rune Factory) (400)** So it turns out that you can't just get into fights if you are absolutely horrible at utilizing your equipment. Honestly, that should probably be a no brainer as far as your concerned. From now on everything that you can use in combat: Melee weapons, ranged weapons, midrange weapons, explosives, armor, accessories, allies, vehicles, giant golems, or whatever else you might you might want, you are able to use it at 100 percent efficiency and effectiveness as long as you are able to wield it. Have a rusted sword? No problem, that is good for taking on a boss if you hit the right spots, and using better weapons increases your odds. If there were weapons or armor that would normally be impossible for you to use, you are now able to wield them at the cost of 100 times the base energy cost for that item. Even if you were to find a weapon from a far-off land that was unlike anything you have ever seen before, you could figure it out just by picking it up. This also extends to your body, awakened and dormant powers you possess, or anything else. Go nuts.

7.77. **Musashi Miyamoto (Petals of Reincarnation) (400)**: The famed dual wielding swordsman from Japan, though it seems that he became something altogether quite monstrous as he grew in age and skill. When activated, this power grants the user a transformed state resembling that of a black skinned devil. Possessing twelve arms, each with a supernaturally sharp sword, the state bestows superhuman strength and speed onto the user. Musashi is able to move faster than the human eye can track and cut with enough force that the mere air pressure of the blade's swings will be enough to cut through castle walls. You also gain all the immense skill of Musashi at wielding the 12 katanas you now hold, making you a legendarily good swordfighter.

7.78. **Morning Hope/Evening Despair (King Arthur) (400)**: From the brightest mornings to the darkest nights you shine to the people under your command. With a strong will, and the skill to inspire anyone who cares to listen to your words you are a leader to be feared by those who oppose you. Above all however is the unique ability you possess. You can, through force of will make any weapon you touch emit a blinding light or an obscure darkness capable of obliterating your enemies. Though exhausting at first with use the force of will required to use this ability will lessen. Eventually you might destroy castles with a single blow or even cut down a mountain.

7.79. **Dead Eye (Red Dead Redemption 2) (400)**: The Gunslinger. The Trick Shot. The Dead Eye. You are a master shot, able to draw and let loose a firestorm of lead with incredible accuracy faster than just about any man, with a predilection for headshots. What's more, at times you are able to slow your perception of time to a crawl, allowing you to see the vital areas on your enemies and more easily select your shots, whether it be to disarm or to kill. Those who duel you are fools, and those that try to kill you are dead men walking.

7.80. **Grandmaster of Combat (Young Justice) (400)**: You've mastered nearly every melee and ranged weapon known to man, and you can keep up with skilled fighters like Batman and Deathstroke- and with even more time and training to hone yourself, you may even surpass them. You also learn fighting techniques quicker, especially when taught by a skilled teacher.

7.81. **Fight On! (The God of Highschool) (400)**: Losing a limb can be a fatal sentence for a Martial Artist. The innumerable problems such as lacking a limb and the permanent change in balance would retire all but the best Martial Artists and even those prodigal talents would find themselves severely hampered by that loss. Some learn how to deal with this loss and you're the best among them. You are able to instantly adjust your fighting style to any sort of damage or loss of body part, never losing effectiveness until you are completely immobilised. Even having a single limb left would let you fight as if you had all four. Having all your arms and legs off might stop you...until a few seconds later when you figure how to fling yourself around with your hips and smash your foes to death with your head. And over time, you may even learn to turn these losses to an advantage, discovering ways to cut down on inefficiencies and strengthen your style after losing the crutches that others call limbs.

7.82. **Immense Skill (That Time I Was Reincarnated as a Slime) (400)**: You're as skilled in a weapon of your choosing as the Sword Saint Hakurou is skilled at a sword. As long as it's using your weapon, you could handily always "thread the needle" with an almost perfect success rate and anyone you teach is likely to quickly reach at least B-Rank and beyond through mere skill alone. If they go on to become people of import then your own legend grows as theirs grow, for is the one who taught such impressive people not far more impressive than they?

7.83. **To Slay A God (DCEU) (400)**: You've got the training fitting for a being raised to kill gods. Thousands of years of practice in every kind of warfare, strategy and weaponry, short of the modern firearms of mankind. This skill is such that you can keep up with people tens of time stronger and faster than you, making up for your lack of strength and speed. You're the greatest fighter on the planet, with only a single equal in the form of the Amazonian princess Diana. At least in terms of raw skill.

7.84. **World Champion (Overlord) (600)**: You are the very model of what it means to be a warrior. Your every swing is a master stroke, your every maneuver a brilliant display of skill and ferocity. Your physical combat abilities are boosted tremendously and you will find yourself gaining in strength, speed, and agility the longer a battle continues and the more opponents y face, though this increase in physical power will slowly return to its base level once the battle has concluded. In terms of fighting prowess you could defeat any three peers of your same level,

regardless of the difference in equipment between you, with utter and humiliating (for them) ease. Additionally you will find that the better a strategist and tactician you are the more dangerous you become, the knowledge of battle planning and tactical ability combining together to give you a reliable and comprehensive battle precognition that will let you see your enemies moves long before they arrive, and maneuver them appropriately to render them utterly impotent. The greater your skill in strategy and tactics the more far reaching this foresight becomes, though it only applies to combat. You could potentially plan out an entire war with this if your tactical acumen rivaled that of a god, but you wouldn't have any insight on how to keep your country economically stable afterwards.

7.85. **Six Powers (One Piece: New World) (600)**: A superhuman martial arts style, a master of the style will have the strength of a hundred men. Hardening the body to become iron-like, relaxing the body to act like paper in the wind, poking with the force of a firearm, kicking the ground hard enough to dash at speeds that can't be tracked, kicking with enough force and precision to turn the air into a blade, and kicking off the air so hard that it gives the illusion of flight. These are the basic powers offered, with time and training allowing the use of combinations of these and even being able to learn a secret Seventh Power.

7.86. **Sniper King (One Piece: New World) (600)**: Capable of near impossible feats of marksmanship, you are able to hit any target within your line of sight with pinpoint accuracy and the reflexes to match. As an example, you could hit an apple off of someone's head a mile away with only a slingshot if you only had normal human sight and one working eye. No one is safe from your reach.

7.87. **Champion of Skyrim (The Elder Scrolls V: Skyrim) (600)**: If there was a Fighter's Guild in Skyrim you'd almost assuredly be its champion. The skill and talent you have for battle is tremendous and fits more in the legendary tales of Ysgramor or possibly even Pelinal Whitestrake than it does reality. To you fighting is an art, an art you've mastered, weaving men's innards like a tapestry with your sword and spear is as easy as dancing your way through the frontlines of a bloody battle without taking a single blow, while felling many of the enemy with ease. As a final boon and to ensure your body can keep up with your skill, your physical form is enhanced further and you'll find that spending hours upon hours hacking your way through enemies is no issue, nor will shrugging off many wounds. You're already the stuff Heroes are said to be made of when it comes to the martial way, and yet it seems you've still got room to grow. I wonder, how will future generations look back on someone such as you?

7.88. **Hougetsu Jigen-tou (Rosario + Vampire) (600)**: The Youjutsu Moon dimension sword technique lets you use your bare hand as a weapon. This works by "Delaying your existence" allowing users of this technique can cut through virtually anything. It works like a saw that can come and go through dimensions.

Experts in this technique can manage 100 repetitions a second. You can only do 10. Those who have mastered it can use it to phase through solid objects for a short period of time.

7.89. **The Eight Gates (Naruto) (600)**: The Eight Gates are special points in the body that exist to control the flow of chakra within the body. Ordinarily, a person could use no more than 20% of their potential in order to prevent the body from harming itself. With training, an individual can learn to release these limiters, increasing their strength and speed. By taking this perk, you can now open all Eight Gates and survive unlike in canon. You will, however, be incapacitated for a minimum of six months unless you possess a regenerative factor that can counteract your injuries.

7.90. **Lone Wolf (Duel Monsters - Shadow Realm) (600)**: They say an unarmed man on his own is powerless before REAL strength in this world, that magic and might beyond a mortal human would fell such a man. But you know that willpower alone can overcome everything, at least for a while. During battle, you can enter the state known as “Lone Wolf”, where you are able to heavily resist the effects of magic and physical damage being greatly mitigated during the fight - blows that would shatter your bones merely bruise, magical firestorms lightly singing you instead of reducing you to ash. However, once you enter this state you will be forced to keep it up until the fighting is over, and when the fight does end you’ll lose this benefit. Still, through your will and this technique, you could truly outshine a magician for at least long enough to kill them with your bare hands. Just take care - even with this durability, injuries can add up quickly.

7.91. **Natural Killer (Akame ga Kill) (600)**: Regardless of any clumsiness or other issues, you are a natural assassin. You can handle any distractions in the middle of a fight and always move effectively to result in a kill, in fact your mind clears in a fight making you more coordinated, and makes everything seem more intuitive. You also have a natural ability to understand vital spots in your opponent and understand tactics on an instinctual level.

7.92. **Master Swordsman (Akame ga Kill) (600)**: You have trained long with a sword, such that now you could even cut through the armor of a Teigu with an ordinary blade as though it was no more than leather. Your skill is even such that you could cut down ordinary people fast enough that no one in the area would notice, leading even your victim to taking a few steps before collapsing.

7.93. **The Legend of Kross (Rune Factory) (600)** You are a paragon of war, able to take on hordes and hordes of the strongest monsters and soldiers around. You can see the weaknesses of a foe just by looking at them, you know how many hits they can take, and every time you slay one you get an item based on how tough they were, and this stacks with other items drops. Whenever you are using

combat techniques you only need a tenth of the normal energy required to use any moves, andyou quickly learn how to improve from each fight, from the lowest of monsters to world ending foes. Everything you know how to use is a weapon in your hands, from taking out tanks with a watering can, to taking out Gelwein with a fishing pole if you ever get that strong. Every form of combat you have can be used with other combat forms, Non-combat skills can be used this way as well, and you can even use combat skills for mundane tasks quite easily. You constantly improve your abilities in combat, from strength and speed, to things like improving your more unique abilities from other jumps.

7.93.1. **(Protagonist Boosted)** Well now... I guess the previous description is beneath you. In battle your body and every ability you have constantly increases, and even in fights with weak monsters like woolies all of your abilities can increase by up to 1 percent in a one on one fight. With every battle you engage in you'll learn new applications for your abilities, and you will gain new abilities derived from the old ones you had, either individually or as combinations. If you choose to spar with others, while they won't nearly gain the same benefits as you at first, they will gain a somewhat reduced version of this non-boosted perk. Anyone you beat in a fight, regardless of if it's fair or not, will at minimum gain a great respect for your abilities and will grant you one request, provided they live. Have fun mowing down armies or bosses rapidly. The effects of this perk can also be used to upgrade equipment or anything else you own by dividing your boost between yourself and your possessions, but this is guaranteed to be less effective and less efficient than using the blacksmith perks to upgrade them.

7.94. **Evasive Maneuver (RWBY) (600)**: You usually need to take damage to lose a fight, and you're incredibly good at making sure you never get hit. You have an almost supernatural ability to not only dodge and deflect attacks, but to gracefully control the flow of battle as you do so. Your combat reflexes are instantaneous and so long as you are even slightly relative to your opponent in speed, it's unlikely that you'll ever be touched. This also boosts all of your skills and abilities when they're being applied to avoiding damage. Survival is what you do best after all.

7.95. **A Funny thing happened (Marvel Cinematic Universe Vol. 1) (600)**: You are a walking bastion of skill and danger. Your martial art skills are so sharp that you could take on a group of trained soldiers single-handedly. Your marksman skills are enough that Annie Oakley would tip her hat in respect, and you could do that while using your weapons to gun-kata the aforementioned group. You've trained enough that you know how to utilize the environment to your surroundings, your situational awareness drastically increased as a result of learning to gauge situations of their dangers and what you could do to alleviate it. People would

claim they were lucky to have NOT met you... now if only it could help you choose what kind of doughnut you wanted.

7.96. **Old Fashioned Asskicking (Marvel Cinematic Universe Vol. 1) (600)**: You can't always be at the back seat of a fight directing things. Sometimes you need to get out in the field and show your troops you're willing to work alongside them, and they will be invigorated as a result. Groups you fight with will have their morale drastically improved, and their battle tactics improved just as much. Synergy, accuracy, reflexes, and coordination take a very noticeable increase, and you could almost swear that they hit harder too. Guess they're just happy you care for them.

7.97. **God-Rank Fighter (Mushoku Tensei: Jobless Reincarnation) (600)**: When your peers mocked you for not learning the three famed Sword-Styles, you manage to persevere and reach the pinnacle of the Saint Dragon Battle Aura Fighting-Style. Your proficiency and mastery of the techniques of the Saint Dragon Battle Aura Fighting-Style that combines Magic-Arts/Spells and Wushu/Unarmed Martial Arts reached completion and you can claim to be a God-Rank Fighter of the Saint Dragon Battle Aura Fighting-Style. This elevates your Mana Reserves to the point that you can cast half a dozen God-Rank Spells before being exhausted along with elevating your mastery and control of your Battle Aura such that it can amplify your physical capabilities to the limit allowing you to to become stronger than Emperor-Rank Warrior but weaker than God-Rank Warrior in pure stats alone. Completely mastering the Saint Dragon Battle Aura Fighting-Style has given you the ability to meld Magic-Arts/Spells and Wushu/Unarmed Martial Arts into one Combat-Style gaining all of the advantages and discarding their disadvantages. This also elevates your innate talent at learning and mastering any Martial Arts-Styles and Powers though this is more prominent in Unarmed Martial Arts-Styles and Magic-Spells which would allow you to reach God-Rank, starting from scratch, within three years amount time though it would be faster if you have a master to learn from or if you already have a foundation for it. This also allows you to invent, innovate and re-create any Unarmed Martial Arts-Styles and Magic-Spells that you see and face with a few times of experiencing it or observing it and it also bleeds to any Martial Arts-Styles and Powers to a lesser degree.

7.98. **God-Ranked Warrior (Mushoku Tensei: Jobless Reincarnation) (600)**: Well done, you’ve managed to become one and reach the pinnacle of the Three Sword-Styles of the Six-Faced World. Your proficiency and mastery of the secret techniques of the North-God’s Unorthodox and Underhanded Tricks, Sword-God’s Relentless and Light Speed attacks and techniques, and Water-God’s Perfect Defense and Ultimate Counter have reached completion such that you can claim to be a God-Rank Swordsman of the Three Sword-Styles. This elevates your mastery and control of your Battle Aura that it can amplify your

physical capabilities to the limit allowing you to rival any God-Rank Warrior in pure stats alone. Completely mastering the Three Sword-Styles has given you the ability to meld any Armed Martial Art-Styles into one Combat-Style gaining all of the advantages and discarding their disadvantages. This also elevates your innate talent at learning and mastering any Martial Arts-Styles though this is more prominent in Armed Martial Arts-Styles which would allow you to reach God-Rank starting scratch within a year's time though it would be faster if you have a master to learn from or if you already have a foundation for it. This also allows you to invent, innovate and re-create any Armed Martial Arts-Styles that you see and face with a few times of experiencing it or observing it and it also bleeds to any Martial Arts-Styles to a lesser degree.

7.99. **Sword Goddess (Bleach) (600)**: It's easy to think that every Kenpachi is a violent brute. They all favour sheer power and strength, even those that have some technique or intelligence in battle prefer to channel it into using their natural power. But it didn't start that way. The very first of this line relied not on furious power but on graceful skill. Graceful, terrifying, murderous skill. The countless styles of swordsmanship that Unohana Yachiru mastered in pursuit of the perfection of dealing death were passed down to you, maybe from the woman herself, rendering you her equal in Zanjutsu at least. The myriad styles have endless applications and intended uses, from barbaric greatswords to precise rapiers. Styles to allow the effortless counter-attacks to almost any blow, turning the enemy's strength against them, or to cut away at the spiritual components of the enemy. Your skill is hardly limited to just what a mortal human would see as physically possible and the techniques you're aware of make you capable of easily laying low those more powerful than yourself. Unohana, even centuries after she put down her blade, still easily killed the mighty Zaraki many times over despite his physical advantages. If desired, you can exchange this talent in swordsmanship for similar skill for another armed weapon form. Spears or hammers or axes or some of the wilder tools the Shinigami employ. Unarmed combat is unavailable as a choice but otherwise you'll attain the same vast breadth and depth of skill with your chosen weapon for.

7.100. **Ace of Aces (Infinite Stratos) (600)**: There's the professionals. Then the prodigies. Then you. The IS, and any other mecha, are more like an extension of your own body then a robotic armour. You could easily fight alone a half dozen other pilots at once, each good enough to represent their country as their top pilots, and come out of it smiling and victorious. Even when you've just picked up a new mecha, it'll only take you a couple minutes to get used to the new controls before you're as good as ever. Piloting is just innate to your very being. Give it a few years and you could fight the Brunhilde, Orimura Chifuyu herself to a standstill. Optionally, Students can choose to become their country's Representative Candidate with this.

7.101. **Hengen Musou (Rising of the Shield Hero) (600)**: You have been trained in the Peerless Transformation Style, a martial art created with the belief that people should not rely on heroes to save the world. A style that does not lean on weapons, but is equally capable of augmenting any. It is the ultimate expression of Ki manipulation, as most of its techniques rely on it. You know how to attack bypassing defenses, and defend in turn from attacks of this nature, by manipulating the opponent's and your own Ki in turn. Its main technique is Musou Kassei - sucking Ki from the air and using it to further boost your abilities, though it places a burden on the body. It artificially creates something similar to the SP of the heroes, that can also be used to supercharge your magical abilities. It is best used in high-intensity bursts, though if you were particularly talented you may find more benefit in a more constant, low-powered state. You may adapt this style to work on other energy sources, rather than Ki. Chakra, magic, Aura, all may be used in a similar manner with enough practice. You do not need to buy the Ki perk for this, but in that case you will have to learn how to use it by yourself

7.102. **One Step Further (Dragon Ball Z) (600)**: Wait...how did you...huh. Interesting. You've managed to unlock a famous technique of North Kai, the Kaioken. This allows one to temporarily push past their current limits in terms of strength, speed, durability, and power for a very short amount of time, letting them multiply it up to one hundred of their original strength. Normally, this technique is extremely dangerous and draining, the body losing many times the energy gained and spent from the boost, enough to knock out or even kill the user if they overtax themselves. However, this version seems to be an improvement of the original - the duration of the technique starts off being able to last for a full minute instead of a 'heartbeat' of an instant, and the backlash will never do anything more severe than a stamina drain to your body. As you practice using this technique in both battle and training, you will learn how to multiply your strength beyond one hundred, and while the drain and backlash grows more severe the more you reach for power, this can be overcome or at least mastered with enough time, training, and mastery. The duration may also be extended over time as you master these greater heights, little by little, perhaps even letting you surpass the art of Transformation entirely...it will not be easy, but such lofty heights are within your reach, now.

7.103. **Jumper-Jin (The God of Highschool) (600)**: No longer are you a relative beginner in the martial arts. With the purchase of this, you have become one of the strongest beings on Earth. Your skill with any Martial Arts or National Treasures that you have bought is on the level of a member of The Six, humans second only to Taejin Jin in power and skill. Your physical form as undertaken a similar boost in might, with all your physical attributes raised to absurdly superhuman levels. You could survive being punched from Seoul to Beijing, run back in a few minutes and then punch your attacker two hundred kilometres

away, embedding them halfway into a mountain. You are not yet on the level of the High Gods but you're closer than all but a dozen or two people in all the universe.

8. **Knowledge Domain - Science (101 Perks) [Top]**

8.1. **Engineer (Generic First Jump) (100)**: Once you know how to use a piece of technology, you can figure out how to fix it. This does not provide tools or materials, just the know-how.

8.2. **Tinker (Sekirei) (100)**: traps, weapons, vehicles, maybe even a power suit, or a mecha? Who knows. The point is that as a Tinker-type Sekirei you are notoriously good with your hands. Building and crafting come as naturally to you as breathing does. Given enough time and effort you might actually be capable of building a mecha or something else grand and amazing.

8.3. **Medicine (Star Trek – TNG + DS9) (100)**: Training and knowledge in First-aid, diseases, surgery, anatomy, health and nutrition. You're a fully qualified doctor of the 24th century.

8.4. **Robotics (Star Trek – TNG + DS9) (100)**: A combined study of mechanical engineering, and computer science. You learn how to make a wide array of machines, and you could even figure out Android or Borg technology if you studied it enough.

8.5. **Physics (Star Trek – TNG + DS9) (100)**: How the universe works. The law of gravity, the conservation of matter & energy, quantum physics, etc. Remember though, there are dozens of creatures in this universe that defy the laws of human physics, so you may want to try and rewrite a few of these books while your here.

8.6. **Physical Sciences (Star Trek – TNG + DS9) (100)**: Understanding of the natural laws which govern the physical world. Biology, chemistry, geology and ecology. Again, you may want to rewrite a few of these books while you're here.

8.7. **Engineering (Star Trek – TNG + DS9) (100)**: You've been trained in the maintenance and repair of Starships. Not only do you have a significant amount of mechanical and computer knowledge, but you also know a great deal about physics.

8.8. **Communications (Star Trek – TNG + DS9) (100)**: You're fully versed in reading and operating digital transmissions and sensors. You also have training in linguistics in and diplomacy.

8.9. **Piloting (Star Trek – TNG + DS9) (100)**: How to operate starships and other space worthy vessels like shuttles and Runabouts.

8.10. **Navigation (Star Trek – TNG + DS9) (100)**: Training in how to locate your position and plot courses. You can navigate both with a computer, and without one using astronomy.

8.11. **Surgeon (Star Trek – TNG + DS9) (100)**: You've been trained in the art of physiological modification. You'll be able to perform facial and bodily modification procedures that can greatly alter someone's appearance. At first you'll only be able to perform minor surgeries, like making a human look like a Vulcan, but with time and practice, you may be able create exotic and terrifying chimeras.

8.12. **Analysis (Red Alert 3) (100)**: You can immediately identify any defects in hardware upon casual observation. This is effective on devices, Vehicles, and buildings.

8.13. **Medical Doctorate (Generic Medical Drama) (100)**: At the very least, you have all the training you'll need to work as an Attending or Surgeon- choose one. You could easily work at a clinic or as a family doctor, or do general surgery. Comes with a common specialty, like internal medicine or transplant surgery. Janitors get all the skills, but none of the pretty pieces of paper to show it. Interns will get the pretty paper soon.

8.14. **PhD (X-Men Evolution) (100)**: You contain an ever expanding set of PhDs for each field of expertise that you're knowledgeable in or will be knowledgeable in. People will of course accept these even if they are in fields yet to be discovered or are out of this world. Helpful for getting people to listen to you since they at least know you have the smarts to back what you're saying.

8.15. **Limiter Removal (Duel Monsters - Shadow Realm) (100)**: Overclocking is a useful if dangerous skill, one you have learned how to apply to combat machines or devices designed for fighting. Whether it is a gun or a drone, you know how to double the effectiveness and output of the device's destructive power...though it will detonate from the exertion after the danger had passed. Stronger or complex machines 'merely' short circuit or shut down in need of repairs, while pure robots or simple weapons just explode. Still good for a latch ditch effort. You will need some time to modify and tinker the device in question in the first place, mind, so it's unlikely you'll get to try this on an enemy device without time to work.

8.16. **Poison Master (Battle Through the Heavens) (100)**: At birth you were put through a bizarre ritual involving bathing in poisons that has left you with a Dou Qi that is poisonous to others. As you grew up, you were groomed in the ways of

poison masters, learning about the many different kinds of poisons. Not even an alchemist would have a simple time dealing with you, for your knowledge of poison is in no way lesser than their knowledge of ingredients. This is a profession similar but different from an alchemist. Poison Masters have their own drawbacks: aside from the social stigma, the poison in their Qi will somewhat decrease their lifespan unless they can reach Dou Huang, or have a special body.

8.17. **Time Taught (Arrowverse) (100)**: Time travel is real. However the complexities makes it very difficult thing for most to wrap their heads around. Luckily for you it's been ingrained into your psyche, either through re-education or just been around the block to know a thing or two. With this you know the science behind it, the hazards that comes with time travel, and how to avoid the hazards to the best of your ability. Lastly you seem to be remarkable resilient to changes in your own timeline. Any memories you have of one timeline while another one is established you'll have memories of both timelines. Also your infantile self is protected in a place & time where your enemies can't get to, protecting yourself from being erased via infanticide.

8.18. **Magna Cum Laude (Arrowverse) (100)**: What good is a scientist without degrees in Science? Or what good is any smart person if he or she can't prove how smart they are? You have TWO doctorates degrees in a science of your choice. To top it off you graduated at top your field of study. Can be chosen multiple times at a discount, each purchase adds TWO more degrees of your choice.

8.19. **Desperate Scientists (Superman: the Animated Series) (100)**: No matter how deadly the situation you always seem to be able to figure out a miraculous plan to save everyone. If you had to you could recreate entire branches of science to evacuate a planet and terraform a new one in just a few short years. This ability works best when you have plenty of time and resources to prepare with. Using it on the fly will give you very suboptimal results.

8.20. **Gear Head (Dragon Ball) (100)**: You know what's actually useful instead of punching people and causing a couple million Zenny of property damage? Technical skills. An education that is the envy of engineers the world over. Knowing how to properly build and operate mundane machinery. That is what you have, now. In terms of engineering and science, you are considered a budding genius, though this perk doesn't come with a particular specialty. Put it to good use.

8.21. **In a Tiny Capsule (Dragon Ball Z) (200)**: There is a particular brand of science in this world, provided by the titular Capsule Corporation on planet Earth. They store singular objects or even small houses in these tiny capsules. Just hit a

button, throw it somewhere with enough space, and BAM. You've managed to pick up enough knowledge of this trade to make your own capsules, and store something up to the size of a one-story house in each individual capsule. They don't come with their own power source, though, so anything you store will need its own generator or equivalent if it's an actual house. Hm? You already were something of a wiz when it came to Capsules, thanks to an earlier purchase a few years ago? Well, you're in luck. Your ability to store things efficiently with Capsules has greatly increased the capacity of things you can store - that small, one-story house limit is now up to a things the size of a three-story mansion.

8.22. **Velocity 6 (Arrowverse) (200)**: A designer drug designed by Harrison Wells of Earth-2 and Caitlin Snow. Wells started the drug design to help Jay Garrick in his battle with Zoom, but the first 5 versions were failures. With help of Snow's biochemistry knowledge they perfected the drug. The drug temporarily enhances a Speedster's connection to the Speed Force or temporarily restore a Speedster's connection to the Speed Force. When taken by a non-Speedster it grants them brief access to the Speed Force, allowing them to run at 100mph but they're unable to pull off Speed Tricks as a true Speedster. Comes with six vials and the formula to make more.

8.23. **It Floats? (Dragon Ball) (200)**: It's not rocket science! Except it totally is. You now know how to construct the common 'rocket cars' of Capsule Corporation, as well as being able to construct human-sized jetpacks that are safe for commercial use. You don't learn much about space travel, but you'll find it easier to grasp should you start learning.

8.24. **Reverse Engineer (Sekirei) (200)**: You can take any non-human technology and rework it for human use. This includes martial arts, weaponry, and even magic should you be in a world that has it.

8.25. **Hacking Skillz (Sekirei) (200)**: Your skill in hacking will be half the skill of a Brain-typed Sekirei, or even greater should you actually be one. Computers of all kinds will be your friend and their secrets will be yours to search and use at your leisure.

8.26. **Robert the Builder (Invincible) (200)**: You can seemingly build and organize anything with far less hassle and for greater results than most would experience. You are able to be the driving force behind projects large enough to affect entire countries or maybe even the world in its entirety. Somebody 'glassed' Las Vegas? Don't worry, you could lead a project to turn it into the world's largest and most efficient solar farm that can provide cheap electricity to Half of America. Some super villain messed with the tides the world over? You, with the help of some geniuses, would be able to successfully direct the building of a secondary artificial moon to set the tides to right. Truly, the sky itself isn't a limit.

8.27. **Dark Factory of Mass Production (Duel Monsters - Shadow Realm) (200)**: Nothing is stronger than the fires of industry. You now know how to build the many combat machines and robots of the Shadow Realm, along with how to build and manage factories designed to mass produce them in total automation. You will need some time and resources to build an army rival to the Machine King's own forces...but after the initial factory is made, you'll have no shortage of combat-ready mechanical minions on your side.

8.28. **Medicine maker (Rune Factory) (200)**: from now on you know everything to know about medicine, herbs, natural remedies, stimulants, performance enhancers and any kind of drug or anything that could be made with pharmaceutical ingredients, and your knowledge updates with every jump you go to, have been to already, or new discovery. You know what medications can help a person heal immediately, stabilize them, numb the pain or anything else you can think of. You are gifted in coming up with new medications as well, or even things like retroviruses, bioweapons, poisons, and nano-viruses in future jumps, although this is mostly knowledge on how to counteract them, if you want to make them, you need to study up. If medicine can't solve your problems by itself, you will still need an alternative.

8.29. **Changing The World (Flow) (200)**: As a person seeking to change the world you've gotta have the skills of knowing how to make a change. This is why you're the best person for the job. You've got knowledge of how to turn any society yinto something that will resemble a utopia, the charisma to make the most heinous of opponents agree with you, and anything related to politics will be your bread and butter that no one on earth can match. At a glance, it might seem like manipulation but someone needs to push society to a better tomorrow. Even if you're a complete nobody it'll only take a month before you're at the top of whatever society you're in and by then you'll be able to make a real difference in the world.

8.30. **Mecha-Shift Engineer (RWBY) (200)**: You possess all the engineering knowledge needed to create, maintain, and upgrade the mecha-shift weapons that are used by Huntsmen and Huntresses, and how to apply these design principles to other projects.This translates to the mechanical knowledge to fit large complex machinery into very small forms, as well as machinery that transforms into different shapes like a sniper rifle shifting into a scythe.

8.31. **Shinobi-Ware (Naruto) (200)**: Otherwise known as Integrated Mechanical Ninja Tools, Shinobi-Ware are scientific ninja tools developed as prosthetics for civilians and ninja alike. Currently, these types of tools are not even an idea which is why it's so puzzling that you know how to make them, or to be more precise, you know how to make microscopic tools that can modify a person's

circulatory and nervous system. The tools you can make are revolutionary, capable of altering an organism down to the cellular level, turn people into living weapons, or completely restructure their bodily systems.

8.32. **World of Robotics (Final Fantasy 7 Remake) (200)**: Shinra commands a world of metal and industry, all with the help of engineers like you. Whether your boss calls for a flying drone that can project his holographic face, or razor-covered murder ball to chase his enemies down the highway, you have the know-how to deliver the goods. You might need some help to build something as grand as the mighty Airbuster, but with the right resources you could create some incredible machines.

8.33. **Eastern Sage (Full Metal Alchemist) (200)**: Legends tell that Amestris learned the art of Alchemy from a philosopher who told the tale of Xerxes' destruction in a single night. You too share something with this man in that you can teach even the most untalented and thick people arts that should be beyond them considering their knowledge base. You could single handedly bring Alchemy to other worlds, while creating a new era based on its use, and that's literally too. All you need to do is teach it as if it was a normal subject and a possibility there, and people will develop the capability in other worlds even if they really shouldn't. You find you can do much the same for your other mystical abilities.

8.34. **Specialized Alchemy (Full Metal Alchemist) (200)**: You've spent years studying alchemy, and are probably a State Alchemist. Of course to get to that level, there has to be at least something that distinguishes you from the rest. With this perk, minding the rules and limitations of Alchemy, you too have a specialized focus in your alchemical pursuits. This can be one of the canon ones that your In-Jump origin simply recreated through study, or an entirely new one that's unseen. Whether it's the transmutation of Chimera, the creation of flames, Transmuting iron and steel weapons and artillery, whatever suits your needs, and wouldn't be too far out of line for the State Alchemists we see in the show.

8.35. **Unnatural Skill (Percy Jackson) (200)**: Whether from your heritage or just being that good you've got one particular mundane skill that your feats with border on supernatural. Whether you're a smith on the level of the Cyclopses, a near prescient tactician or a swordsman who is ny unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost).

8.36. **The Love of Lightning (Fate/Grand Order) (200)**: Steam Power! Coal! Electricity! The Nuclear Age! All the greatest revolutionaries have brought new

power with them, their obsessions letting them take great bounds over the opposition to advance all of humanity. You share that same potential with one form of technological power, greatly advancing your skill and potential when dealing with technology that uses it. It could be electricity powered tech, steam powered tech or even wind powered tech. Whatever you choose, you'll be able to make them much stronger, much more efficient and much cheaper than you normally could. Not all energies are exactly equal however, so you may still find yourself needing more resources than normal, though you'd still get the increased power and efficiency.

8.37. **Accelerated Science (Bleach) (200)**: Science isn't meant to be an overly speedy process. Discovering, studying, researching, testing, replicating results and making sure it's all safe and viable for use. Even something small can take months or years, in the hands of an incompetent dullard. But here, the intelligent make progress beyond any reasonable pace, seemingly only because of their intelligence. Your own research accelerates in step with your cerebral brilliance, allowing a proper genius to fully research and develop ideas in weeks that might normally take months. Those at the top of the field might do it in days or even less, creating incredible new technologies to counter enemies only discovered a week ago. Somehow, you manage to fit enough testing to make these creations reasonably safe for use.

8.38. **Research Notes (With This Ring) (200)**: This is a set of research diaries by Abednego Danner about his work with super-strength, as well as the research notes of one other DC human scientific hero or villain on their most recognizable invention. Kryptonian, Martian, and other alien tech development logs are not available through this purchase, and it comes with no working examples of tech, only notes that could, with intelligence and time, lead to recreation of their work. You can't take the Danner Formula as-is to grant yourself super strength. If you have access to a sufficiently advanced computer system, such as a Motherbox, Fatherbox, or Power Ring, you will have zero problems adapting it. If you are a skilled alchemist (or a mediocre alchemist with these research notes), you can modify the formula to work on yourself. If you are a smart enough scientist, you can observe the biological effects in rats or some other short-lived mammal, then replicate the changes in yourself. The research notes are enough to allow someone with no magic training and access to low level super-science to recreate the Danner formula and apply them to adults, given they have about six months to run animal trials. As in, "an ordinary scientist working for LexCorp" level super-science, not "Lex does research personally" super-science. The Danner formula is somewhat unique, in that it seems to work on any Terrestrial mammal, which means animal trials can be used to speed up the research cycle. With magical training, research notes, and household reagents, it would take a month to have a mass-producible super-strength serum that lets humans match Superman without being vulnerable to Kryptonite or red sunlight. If you choose

the Garrick Formula, you would not get Flash knockoffs; barring mistakes in the production process, you'd get Flash-equivalent speedsters, lacking only the experience necessary to match the (arguably) strongest member of the Justice League. Complete with Speed Force connection. Other useful pieces of technology to research include, but are not limited to: the X-ionization process, which produces bladed weapons capable of harming Kryptonians. The Thinkers Cap, which provides powerful psychic abilities. Crumbler technology, capable of neutralizing Lantern Constructs and almost all physical matter. Cold guns, a lightspeed weapon which reduces the target to absolute zero in violation of all physics. Red Rocket power armor, currently being mass produced for the Russian Army. OMAC combat robots. AMAZO the amazing android. The Red series AI-driven elementalist androids, and more.

8.39. **The Modern Advancement (Tate no Yuusha no Nariagari) (200)**: Going to a medieval fantasy world and being separated from the convenience of modern technology is hard to get used to. You're good at research and development at replacing manpower with machines. Wanting to find a way to fly without relying on dragons, gryphons, or magic would allow you to develop an airship. Don't like the idea of monster pulling carriages, you would rapidly come up with an idea of building cars. This essentially allows you to invent machines that remove the need of manpower or relying on monsters even if it's powered by magic or something mundane gasoline. The machines that you created can be improved indefinitely the more familiar and experienced of the process of building it.

8.40. **Ninja Therapist (Generic Naruto Fanfiction) (200)**: If there's one thing Naruto fanfic has made plain its that the Elemental Nations are suffering from a dire shortage of mental health professionals. Well, until some come along you'll have to do. When it comes to mental issues, hang-ups, long held psychoses and deep-seated emotional issues, you are the ultimate panacea. It's almost supernatural with you, the way it works. You have a solid understanding of how people's minds work, how to tell when one isn't healthy and how to get it there. You can do it through conversations, proper treatments... or you can do it with a bare-knuckle fight. It's weird, but whatever you do, even the worst mental issues can be resolved by you in hours, if not minutes. Of course, you didn't get this good at sorting through other people's shit by completely ignoring your own. You are a generally well-adjusted, mentally stable person and can remain so even through the normal stresses of ninja life. Lastly, this works on every single sapient being you come across, regardless of how incomprehensible their minds must normally be to you. Someone's gotta teach the bijuu to stop hating eh?

8.41. **Gadgeteer (Young Justice) (300)**: An inventive mind and the knowhow to make gadgets; though they can't do anything too outside of normal physics, you are perfectly capable of making functional things like grappling hooks, tracking devices, boomerangs that automatically return to you, and trick arrows. In

addition to being very cheap to make, any gadgets that you have are almost as intuitive to use as your very limbs,

8.42. **Hacker Extraordinaire (Arrowverse) (300)**: The Information Age is in need of folks of your talent. You're able to hack into just about any computer system connected to the Internet. You're not too shabby at counter hacking and keeping your data trails hidden either. Your love for the computer also applies to the physical side of the machine, allowing you to make sure your computer is running with the best hardware & software there is. Even if it's not yet on the market.

8.43. **Climate Navigation (One Piece: New World) (300)**: You have a special gift when it comes to navigation, one almost unseen. Not only can you reach any destination with the right tools, you instinctively know what kind of weather it will be with minutes to prepare. Along with this ability is a great skill in cartography, able to make realistic and accurate maps and charts within minutes.

8.44. **Blacksmith (Generic Xianxia) (300)**: Weapons and armour are not useless in this world. Indeed, one of sufficient talent may create arms and armour that can (and usually do) mean the difference between victory and defeat for those who use them. You are able to make equipment with special traits and great power to aid the one who wields and wears them. What the gear is able to do and how strong it is is dependent on your skill, the processes used, and the reagents that go into their creation - for example, if you wanted to make a flaming sword, you would need a source of magical or conceptual fire to infuse into the blade. With sufficient time and skill the stuff you make can decide the fate of nations, planets, and even entire dimensions. Furthermore the arms and armor you can create are nearly half-again as powerful as they would otherwise be, given similar materials, time, and effort in their creation.

8.45. **Parahuman - Miniaturization and Efficiency Tinker (Worm) (300)**: You can miniaturize anything down to levels that any sane man would consider impossible. A fusion reactor the size of a watch battery would be the absolute minimum of what you are capable of, and you'd be able to make it far smaller than that. Your power also makes you a master of technological efficiency, anything you make needing barely any energy to run compared to what it should and continue to do so for a very long time. These specialties also make you a master of nanotechnology and similar pursuits. Of course you aren't barred from building something big like a giant robot, just that it'll be impossibly efficient and crammed full of more weapons and subsystems then should be possible.

8.46. **Parahuman - Programming and Computer Science Tinker (Worm) (300)**: Supercomputers are your bread and butter, and Artificial Intelligence is your idea of a PDA. Data, programs, and digital devices are your playthings, not to mention that your understanding of such systems means you can hack anything that

could possibly be hacked. There isn't really any limit on the extent you could push computing hardware, and any kind of software you can imagine is within your grasp. Please do note that flaunting this is likely to attract some attention from a few major players in particular. Then again that might not be a bad thing depending on your disposition and plans.

8.47. **Parahuman - Medical and Biological Science Tinker (Worm) (300)**: You know how to cure cancer, AIDS, and pretty much everything else. The working of flesh and bone is casual to you, with even the most difficult procedures capable of being performed half asleep and blind in one eye as easily as you breathe. You're the perfect medic and doctor, but your skills and knowledge extend much further than that. You could create some truly incredible monsters if you wanted to, whether out of whole cloth or test subjects. Let’s not even get started on biological warfare. Biology and anything to manipulate or interact with it are all within your capabilities. From genetic engineering, to human enhancement, to even cloning with the proper samples and resources.

8.48. **Parahuman - Reverse Engineering Tinker (Worm) (300)**: While you still possess an amount of scientific knowledge beyond the curve of modern society, your base technical knowledge is far less than other Tinkers. This is however because your power lets you reverse engineer the principles and workings of anything you can get your hands on, and then apply that knowledge and understanding to your own work. Just seeing a device and watching it function gives you a vague idea as to how it works, and examining something means you can derive the hows and whys as to its functions. This requires time and effort on your part, in addition to the time and resources it’ll take to actually implement this new knowledge, but as long as you put in the necessary investment you can always understand virtually any new technology. Your Tinker abilities will continue to expand as you gain access to new technology and knowledge, with potentially no upper limit as long as you can keep gaining samples to work with.

8.49. **Genius Business Savvy (Arrowverse) (300)**: You're a shark in the board room and everyone knows it. You have the skills, portfolio, and the connections to operate a Fortune 500 company. With a bit of effort, you can turn any company into a titan of industry rivaling the likes of, Kord Industrials and Queen Enterprises. You know exactly when to buy and when to sale, with such accuracy that in lesser circles you might been accused of insider trading. However your reputation with the business community is impeccable.

8.50. **REMODELLING (Medaka Box Abnormal) (300)**: Why be satisfied with just what you were born with when you can make improvements? Through a variety of methods of experimentation, you are able to directly improve the power and efficiency of living beings or inanimate objects by remodelling them. This can be as simple as making an animal not afraid of powerful people or as complex as

turning someone into a powerful cyborg or bringing out latent Abnormal or Minus powers within your own brain, given you can use Remodelling on yourself just as easily. There's not much of a limit on how much you can improve someone but it will take more and more resources the crazier and stronger the changes you are making are.

8.51. **Legacy of the Tuffles (Dragon Ball Z) (400)**: There was a race known as the Tuffles, peaceful and technology-oriented people who lived alongside the Saiyans on Planet Plant. However, they were unable to co-exist, and soon a great struggle began. For what reasons, nobody can know, but the Tuffles were wiped to a man and Planet Plant became the world of the Saiyans. However, their secrets were not lost. You are an inheritor of the technology of the Tuffles, the secrets of their technology. For starters, the famous Scouters utilized by the Planet Trade Organization were innovated and mastered by the Tuffles with the ones used by said Organization being militarized copies! Originally they had even further uses, as fully-fledged mobile computers and communicators. Despite their desire to advance technology and peace, however, they were not unarmed. The war between the Saiyans and Tuffles was a hard-fought one, not in the least because the Tuffles were able to bring beam weapons and armor that was capable of going toe-to-toe with the average Saiyan brute(at best, on par with Bardock). Even now many of Frieza's underlings(though not the creature himself) could be taken down with these weapons. Perhaps with some research and development, they could be even greater?

8.52. **Marvels of Science (Dragon Ball Z) (400)**: Everyone makes such a big show of power levels and being able to destroy cities or planets with enough destructive power, but you know what makes the galaxy keep on spinning and lets those warriors succeed? Technology! You've received an understanding and a knack of a lot of the basic 'space' technology in this world that aren't weapons. Spaceships that move at faster than light, able to cross the galaxy in months. Artificial gravity chambers that can be greater or weaker than Earth's natural gravity. Recovery pods that steadily heal someone back from near-lethal injuries. This is all part of your repertoire, and more. Who knows? You may eventually make wonders nobody has seen before…

8.53. **Mystical Mechanica (Dragon Ball) (400)**: Did you ever wonder how on Earth Bulma Briefs was able to invent a working radar for a mystical set of artifacts left mostly to myth and rumor? Not anymore you don't. You are able to create devices that are able to detect mystical energies and properties. More than that, you know how to reconcile magical devices and technology, able to combine the two should you have the skills and abilities for either.

8.54. **Fix the body (Rune Factory) (400)** now you know every medical procedure and you have a deep, detailed understanding of all medical equipment and the like. In

fact, you are such a pro at using these techniques that you have a set of skills that would put Dr. House or even sci-fi doctors like Bones or Dr. Carson Becket to shame. You no longer need to cut open a person, inject a needle or otherwise tamper with their body, even if you needed to draw blood or perform an organ transplant, and all that you need is to understand the procedure that you wish to preform, have the necessary equipment and items within a twenty foot radius of you and the patient, and to expend a large amount of energy. You can still use methods that require you to open up the body if you don't have a lot of energy, but not having to add another cut for a person's body to heal is a very good thing for their healing process, even causing them to recover a little faster than they would normally be able to on their own. Like the previous perk, your knowledge of medical procedures, equipment or anything other piece of medical knowledge not covered by the previous perk updates based off of every jump you've been to already, every jump you go to, and for every new discovery made. You can also pioneer new treatments and medical technologies with your insight, although you may need someone to build the equipment for you if you don't have the required crafting skills.

8.55. **Sentinel Plans (X-Men Evolution) (400)**: How on earth did you get these? The prototype isn't meant to finished until almost a year passes. Regardless these are Bolivar Task's plans to even out the mutant playing field with a mass producible robot. The sentinel as it is called is capable of many things ranging from firing lasers, flight to the atmosphere, and has a gel substance which will trap most mutants. It seems like there are even plans for something called a Super Sentinel but current technology make its almost impossible to complete. Maybe you'll be the first to bring it in then.

8.56. **New Age (X-Men Evolution) (400)**: There's autonomous fighting robots, energy weapons, and gene enhancement in this world with only a few of the brightest minds capable of creating such tech. All this and more are now at your grasp as you can not only build these technological marvels but can vastly improve upon them and others at your leisure. You can create any piece of tech from this world from everything mentioned above and so much more. Creating hydra clones that are completely loyal to you, manipulating the x-gene to create mutants and form your own brotherhood, and much more are the tip of the iceberg for you. You are a fountain of ever growing knowledge in all technological fields areas and have the skills to usher in a revolution.

8.57. **Operation Rebirth (X-Men Evolution) (400)**: This is some dangerous material that you've found. These plans are on the WW2 early gene enhancement that made Captain America. Included are detailed notes on how to create the rebirthing chamber and everything needed to mass create super soldier on the level of MCU Captain America. The notes even contain a way to not make sure humans do not decay on a cellular level like the original Captain America did

along with making sure humans also receive a long life and return to their prime years just like mutants do.

8.58. **Master of Biology (Naruto) (400)**: Say what you will about Orochimaru. For all his cruelty and evil, you cannot deny his skill in the science of biology. Utilizing near-modern technology, Orochimaru, and later Kabuto, were able to perfectly comprehend and even reproduce others' abilities. With only a scrap of DNA, he was able to perfectly reproduce Kekkei Genkai, create artificial limbs and organs, and even create near identical clones of the original. You too possess this knowledge and skill able to rival that homicidal maniac in the biological sciences. With time and practice, all it will take is a single cell for you to unlock everything about a being.

8.59. **Prosthesis Production (Akame ga Kill) (400)**: You are a master of producing prosthetic limbs and attaching them to people. While more advanced cybernetics may be beyond you, you could produce limbs that a General wouldn't mind. You could even include some special functions into the limbs like a hand that launches out and can be reeled in, or just guns and blades if you prefer simple.

8.60. **Enhancements (Marvel Cinematic Universe Vol. 2) (400)**: Sometimes, people need to be better. Maybe the situation is more than they can handle, maybe they're on Death's door and you need to cheat her out of her prize. The point is, they are inadequate right now and need to be better. You will make them better. Modular technology to create sophisticated power armor, powerful cybernetics to enhance their insides... the knowledge to create them is yours to do as you see fit. Your knowledge even encompasses the first steps needed to understand the various serums that are floating around the world, so that one day you can learn to replicate them... or alter them as needed.

8.61. **Ishvala's Legacy (Full Metal Alchemist) (400)**: Alchemy is a science yes, but like every science in creation, it is one that can be used for great destruction. You are one of the people who realizes the great potential for Alchemy to be used on a mass scale to cause destruction, and find yourself able to quickly adapt your alchemy to such pursuits. Even the most basic transmutation of water is enough for you to create bombs assuming you have a spark, and something like simple transmutation of Walls could be used to crush hundreds by simply turning around and deconstructing it, creating a false forward momentum, and essentially making a giant paste maker. Under combat situations you're great at identifying what's best for what, All this and more are at your disposal, and while you do need to do some research to modify and maximize the destructive potential of more complex alchemical processes, it's still far less than it should take.

8.62. **Blood of Gold (Full Metal Alchemist) (400)**: You're one of the few people that have a talent for Alchemy that can almost be described as simply genius. Like

the Elric Brothers, you are the kind of Alchemical prodigy that learns and understands Alchemy like it's a second Nature. You draw perfect transmutation circles, learn alchemical knowledge adults need months for when you were a child, and could even teach yourself basic alchemy through nothing but books and studying. You also gain a similar talent to other scientific fields of study.

8.63. **Spirit Manipulator (Bleach) (400)**: In a world where spirit particles are the basis of reality and power, it should be no surprise that the tools to manipulate those particles are most important. While the science to do with the soul itself directly is beyond you yet, your specialty lies in creating tools that manipulate, expand or empower souls and spirit particles. Gigai or objects to contain souls, the Tenshintai that allows rapid Bankai unlocking even in rookie Shinigami, methods to fuse souls and physical objects together, Reiatsu amplifiers and more are just the start. To look into Reishi itself, you know how to create artificial senkaimon or dangai barriers, even weapons that focus and expel spiritual energy on their own. You won't be changing the nature of a soul or creating new ones from nothing but you are a master at creating technology powered by spiritual energy or souls, as well as devices that can enhance or control them. Much of this knowledge is already available to you but you have the talent to continuously push it to greater heights, with the right resources.

8.64. **Combat Science (Bleach) (400)**: There's a place for science outside of a lab, for those quick enough to put it to proper use. You're able to easily apply your knowledge and mental skills in combat to stunning effect, depending on what exact scientific disciplines you focused on. Whatever you know, you're able to figure out how things work in relation to that and how to use that information to destroy. A Reiatsu specialist could analyse spiritual techniques mid combat, being able to dispel them with their bare hands and own energy once they understand the technique. A doctor could do similar to enemy bodies, finding the most vulnerable points and turning normal cuts into crippling injuries. A psychologist could turn this to hostile mind's, predicting every move an opponent makes after a short period of study. Your knowledge becomes a weapon to wield.

8.65. **Life Sciences (Bleach) (400)**: Some believe that each species is but a component of a greater whole, that hybrids who draw on multiple sources of power ascend to a higher dimension of existence. How true that is may be unclear but the concepts behind the mixing of the races pays worthy dividends. You're well versed in the science of species, from simply biological knowledge to a wide variety of ways to combine or infuse their unique powers. The science behind the various methods involved as well as the technology to make it happen feels natural to you, allowing you to rapidly make progress in the field. You're able to successfully cross-breed entirely separate species even despite biological incompatibilities. Adding the spiritual nature or make-up of a Hollow into a

Shinigami, or vice versa, is a complicated but quite possible process. Analysing and understanding the unique abilities of a newly discovered race is simple, while you even have the potential to find ways to bind unique racial abilities into devices or consumable items. A pill to temporarily hollowify a Shinigami for anti-Quincy combat, perhaps? The potential of life is limitless, when you have such varieties of life to draw on.

8.66. **Life Seems So Much Simpler When You're Fixing Things (Star Wars: Attack of the Clones) (400)**: You're good at fixing things. Always were. You have the skills of an expert engineer and mechanic, a great familiarity with the technology of this setting and a rapid grasp of that of others should you encounter them. You are capable of repairing anything that is damaged and even upgrading things if you have sufficient time, resources and understanding of what you are tinkering with. This only applies to mechanical and technological things, nor organics, as you'd need surgeons or doctors for that sort of thing. At least you could fix their equipment while they worked on the patient, and your tinkering would leave the tools as good as new if not better.

8.67. **Scholarly Erudite (Mushoku Tensei: Jobless Reincarnation) (400)**: Wanting to help advance a primitive society would be great and fancy, but pointless if you don't have the necessary knowledge and ability to do it. With this you gain knowledge equivalent to a PhD in Hard Science and all of its branches and an increase in your ability to absorb knowledge like a sponge, where mere months of learning any subjects Hard Science would allow you to reach PhD-level. When you're doing research and development on a subject so long it's halfway related to Hard Science this increases the speed of the advancement and constantly gives you inspiration to finish it. By default you have the knowledge and blueprints of 21st Century Earth allowing you to build them should you have the skills and ability needed to build Earth Technology and even you could still draw inspiration from the knowledge and blueprints to make Magic Tools in this world.

8.68. **Can't build a Computer (With This Ring) (400)**: But you know more about technology than these medieval peasants. Just as a modern internet nerd wouldn't be able to reconstruct the internet if dropped in the year A.D. 1000 but would still be able to work out the printing press, hygiene, gunpowder, and other technologies considered basic now but revolutionary a thousand years ago. You now have the kind of basic familiarity with futuristic technology that would allow you, with some time and minor experimentation, to advance Earth technology by about a century in all fields, if only by passing on the basics of what technology does and doesn't pan out to current scientist. You gain equivalent familiarity with futuristic tech in all future jumps.

8.69. **Counter Technology (Toaruverse) (400)**: Some powers or technology have weakness and especially those Esper abilities have one and you made this into

an art on your own. You have a preternatural ability to create and invent technology to counter and neutralize any powers or technology that you have encountered or have enough knowledge of and make them powerless and useless. So long the any powers or technology that you want to neutralize is running the same system, using the same element or working in the same principles your counters will work with all of them without problems. The technologies that you built are impossible to reverse-engineer without your consent even using magic or forcefully analyzing it through technology even if they are trillions of years more advance than yours.

8.70. **Super Science (Justice League Unlimited) (400)**: Technology is something a lot of people take for granted, unlike you hardly anyone ever stops to think exactly how a pyrokinetic supervillain might be safely contained, or what you could use to reverse the mutation that transformed someone into a giant slim monster, or even what type of defenses a group of superheroes would need to protect their headquarters from killer alien robots. Fortunately your wealth of knowledge on both emerging and modern day technology is such that you can easily come up with scientific solutions to deal with supernatural dangers, such as building power suppressing super prisons, creating chemical concoctions that can rewrite DNA, and constructing powerful energy weapons that can blast alien threats into dust. Your genius mind will also allow you to build weapons, equipment, and biological compounds for yourself in case you decide you want to become a hero or villain. Right now you're basically as intelligent and ingenuous as Lex Luthor or Gorilla Grodd but there's nothing stopping you from learning more or increasing your intelligence using technology or genetic engineering. Keep in mind however that while you may be able to upgrade yourself or others using science, there's nothing preventing your augmentations from failing or causing more harm than good.

8.71. **Professor T.O. Morrow's Notes (Young Justice) (400)**: These notes detail the creation of the "Red" series of androids, including Red Torpedo, Red Inferno, Red Tornado, and Red Volcano, as well as designs for androids that resemble actual people.

8.72. **Crafting (Rising of the Shield Hero) (400)**: This is a catch-all perk that includes the various ways to make stuff in this world. You know how to synthesize and compound medicine, how to forge weapons and armor with various system-granted boni and how to enchant them. To make it fair, you start at apprentice level in all of them and have to work at it a bit to reach the highest levels. This perk includes almost all crafting skills, with the sole exception being alchemy.

8.73. **Countermeasure Development (Bleach) (600)**: You do your very best work when time is critical. When it comes to research and development, you're far more capable when it's done in immediate response to a new and still dangerous

threat or challenge. Instead of planning ahead as you're supposed to do, you're able to accomplish incredible feats when the need is great. The higher the stakes of the obstacle if not surpassed or the bigger the danger of the foe that requires countermeasures, the quicker you become. An invading army of Quincies that already toppled your faction once? You could accomplish years of research and production in just a few hours. A next day challenge from a rival scientist? The boost might only be a a ten percent increase in speed. You need a need to get the speed. You'll also see your efforts greatly increasing in effectiveness when you aim to create things as specific counters, the more so the better. A weapon made to be only effective against a certain species might exhibit half again as much power, whereas a living being created solely to counter a single person's powers at the cost of everything else? You could affect those of far greater power than you'd normally threaten with your inventions. The bigger the boost you get, the worse your creation tends to be against anything but it's focus. The faults of making counters.

8.74. **Evolution of the Soul (Bleach) (600)**: At the heart of all things is the soul, the holy grail from which the world can be manipulated and controlled. To create and alter the soul, and life in general, could be said to be the highest and most worthy form of science. Your knowledge of alteration and even creation of souls or biological life is a match for the greats, men like Urahara and Kurotsuchi. Provided you have the tools, it is entirely possible for you to craft new beings from spirit particles, designed to your specifications down to the molecular level. Such a project is grand even for you, meaning that lesser modifications or enhancements are quite simple. Giving someone the ability to melt into liquid and reform in a safe location? Rudimentary. Altering the appearance of a Zanpakuto Spirit or potentially even it's abilities? Possible, enough to offer it as a paid service. New species entirely, such as the Gikon or the Bount, would never be accidental creations but the results of purposeful development in your lab. You're not all that good at fixing the injured compared to a healer of your level but you're very much able to make people into terrifyingly powerful bio-spiritual monsters, if they're not too squeamish. Though beyond you now, the potential lies even for you to discover the secrets of resurrection, resuscitating lost or mostly destroyed souls and lives even hours after they have passed on. Interfering with the cycle in such a form may bring trouble your way but...the science of the soul calls to you and what greater expression can there be? It's only natural to progress, as your existing mastery is complemented with the sort of incredible talent that got you here in the first place. Who knows what sort of grand spirits or monsters you might create in time.

8.75. **And Where to Find Them (Invincible) (600)**: You are beyond all doubt a super genius. You are a creative and intuitive genius that could build futuristic projects, make armours capable of fighting veteran Viltrumites to a standstill and reverse engineer or better alien technologies that are centuries more advanced than you

are. You are also quite skilled at cloning technologies and enhancing normal people far beyond their original limits through cybernetics, genetic modification and incredibly sophisticated gear. Without a doubt you are one of the most intelligent individuals in the world, with a knack for the physical and mass production sides of science. While you can go beyond the more physical sciences, it may take you about fifteen years to properly create a time travel device or a device that would allow you to hop between universes.

8.75.1. **Capstone Boosted (Free with You Have Been Reborn)**: Screw being one of the smartest beings on the planet you are without a doubt the smartest being on the planet. Master time travel technology, hop between universes before brunch, build incredible FTL drives. You alone could catapult the Earth into being a major player in the galaxy through technological prowess within your lifetime. Screw reverse engineering alien tech, aliens now want to reverse engineer your tech.

8.76. **Full Viltrumite Database (Invincible) (600)**: You gain a full Viltrumite Empire database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information ever developed by the Viltrumites or any of their slave races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the new invention of how to cure species specific super plagues, and lesser diseases.

8.77. **Full Coalition Database (Invincible) (600)**:You gain a full Coalition of Planets database that adapts to be readable on any computer or similar device. Contained in this database is a copy of every piece of information every developed by the Coalition or any of their member races. This includes space tech, medical knowledge, history, and even the most classified of military secrets. It even holds the knowledge of how to make tailored super-plagues of killing off specific species with zero chance of mutation or the plague affecting an undesired species, in addition to the creation of lesser diseases.

8.78. **Gero’s Blueprints (Dragon Ball Z) (600)**: The realization of a dream many thought was impossible. A form of perpetual energy, true and honest. A doctor for the Red Ribbon army, Dr. Gero, has formulated these plans in anticipation of his greatest creations. You’ve got a sneak peek at possibly the greatest revolution in martial arts technology yet, in the form of these blueprints. Detailed in these blueprints is an engine capable of constantly creating a steady flow of ki from within it at no cost, and even some rough sketches of how one would implant these into living matter. There are also the beginning concepts of a biological android of sorts, able to absorb biomatter and convert it into energy. No strong directions on how it could be utilized, but enough to start the process of researching it...maybe even modifying an existing sample...

8.79. **Lara's touch (Rune Factory) (600)** forget about just healing people to what they were before, from now on whenever you heal someone, they get better than they were before. Treat a person with a hunchback for a cold and eventually they will no longer have a hunchback problem, help out a girl with thyroid issues that has a sore throat and then the thyroid problem will just heal, and if you treat someone with a torn muscle then their muscles will become super strong over time. As long as you are treating someone for something, the most debilitating issue they have will end up going away as soon as you resolve the problem they are dealing with, and if they don't have any other issues, they will just get better all around. You can even cure genetic diseases or muscle memory problems with this.

8.79.1. **(Protagonist boosted)** Well now, every person you treat will become far better than what I described before. Every trait of a person you treat will become better over time, not just their bodies surpassing their limits, but their own skills improving by your treatment. Their bodies will no longer be limited to peak human strength anymore, and eventually they'll single handedly fight dragons if you care for them, and their minds will get sharper too. If a carpenter breaks their foot and you treat it, not only will all their carpentry skills improve, but also their foot will now gain traits that would help that person with their trade. If a person has multiple skills, this effect is diminished since it is spread out more, but that isn't saying much when you can get a rank amateur of a swordsman to be able to fight against hordes of goblins and wolves in no time. This only works if you are either treating someone for a problem, but that problem can be physical, mental, emotional, or whatever other kind of problem they have. People have other problems that are more serious than just their bodies, you know? As a side note, people you heal have a tendency to gain new abilities over time, and every time this occurs the power they gain somehow reflects a part of their personality, either currently or previously, although in other cases it may also be related to their personal and family history or heritage in addition to their own personality and everything. Yes, you can use this on yourself, just hurry up and do it already.

8.80. **Mass Production (X-Men Evolution) (600)**: A common theme in the world of technological marvels is that they are either left to groups of select people or only one of them is left in existence. To you however these seem like silly limitations to have when one has the potential to bring so much peace and prosperity to the world with these amazing inventions. You happen to have the best ability for the job of ushering in this new age as well. As long as you look closely at something hard enough and do some basic study it possible to completely understand the inner workings of any technology or object down to the tiniest details. While this works best for technology anything that is an object will do just fine. No object or

piece of technology whether it be slightly ahead of modern times to the cosmic magitech of the future can't be understood by you.
As mentioned above objects and technology in this sense even has a very loose definition as it can range from robots, indestructible metal, swords that grant the power of gods, to even the ultimate of Macguffins. You'll be able to reverse engineer and mass produce practically anything you want from in a cave with a box of scraps. The objects will always contain their original properties but you can go further beyond that. You can alter the properties, strengthen them, weaken them, make it so only select people can wield them, and much more. With enough creativity and effort you may even create superior items than the original ever was.

8.81. **World's Greatest Medic Nin (Naruto) (600)**: A title given to only one other, the Slug Princess Tsunade herself. Like her, your ability as a medic is legendary. You are able to identify injuries and other ailments with merely a glance and treat conditions others have deemed impossible. For example, your skills in the medical arts is such that you could heal the necrosis caused by the Dead Demon Consuming Seal or the psychological torture inflicted by Tsukuyomi, easily create cures against the poisons of the great Chiyo, and even heal yourself after being cut in half. There is nothing you cannot heal given time. Obviously, this comes with all the medical knowledge one would expect for a medic of your caliber one example of this is your knowledge of the cellular structure and if you were to perform an autopsy you could easily detect damage at the cellular level and immediately tell what could have caused it and what exactly happened. Of course, to keep your title you can't just coast by on what you know. So now and in all future Jumps, all attempts to increase knowledge relating to medicine and healing will be learnt ten times faster than every other so-called medic.

8.82. **Genius of your Age (Sword Art Online) (600)**: Kayaba Akihiko, all told, is a genius. Not just in computer hardware, although the NerveGear and Medicuboid inventions have revolutionised entertainment and medical treatment for terminal patients, but also in the fields of computer software and code design. He was instrumental in the goal of crafting artificial intelligence, serving both as the creator regarding top-down AI such as Yui and Cardinal and massive inspiration and guide for the bottom-up AI known as Fluctlight. Now, you happen to be just as smart as him. Arevolutionary in electronic hardware and software design, able to recreate his inventions and even improve on them with your own special touches (or perhaps just more time and prior working examples), you possess all the knowledge and skills this one man was known for. Crafting your own virtual worlds is now entirely possible, as is life born of electronics and computer code instead of flesh and blood. The very secrets of the soul are now known to you, Jumper, in the form of Fluctlight creation.

8.83. **Punkish Genius (One Piece: New World) (600)**: Very few can even come close to your level of technological expertise. Effectively putting you five centuries ahead of the current era in terms of expertise, you can easily grasp any technology you come across with research, eventually able to improve upon it. Given enough time, resources, and motivation, you might even be able to create your own Devil Fruits or technological equivalents.

8.84. **Incredibly Craftsmanship (Akame ga Kill) (600)**: While the method of creating Teigu is long lost you are able to create things almost at their level, with some research and a couple other skilled people you might even be able to recreate the lost arts that created the Teigu long ago. You also have all the skills to repair Teigu or other incredible items from near destruction.

8.85. **Bring Out Veronica (Marvel Cinematic Universe Vol. 2) (600)**: There's always that escalating threat that seems to loom over your head. Always something trying to make sure that you can't rest, lest you be caught unprepared. It's a stressful line of thinking, but that stress will see you through. Looming threats will spark your ingenuity and manufacturing speed tremendously, allowing you to quickly take stock of the situation and use information surrounding said threats to create countermeasures and machines custom-tailored for the situation in a fraction of the time it would normally take. Knowledge of the monster tearing down cities could see you adapting and fielding a custom armor for taking it down, or learning very rapidly from your mistakes in one fight to adapt your technology for the next fight.

8.86. **Superior Biology (Final Fantasy 7 Remake) (600)**: You've mastered the biological sciences, allowing you to wield biology, chemistry, and genetics to create customized organic beings. Enhancing the natural abilities of living bodies would be childsplay, and isolating unique abilities from powerful entities would only slightly tax your great intellect. Whether you're cloning super soldiers or deciphering an unknown alien lifeform, Shinra can offer grand opportunities for someone of your talents.

8.86.1. **Pinnacle Research (Free With Limit Break)**: Dr. Hojo has met his match! Whether you're building magic-reliant technology like mako reactors and materia, designing the next macroscale building project, or delving into Shinra's more eccentric work, you'll be at the cutting edge of research and development. Shinra's infrastructure, from it's superweapons to it's multi-tiered cities, relies on visionaries like you. See the Notes section for additional details.

8.87. **Magical Engineering (Mushoku Tensei: Jobless Reincarnation) (600)**: As a genius magical engineer, you are proficient and skilled enough to create and make magic-tools. Apart from your specialty of replicating the effects of the Three

Main Categories of Magic, you can create Magic Armor that would rival the Fighting Gods Golden Armor, Automatons with human-like intellect, Magical Prosthetic for those who lose their limbs, creating artificial labyrinths and even create Magic Tools to suppress and mitigate the Curse by other people. This also includes crafting complex constructs; this can include but is not limited to, teleportation circles, monster creation, magical traps and flying castles. Should you encounter a problem, with enough time and research you can invent and innovate magical items that would solve it and even a half-hearted attempt would make the item that you made likely able to suppress or mitigate the problem. This also grants you the ability to convert scientific-technology to their magical-technology counterparts and with enough time and research you can continually improve the magical-technology or magic-tools that you have. You also have the ability to reverse-engineer any scientific-technology and magical-technology that got your hands on with enough time and even seeing a scientific-technology and magical-technology in actions would give you an idea how it works. Unless your tools are directly sabotaged or damaged by an outside force or suffers a major natural disaster dropped right on top of them, they'll last basically operate forever as their self- repair functions and systems flawlessly recover them.

8.88. **Chaotically inventive Genius (To Love-Ru) (600)**: There are people who are said to strive in chaos, but you aren't one of those, no - you are chaos itself. You are capable of inventing things you yourself aren't always sure are possible and can not only do this in almost no time, but with materials that really shouldn't be capable of the things you make them do. The only caveat with this is that the more implausible your inventions get, the crazier the form they take. So while the ultimate multi-tool might only end up looking like a wand, a machine that grants people the ability to clone themselves when they sneeze would act more like a flighty animal. Somehow this never actually causes any harm and only minor setbacks. But that isn't all. This also lets you combine any items you might possess that are of a similar type, the end result gaining the benefits of both (if one of the items is CP-backed, the result is as well). However, getting a stable result takes a lot of time.

8.89. **Hands of a Healer (Toaruverse) (600)**: Like many doctors who gain experience through many trial and errors to heal others and you seem to be dif erent compared to them you did it through sheer talent alone. You gain a preternatural ability to heal practically any injury and sickness even if it is terminal or a genetic defect along those on the brink of death so long their still breathing, preserving a brain and restoring lost limbs. Unlike a certain doctor you can also fix brain or memory along with spiritual related injuries even it's caused by supernatural or natural means. You can also give someone eternal youth and restore an old person into their prime or fixing someone's youthful appearance due to eternal youth to an adult along with extending a person's life-span this even applies to clones, homunculus and those that are artificially made. This also allows you to

undo and heal someone from the effects of any curse or supernatural powers no matter how powerful it is and you can also recognize the signs of someone who has been cursed or been af ected by a supernatural powers.

8.90. **The Overachiever (Toaruverse) (600)**: To be a leading scientist of a specialized field you need to be more talented than others that they can only look up to you in envy and to be hired in the Academy City you need to be someone like that. You now have the doctorate knowledge and professional practical skills in every branch of science, engineering and arts along with the ability and knowledge to create every technology existed in the Academy City with the specialization of creating Espers with abilities of your choice or leave it to random chance. You also gain a preternatural ability to reverse-engineer any technology that you can get your hands on with enough time but just seeing one in action would give you a rough guess on how it works and what principles it works on with. The greater the gap of the technology that you know to the one you're trying to reverse-engineer the faster you can analyze and understand it along with the ability to improve existing technology or those that you reverse-engineer thirty years ahead of its time.

8.91. **Man Made World (Fate/Grand Order) (600)**: When Nikola Tesla took the secret of lightning to humanity, he spat in the face of Gods and Magicians alike. He had taken the divine and made it mundane for the sake of humanity and that act gave him genuine, immense power. While some may point how the ridiculousness of his science becoming supernatural, one can't ignore the power that technology gained, especially against the supernatural. You are a true creator in the same vein as Tesla himself now. The technology you create is supernaturally empowered, becoming more and more so the wider spread your technology is in the world you are in and the more your technology advances that world. If you created and spread around the world the secret of electricity, which revolutionised the entire world, you would then be able to create electrical devices that allowed you to do battle with even some of the mightiest Servants in history. Your technology is also imbued with even greater power than normal when used against Divine opponents, as the Gods seem to have an innate aversion to the progress you bring.

8.92. **Religious Insight (Demon King Daimao) (600)**: With this you gain immense insight into this world and how God works. While you might not be able to create anything close to the reality warping power that it can AI, androids, mana generators, and most of any tech in this world with a little studying can be reproduced by you.

8.93. **Technomage (Generic Harry Potter Fanfiction) (600)**: There is so much more to magic than what these stuffy inbred old purebloods believe, and you can show them! You are an absolute master of the art of Techno-Magic. Making machines

that run on magic, or just magical equivalents of Muggle technology, or something as simple as just making muggle devices work in magical environments is all child's play for you. You can translate flawlessly between technology and magic, meaning that you can make technological equivalents to all magic you know and magical equivalents to all technology you can make without losing so much as an iota of the effectiveness.

8.93.1. **Merlin Returned Boosted (Free With Merlin Returned)**: While being good at merging magic and technology is pretty good, being able to merge wildly futuristic technology with highly advanced magic is better. Not only are you highly skilled at magic, but you're now just as good at the technology side of it, being a certifiable genius among geniuses. Your merged devices now run far superior to either the magic or the tech would run alone, providing dramatically higher effectiveness and utility. In addition, your skills with the more 'technical' branches of magic, such as Arithmancy and such cross all imagined levels. Finally, you can achieve even things normally believed impossible through combining spells and technology. You can dispense with the more symbolic and ritualistic components of any and all magic you do, making it entirely as reproducible as technology. Automated spells, potion-making through machines... it's all possible now.

8.94. **Superior Modern Knowledge (Generic Isekai) (600)**: It turns out that a mundane skill you possess meshes incredibly well with this world's magic, allowing you to cast magic in a different way, subvert the system's limitations, and push it into directions not otherwise possible. Improvements made to this mundane skill will improve your skill at using magic in this manner, and vice versa. This is partially or fully a product of a unique ability you possess, partially or fully limiting the possibility of others recreating these effects. The magic of future settings can also be tweaked in this manner, allowing for some system integration that wouldn't normally be possible. However, this is not the same as combining two magic systems together, but rather allowing them to talk to each other.

8.95. **P.R.O.J.E.C.T. JUMPER (All-Star Superman) (600)**: There is always the problem of a successor. It may not be enough to leave behind something like a mundane legacy or everyday humans to be the same symbol you were...you need an heir. Or perhaps, you need a team to work with, one that is just as brilliant and specialized as you are. Or maybe you just want some company? The benefits to this perk are twofold. First, you know how to make superpowers or traits carried by your DNA into 'exogenes', often contained within a serum. Anyone who ingests this serum receives the full power of the serum you designed, though it will wear off within 24 hours. Secondly, your bioengineering skills are second to none, able to map a genome sequence of any physical trait

you possess and any knowledge within your mind, able to make fully-functional biological clones of yourself or others, and give them as much or as little of yourself as you desire, including ‘exogenes’ detailed above, turning them into innate traits. These clones are fully sapient and capable of learning and being their own individuals, but their base personality and purpose is entirely of your own design, should you so wish it. May Jumper live forever.

8.96. **Gadgeteer (Arrowverse) (600)**: The world is a dangerous place, with supervillains and rogue metahumans. This is why you have science to help things out. You're able to make stuff that runs on comic book science. Be it shrinking technology, or a cold gun that fires just a few degrees above Absolute Zero. As long you have the resources available and a working concept in your head the sky is the limit. Doesn't mean you'll get it right the first time around.

8.97. **You Built it Out of What? (DC – Blackest Night) (600)**: Would you believe the Cosmic Divining Rod, the source of this oncoming disaster, was built out of a mishmash of parts found in a hardware store in some corner on Earth? Whether from your own mastery of engineering or similar mad inspiration, you have a knack for constructing advanced devices out of nothing but common Earth parts and other easy-to-obtain materials. Spaceships made of salvaged parts? Sure. A rod capable of contacting a particular Entity and manipulating emotions? Why not? You can also apply this to other science or engineering you’re capable of, substituting rare materials with common parts, and working with as much durability and effectiveness as the real thing.

8.98. **Lighting the Lantern (DC – Blackest Night) (600)**: The Seven Lights on the Emotional Electromagnetic Spectrum – Will, Fear, Hope, Love, Avarice, Rage, and Compassion. Together, these Lights create Life, and are in turn created by Life itself. And outside of them is Death, the emptiness that covets and despises that light. You now know how to construct devices and batteries that are powered by one of these emotions, letting them be powered entirely by the presence of that particular light. In time, you may eventually construct your own Power Rings and Lanterns, though it will take considerable amounts of work and resources to perfect the art on your own. You may learn to tap into the other Lights on your own, though it will take time and trial and error to do so. Finally, you cannot construct or create White through this perk on your own...only if you earn the Entity’s sponsorship can you create or become a White Lantern.

8.99. **Sane Science (Superman: the Animated Series) (600)**: Biology, chemistry, engineering, and physics are your tools. Progress is your purpose. With your intellect and enough time and resources there is nothing you can’t accomplish. From cloning to robotics, nanotech to hard light, computer programming to space travel, anything is within your reach. Combined with the Mad Science power you

will be a scientific genius able to equal some of the feats of the Kryptonians like intergalactic travel, Artificial Intelligence, and Phantom Zone Generators.

8.100. **Mad Science (Superman: the Animated Series) (600)**: They called you crazy! They said what you were doing was unethical! That was just kids play! Now you'll show them what it means to denounce the greatest scientific genius of our age! Maybe you'll make a teddy bear mech to destroy their cars, or a Barbie robot to assassinate them in their homes, or create a green soldier army with real assault rifle action! Those fools will rue the day the day they insulted you! Combined with the Sane Science power you will be a scientific genius able to equal some of the feats of the Kryptonians like intergalactic travel, Artificial Intelligence, and Phantom Zone Generators.

8.101. **Tinker Plus (Generic Worm Fanfiction) (800)**: You're not just a Tinker anymore, you're *the* Tinker. The PRT rating scale isn't really set up to handle someone like you because it assumes that Tinkers will have specialties, and you don't. You are something never seen before; a genuine omni-Tinker, and one of truly amazing capacity.

Your aptitude and intuition for all sorts of research, science, engineering, and design is absolutely unbelievable. If a project is even halfway related to any of the "hard sciences" then you can get it done, and do so with a speed and efficiency that makes even experienced Tinkers working within their own specialities look like clumsy beginners. And you can rapidly reverse-engineer other technology given sufficient opportunity to study it, however complex or esoteric it might be. You can even study and analyze exotic and anomalous phenomena, such as cape powers in action, to hopefully gain inspiration for new Tinkertech.

You have a volume knob in your head for making your designs either easily reproducible by mundane methods or totally blackboxed vs. any reverse-engineering or anything in between. You can perform what would have required "clean room" levels of precision assembly for mundane engineers with ordinary tools and under rough conditions. Troubleshooting or repairing tech that you already understand is a job you could practically do in your sleep, and anything you build or overhaul is maintenance-optional. With time and practice your Tinker abilities can improve and grow indefinitely, without any upper limit.

9. Knowledge Domain - Magic (134 Perks) [Top]

9.1. **Magic Circuits (Fate/Stay Night) (Free/100)**: Magic Circuits are the spiritual circuits within the souls of any Magi, though they also form a nervous system-like physical representation on the body. These not only generate prana, the basic

magical unit made through the combination of Mana and Od, but are also what allows any Magus to manipulate their energies to cast magic. They vary greatly in number and quality between individuals. Strenuous use of them can cause pain and numbness, whilst any use at all will heat the physical body up. You begin with an average amount of circuits, 20 in total, but each circuit is of exceedingly high quality, equal to the Circuits of Tohsaka Rin. They will not naturally grow but artificial means to increase them do exist. You may also purchase extra 30 Magic Circuits for every 100cp you pay extra here.

9.2. **Cantrips (Generic First Jump) (100)**: You have minor magical abilities that you can use at will. These abilities are of the same scale as D&D 3.5ed cantrips, useful tricks like cleaning your clothing or creating a small temporary floating ball of light.

9.3. **Alchemy (Banjo-Kazooie) (100)**: You are incredibly capable at mixing together mundane ingredients to create effects that can only be described as magical. For a short time these potions can create temporary copies of you, turn you invisible, or give you shielding.

9.4. **A *th Sense (Invincible) (100)**: Sometimes the magic that imbues you reacts. It jolts and seems to highlight items in your vision or alter the way that you hear things. Over time you have learned that these reactions indicate the presence of other magic around you. These bursts of information and awareness appear in the way that is most convenient to the user but processed through the senses they already have. When you are looking at a magic pendant you could see the way the magic moves, you would feel the tingle as a ghost sneaks up on you, the wards laid on a building would shows up in all their glory with a buzzing sound. Regardless, you are able to sense magic through your normal senses and never mistake the sensation of magic for anything but.

9.5. **The Classical Elements (Toaruverse) (100)**: There are four classical elements in Western cultures, and if counting the fifth element, quintessence or ether, it matches the five elements of Eastern cultures. You become proficient at manifesting and manipulating the eastern and western classical elements without the need of incantations or focus but with it the element that you are manifesting becomes several times more powerful and easier to control. By picking one of the classical elements and your hair would change according to the element that you choose to further enhance the power of your element by a minimum of ten times. You can also choose all the elements if you don’t mind having a multicolored hair though the boost in the element is only a fourth compared to choosing one.

9.6. **Casting Methods (Justice League Dark) (100)**: Speaking backwards, arcane sigils, runes, the language of gods and monsters, mudras, beat poetry, sick

dance moves. Whatever it is, you know a method of spellcasting that lets you bypass any other verbal, somatic, or gestural necessities of the Art. Additional buys cost 25CP per casting method purchased.

9.7. **Magical Theory (Justice League Dark) (100)**: You take a much more rigorous and scientific approach to magic, having studied the theory of how it works and the methods used to cast it. This gives you excellent talent for rituals and often, you'll be able to mix and match reagents together to create grand rituals of your own. You'll also have a knack for understanding any magic you're aware of, able to instantly study and understand the mechanics of a spell just from seeing it cast. Outside of your rituals however, this perk doesn't give you the skill or talent to actually cast magic unaided.

9.8. **Magical Agreement (Justice League Dark) (100)**: Not much to see here unless you're hoping to go into politics. You've got some way to make agreements that you enter ironclad and binding, the exact method left up to your discretion. Entering these pacts will force all parties to hold up their end. And this works no matter how powerful any singular party is. So sure, if you're feeling frisky, go ahead and make that deal with a goddess. I should say though, these deals only hold up to the letter of the arrangement making them very easy to squirm out of them if they're worded poorly. Hope you've got a good lawyer!

9.9. **Arcane Caster (Overlord) (100)**: You're the classic wizard. You know how to cast spells like fireball, lightning bolt, haste, fly, invisibility, teleport, charm person, slow, a generous assortment of buffing and debuffing spells, and so on and so forth. You're also a dab hand at ritual work. In terms of Ranked Magic you start out knowing a fair amount of spells of the third tier, and many more of the second and first.

9.9.1. **(Free With Realm of Heroes)**: If you are in the Realm of Heroes you know and are capable of casting spells of up to the 6th tier. Spells of this level are dramatically more powerful than those of the lower tiers and you could honestly claim to be capable of beating hundreds of men on your own with just your direct offensive spells, and could probably manage far more than that with a bit of planning. At this level you're considered a potential strategic asset worth whole armies as far as the people of the New World are concerned. Such spells include controlling the weather, conjuring forth skeletal dragons, dominating the minds of others (though in an obvious way), fabricating finished products out of raw materials instantly, making some lower tier spells permanent via the Permanency spell, and many more.

9.9.2. **(Free With Level One Hundred)**: If you are 'Level One Hundred' you are capable of 10th tier magic. Most people in the New World don't even

know that this tier of magic exists, or the 9th or 8th tiers either for that matter. You effectively have no match whatsoever in terms of arcane magic power outside of Ainz Ooal Gown himself. Spells at these heights could smite entire armies casually, summon forth creatures that could do the same for you, or 'buff' you to heights similar in physical ability to a warrior of your same level, though not with the weapon skills to make good use of it. Spells at this level include 'reality slash', which is a watered down version of the Damage Focused Warriors 'dimensional slash' (very watered down), conjuring forth major magical servitors such as primal elementals or high ranking angels (or demons), casting Gate, creating potentially permanent teleportation circles, wide area instant-death magic, teleporting over vast distances without any chance of error, shifting into other planes/dimensions of existence, making much higher tier spells permanent via the Permanency spell, and more.

9.10. **Divine Caster (Overlord) (100)**: You're capable of Divine Magic, and also Druidic magic for some reason. This means you're capable of healing others, curing diseases and poisons, summoning monsters to aid you, casting spells and barriers of protection, turning, commanding, or destroying the undead, entangling enemies in plant life, commanding natural beasts and creatures to aid you, and more.

9.10.1. **(Free With Realm of Heroes)**: If you're in the Realm of Heroes you can cast the 'lesser' versions of resurrection magic to bring back the dead, a skill in considerable demand, and your other magics are heightened in potency, often being capable of affecting multiple targets at once. Additionally at this level your nature magics start to really come into their own with you being able to make minor, but useful, changes to the nearby landscape as well as controlling the weather, calling down lightning bolts, and conjuring forth much more dangerous and powerful monsters or creatures to serve you such as elementals or strong magical beasts. You'll additionally be able to 'wild shape' into the forms of animals and such that you've encountered though you can't transform into anything stronger than yourself, and you don't get any supernatural abilities from doing so, however you do gain the size, strength, and toughness of said creatures. You'll additionally be able to lift curses upon others, destroy lower level and even some 'medium' leveled undead instantly, casting healing spells that affect large groups all at once, and layer several 'buffing' types of magics to improve the performance of yourself or allies.

9.10.2. **(Free With Level One Hundred)**: At 'Level One Hundred' you can cast spells of such potency that you could heal entire armies in one go, mass resurrect the dead with no penalty to the person that died, cast spells of protection that can potentially be used to nullify just about any kind of

damage you can prepare for, cause earthquakes, turn small forests into armies of treants to turn against your enemies, and your skills in combating the undead are virtually peerless. Your 'wildshape' abilities now let you transform into fantastic creatures such as dragons or elementals, and you can even summon forth such creatures as temporary servitors to work your will. You can instantly destroy anything other than extremely high-tier undead, and your divine and druidic magics have hit their very peak.

9.11. **Talismonger (Overlord) (100)**: This class bears a lot of similarities to classic oriental magical traditions in that you cast spells via the use of special talismans that you can create. Only you can use the talismans you create (unless the other person has 'Use Any Magic Item'). You're not quite as focused in the arcane side of things as an Arcane Caster, and not as good at divine magics as a Divine Caster, but you make up for it in dabbling in both at the same time and having a fair amount of exotic or otherwise unconventional magics you can call up. Where you really shine though is that you can prepare talismans with specific spells ahead of time, allowing you to effectively 'cast' those spells when you're not in combat and then keep them in reserve until they're actually needed. In this fashion you can dramatically increase your combat endurance via intelligent preparation. Crafting these talismans takes you a bit of time, effort, and some resources and they're only one use, but it's dramatically easier and cheaper for you to do than anyone else could ever possibly hope to claim. Just starting out you know a fair amount of spells to inflict negative maladies upon your foes, and defeating a large group of armed warriors is as simple for you as cast a few of your magics and then letting time do the rest.

9.11.1. **(Free With Realm of Heroes)**: In the Realm of Heroes you have a fairly even mix of both arcane and divine spells, however your spells in those disciplines are not as powerful, broad in scope, or quite as versatile as an individual that specialized in those classes. Your single and area target debuffs and curses however are substantially better than either by a considerable margin. You will be able to inflict a large variety of negative status effects, such as confusion, insanity, vertigo, torpor, poisons, the more powerful 'toxins', polymorphing, petrification, instant death effects, and more. You bread and butter, such as it is, is that you are capable of debilitating foes, whether they come individually or in large groups, to such devastating effect that often times the battle is won without you having to deal any 'direct' damage at all. You are equally skilled at defending against such maladies. In addition your Talismans can now hold two spells at a time, however they must be the same spell.

9.11.2. **(Free With Level One Hundred)**: At Level One Hundred your abilities have hit their peak. Your spells and debuffs can now affect entire armies

of individuals all at once, wreaking utter havoc amongst your foes with singular castings. You could easily poison small cities all at once, or leave an army of statues standing in a field with only the slightest bit of effort. Your debuff and debilitation spells are still your main workhorse, however you know an even mix of both arcane and divine spells of up to the 9th tier, with your 10th tier spells being filled out with your class specific spells. Your talismans can now hold three of the same spell at once.

9.12. **Spiritualist (Overlord) (100)**: Dealing with the contracting, binding, and borrowing of power of the spirits of the world the Spiritualist tends more towards indirect effects, subtlety, and supportive roles than those of the other more traditional magic caster classes. This is not a branch of magic dealing solely in summoning, per-se, but it does have more than its fair share of such things. Your spells tend towards beckoning or influencing the 'spirits' within your surroundings in order to accomplish tasks for you, and potentially even manifesting such spirits directly either as summons or to empower yourself or others as a form of 'buff'. Different from druidism which deals directly with the manipulation of nature your approach tends to work through proxy in order to manage such changes for you.

9.12.1. **(Free With Realm of Heroes)**: Just starting out you'll approximate many of the abilities of lower level druids or arcane casters, but in the Realm of Heroes you'll start to branch off more solidly, focusing on changing the 'spirits' of a given area to impede enemies or aid yourself and allies, calling forth spirit servitors in order to directly work for you, or calling forth spirits within yourself or others in order to increase their abilities.

9.12.2. **(Free With Level One Hundred)**: At Level One Hundred you'll be able to call forth spirits of tremendous and terrifying power and scope such as genus loci, giving orders to spirits to maintain or change large areas of land (or water) to support your aims (which they will then continue to maintain until such time as you direct them otherwise), permanently blessing (or cursing) the 'spirits' of specific bloodlines, or calling forth spirits into yourself or allies capable of empowering them to truly spectacular might. Taking this class ensures that such spirits will always be available in future worlds for you to call upon. Finally these are spells, so you don't need to worry about your magic shutting down because the local spirits don't like you. So long as you provide the mana to cast them your spells will continue to work.

9.13. **Saint-Rank Magician (Mushoku Tensei: Jobless Reincarnation) (100)**: Magic is the most common way for a mage to be useful in battle and combat, and you manage to learn an reach an incredible amount of proficiency and mastery in Attack-Magic, Healing-Magic, and Summoning-Magic Category-Types of the Six-Faced World such that you could be considered a Saint-Rank in this Three Main

Categories of Magic. While this also gives you all the knowledge of the spells of the Three Main Categories of Magic you only master them at Saint-Rank of the said spells. This also gives you Truncated Spell-Casting which allows you to shorten the incantation for any magic-spells that you have to five seconds or less. This elevates your Mana Reserves to the point that you can cast a dozen Saint-Rank Spells before being exhausted. You also gained an incredible innate talent at learning and mastering any Powers though this is more prominent when you're learning some type of magic which would allow you to reach Saint-Rank starting scratch within a year's amount time though it would be faster if you have a master to learn from or if you already have a foundation for it.

9.14. **Spellbook of Knowledge (Mushoku Tensei: Jobless Reincarnation) (100)**: This large tome contains the Incantations and Magic Circles to all known and unknown spells in this world. The spells recorded ranges from Beginner-Rank Spells to God-Rank Spells of the three main types of magic. The instructions contained in it are detailed and easy to understand that it's nearly impossible not to understand the meaning and descriptions of each spell. This tome also records the magic-spells or something equivalent that you know or invented. Post-Jump this tome automatically updates to include the Magic System or Other Systems equivalent to it along with all possible magic's and similar things available in the future worlds that you are in and the tome has effectively infinite pages and opening to the desired page or spells with just a thought.

9.15. **Basic Magic (Young Justice) (100)**: You've got basic knowledge of magic, and can perform minor spells, such as changing the colors of objects, weakening objects, and summoning small objects or animals.

9.16. **Chakra Books (Marvel Cinematic Universe Vol. 2) (100/200)**: It can be difficult for those who are unaware of the world around them to grasp that they know nothing. It can also be difficult to show them just how small their worldview has been all this time, or help them. But the first step to learning is awareness. This is a substantial supply of books regarding the body, such as a map of the nervous system, MRIs, and more importantly, chakra points and how to open them. These maps for the body will help bring awareness to would-be students, and how to show them the wonders of the world or themselves. For an additional undiscounted 100CP, you may also gain a substantial collection of spellbooks that will assist in helping yo learn the formation of spells, the art of drawing energies to power them, and the basics in casting them Just be aware that the warning labels come AFTER the spells.

9.17. **The Magic Of Mortals (Campione!) (100)**: The esoteric powers for mortals aren't quite the same as those of divine nature, being more akin to borrowing small amounts of magic force from the gods, a prayer answered. Still humans have come quite a way through making do with what they have. You are a prime

example of such, being trained in spell and sword with focus on their physically practical applications over versatile occultism from a young age. While you aren't quite in the same league as the Great Knights that lead their Orders, you could reach them in time given enough effort and opportunity.

9.18. **Jack Of All Spells (Arifureta Shokugyou de Sekai Saikyou) (200)**: Magic is something certainly common here, however without talent or affinity for it, it becomes so restrictive that you won't be using it outside very specific situations during your life. You won the magical Jackpot and have a high affinity for all schools of magic, as well as sorcery in general. There's no type of magic that you can't use, and you will find yourself advancing quickly in your magical studies, enough to be called a genius at it. This doesn't mean you get any or all spells right off the bat, but there's nothing stopping you to learn them, especially when your talent for the arcane is so broad.

9.19. **Magical Sensitivity (Justice League Dark) (200)**: In order to perform magic, one needs a certain force of belief in the impossible, a spark, if you will. And, given the way you truly believe in magic, you're positively luminous. Many other options here also grant the baseline ability to perform magic but none of them offer this singularly unique benefit: as you grow, your magic does, too. You'll start out as good as any hedge but your spark will respond to your belief in the impossible. This growth is theoretically limitless but your spark will only blossom whenever you perform or participate in a spell that stretches your limits in some way. How much it grows will be a function of how far you expand your horizons.

9.20. **Spell Purification (Duel Monsters - Shadow Realm) (200)**: Spellcasters are crafty, and more than that, they are incredibly prone to making warriors and other targets explode in several colorful ways. While you can work to dispel or counter individual spells, you can risk being overwhelmed against a group of spellcasters or a large amount of spells. This spell acts as a counter, forming an anti-magic field around yourself that greatly weakens or outright negates spells targeting you depending on the arcane power of the original users. This field can also be 'spread' to cover an area the size of a small building, disrupting spells similarly to De-Spell, though this will remove the protective field and require you to re-cast it.

9.21. **Chaos Sorcerer (Duel Monsters - Shadow Realm) (200)**: The most distinctive form of Chaos' might is to simply bring things to an end: You may channel the magical powers of Light and Darkness together now to form a destructive orb of power. It is not as strong as some spells, at least in pure firepower, but it is a constant entropic disintegration, very effective against most defenses. While other spells may be a metaphorical bolt of lightning, the power of chaos is a rushing waterfall that breaks its victims down through the sheer torrent of destructive power.

9.22. **Illusion Magic (Duel Monsters - Shadow Realm) (200)**: It's all just one big hat trick, after all. You are able to create visual and auditory illusions that can deceive and confuse the unwary, such as making a row of Magical Hats to hide in. You can even combine this with some clever spatial manipulation magic, letting you change places without your foe being able to guess your location correctly without some way to overcome the illusion.

9.23. **Fulfillment of the Contract (Duel Monsters - Shadow Realm) (200)**: Summoning Ritual Monsters is often a costly endeavor in terms of magical reagents and whatever else the creature will desire. You may not want them around, either, but...you've found a workaround at least. You can create a "Contract" with a Ritual Monster or a similarly powerful and alien beast, now. This mystical pact will grant you a measure of that being's power as long as you stay to the precepts of the contract, which is often decided by the Ritual Monster themself(though you're free to bargain with them safely.)

9.24. **Book of Moon (Duel Monsters - Shadow Realm) (200)**: Part of a set of 3 Spellbooks, this book penned by Endymion teaches a spell that allows you to create a massive wave of cowardice in your enemies, as well as cover something or someone you desire in a cloak of magical shadows.

9.25. **Book of Sun (Duel Monsters - Shadow Realm) (200)**: Part of a set of 3 Spellbooks, this book penned by Endymion teaches a spell that allows you to reveal hidden objects and people even if they used magical means to hide, as well as grant your allies and yourself a great amount of courage and determination.

9.26. **Light Magic (Arrowverse) (200)**: You now have the power to use a form of magic that draws from the positive aspects of the universe, such as hope and joy. Users of light magic can repel the power of users of dark magic. To help channel this magic and any magic associated with good, light, or positive emotions you've been branded with a magical tattoo on one of your forearms. Together with your own inner positive aspects your magical protection against darkness and the magical tattoo, you're capable of defending yourself and others nearby from evil and/or dark magic. With enough hope and joy you can severely weaken and temporarily shut off any evil and/or dark magic from an enemy magician. The amount of time depends on the amount of positive emotions and your magical strength.

9.27. **Maleficium (King Arthur) (200)**: Similar to true magic but instead is focused on empowerment, curses, transfiguration, and contracts using mystic runes. Though it focuses on these subjects there is little it cannot do if you know the right runes. Even if it's power for destruction may not be as powerful as a wizard's magic.

9.28. **Flow of Life (Arifureta Shokugyou de Sekai Saikyou) (200)**: Dragonmen, Atavists and magic beasts. Those are the three 'races' capable of freely manipulating mana. You probably aren't either, but you do share that ability with them. For starters being able to control mana directly allows you to cast spells without a chant and magic circle, only needing mana and a mental image of the spell you want to activate. Likewise, it allows you to modify to your leisure those spells, changing their shape, properties and range as you wish. The last of the obvious advantages is the ability to limit the consumption of your reserves to pace better the fights.

9.29. **Magical Books (The Elder Scrolls V: Skyrim) (200)**: The art of spellcraft is one that requires an immense amount of dedication and in many ways talent as well. Learning new spells can take ages and this can easily drive many off or act as a massive constraint when time is of the essence. You've found a bit of a way around this conundrum, by imbuing a simple book with your understanding of the spellcraft you can create a magical item that when activated immediately passes this onto whoever activated it, though the book is consumed in the process. While this only applies to Elder Scrolls magic at first, you'll find that adapting it to other systems is an easy process and only requires that the process be fine tuned.

9.30. **Alchemy Set & Tomes (Demon King Daimao) (200)**: An alchemy set that comes with detailed tomes on charm creation and other such things. You should be able to create some high tier things with what you currently have.

9.31. **Innate Talent - Magic Item Creator (Overlord) (200)**: You're really, unnaturally, good at making magic items. If you know how to make something then you can make it magical. Spoons, bowls, armor, books, weapons, toasters, anything. You actually have to know some magic in order to enchant items with a magical effect, and you don't gain any skills in actually making items, so if you want to make magic swords you'll have to learn some magic and then how to make regular swords first. You can copy down into scrolls any spell you know, which others can use to learn those spells (if they are capable of using that magic system and put in the time to study) or use them as one-use magic items. Additionally any magic item you create will be marginally better than it would have otherwise been, regardless of whatever abilities you might have brought with you from other worlds. You don't have to have this talent to make magic items or spell scrolls, but someone that does have this talent will always be much better than someone that doesn't.

9.32. **Innate Talent - Alchemist (Overlord) (200)**: You are capable of brewing potions with magical effects. You can easily create 'true' healing potions that provide instantaneous healing rather than healing-over-time, and can make potions for any 'buffing' spells you know that are in the ranked magic system such as flight,

invisibility, increased magic resistance, physical boosts, and so on. Obviously you must actually know a spell in order to make a potion with that spells effect. Additionally to make use of this talent you must actually have the means to make the potions in the first place such as an alchemist's lab or, for slimes, your own body.

9.33. **Innate Talent - Magic Learning Affinity (Overlord) (200)**: You possess the rare talent to learn all magic spells in half the time it would normally take you. For example if a spell would normally take a person eight years to learn you could learn it in four years. Stacks with similar abilities from other jumps. Doesn't give you the ability to use magical styles you aren't actually trained in or capable of using.

9.34. **Innate Talent - Enhanced Healing Magic (Overlord) (200)**: Your magical healing spells are especially potent, doubling their effectiveness and halving their cost. You would be well praised and rewarded as a healer if people knew you had this ability and, of course, if you knew any healing spells. Only affects magic that explicitly heals and does nothing else. Undead that purchase this may choose to gain the opposite of this to empower negative energy spells so that they can heal themselves.

9.35. **Innate Talent - Magical Powerhouse (Overlord) (200)**: You are more magically powerful than others. A lot more magically powerful. You've got enough magical energy to rival any three other peers of your level, and additionally you recover your reserves of magical energy just as quickly. Spells that deal direct damage, and nothing else, are 20% more powerful when you personally cast them. Scales with level. This talent is utterly useless for people that don't know magic.

9.36. **Specific Specialization: Crowd Control (Overlord) (200)**: You're really good at crowd control. You know many spells that can be used to halt large groups in their tracks either via entanglement, restricting their movements, making the terrain unfavorable, mesmerizing them, or some other method. Really good. While these spells aren't directly useful in an offensive role they can easily set up your allies for success, or allow you the time to cast other more offensive magics, and are a tremendous force multiplier when you work with a group. You are particularly skilled at spells designed against single targets, allowing you to trap and bind specific enemies that would often otherwise prove to be too slippery for you to catch. Enhanced mind controlling and illusionary magics explicitly fall under the umbrella of this specialization, alongside improved means of detecting such magics and abilities as well as countering them.

9.37. **Specific Specialization: Evoker (Overlord) (200)**: You're a direct damage dealer. You know a wide variety of damage dealing spells, often elemental in nature or of untyped 'force' energy, that are especially potent in destroying your

enemies. They are more damaging, can affect more enemies, and are much more precise. You are especially skilled in punching through magic resistance.

9.38. **Specific Specialization: Summoning (Overlord) (200)**: You are really good at summoning magics. Creatures you call up are more powerful, longer lasting, and often tend to have special abilities they wouldn't otherwise have. Maybe you called up frost wolves that have a chill aura rather than regular wolves, or maybe that fire elemental you called up can spawn more of itself that will then also fall under your control. This explicitly works with summoning magic you know even outside of this jump, granting your summoned creatures extra strength and abilities thematic with their nature. If you were to purchase this alongside the Augmented Summoning innate talent your magical summons would be fearsome indeed. Why bother dealing with something yourself when you could send a disposable minion to do it for you? The perfect ability for masterminds (or the lazy). Summons made via the Ranked Magic system are perfectly loyal to you unto death, and you'll find that with this that loyalty applies even to summons via other magic systems. Creatures and beings of godlike power, however, may be able to resist the enforced loyalty clause. Summon Mab or Cthulhu at your own risk. Additionally most summons are temporary, and the enforced loyalty is only in effect while they are serving as your summon. Keep in mind when using summons from other jumps that some summoned creatures have long memories, and may seek you out on their own if they feel you abused your influence over them.

9.39. **Specific Specialization: Warder (Overlord) (200)**: You're really good at warding things. Specifically areas, creatures, and items. You could ward a small town so that those with hostile intent against the residents would be cursed the moment they step inside, or could potentially create wards that just keep such people out completely assuming you've got the time and are willing to spend the effort making them. You're also really good at creating wards against specific effects such as mind control, instant-death, curses, and ironically enough wards that will let you ignore other wards. You could even erect wards on individuals to allow them to temporarily ignore a weakness they might otherwise have, such as allowing a lesser vampire to walk about in daylight or allowing a fire elemental to resist cold damage.

9.40. **Specific Specialization: Necromancy (Overlord) (200)**: You're a master of the undead. If you're 'Level One Hundred' you're a near equal in terms of this branch of magic compared even to the Lich Momonga himself, if you happen to also be a Skeleton or Zombie in addition to being a level one hundred Magic Caster and Necromancer then you are his equal. You can easily create and control lesser undead, which will be permanent if you use fresh bodies as catalysts, and have a particular affinity for instant-death spells. Even if a target should resist one of your instant death spells they usually have an automatic 'debuff' effect anyway,

such as guaranteed stunning, exhaustion, blindness, or other sorts of curses and abnormalities. If you couldn't already you can now turn, command, and destroy the undead like a divine caster of your level and if you could already do that then you're even better at it.

9.41. **Wards (With This Ring) (200)**: Several pre-prepared wards, several books on producing wards, two finished Spell-Eater amulets, and the designs for making more. Enough to protect a small town from magical scrying and moderate magical attacks, as well as enough knowledge to produce wards capable of defending against Lanterns and New Gods. If you purchased a property from this jump alongside this item you may optionally choose for that property to already have wards included and implemented into it.

9.42. **Silent-Casting (Mushoku Tensei: Jobless Reincarnation) (200)**: Normally Magic-Spells require lengthy incantations and occasionally conjoining magic arrays, some talented practitioners can use Truncated Spell-Casting to shorten the length to a few phrases, but you have taken this to the next level and can manipulate mana just by feeling and a little concentration. This allows you to entirely skip the lengthy incantations and silently cast Magic-Spells with just your thought by visualizing it and this also gives you the ability to adjust the size, speed and potency of the Magic-Spells like giving a Beginner-Rank Spell with an Emperor-Rank Spell potency. This also applies to other worlds Magic-Systems that needed incantations or shouting the name of the spells. By default you have the ability to teach Silent-Casting to others that don't have the talent or ability to use it.

9.43. **Magic (Percy Jackson) (200)**: You have been taught the style of magic appropriate to your chosen pantheon. With this alone you are merely a novice but you can receive further instruction. Generally you have an aptitude for a particular branch of magic within which you excel, frequently linked to a god you favor. Magic is very versatile, capable of anything from grand pillars of fire to teleporting entire pyramids. Generally you'll need training and practice to pull those off though, and will likely be exhausted without some method of supplementing your stores of power.

9.44. **Cantrip Master (Young Justice) (200)**: Your mastery of magic has made you very flexible and versatile in the mystic arts, and you can now modify and alter the basic spells in your repertoire. This allows you to do things like changing how a spell is delivered; for example, turning a projectile spell into a spell delivered with a touch. In addition, you can choose where your spells will appear from, so long as it's within ten meters of yourself, as well as what direction they will go. If you choose to make a spell have an area of affect or a burst effect, it will only be able to affect an area of ten meters in any direction. In addition, if a spell is actually described as simple or as a cantrip in setting, but still has some sort of

limit or cost on using it, your mastery of cantrips has made it so you can cast those spells for free.

9.45. **Atlantean Sorcery (Young Justice) (200)**: You're experienced with Atlantean sorcery, allowing you to manipulate water, using it to blast your foes, create waves, and shield yourself. You can also create solid constructs with your water, as well as generate electricity from your body. Advanced practitioners can do even more, such as shooting and creating ice. Comes with free Water-Bearers.

9.46. **Gifted - Wandless Magic (Generic Harry Potter Fanfiction) (200)**: Magic is in your blood, Jumper. And you can feel it. Not for you the crutches that are wands. You can do any spells that normally require magical foci without them, and not lose a single smidgen of effectiveness. Nor do you need to crudely shout your spells, being perfectly able to cast wordless spells. Furthermore, magic comes instinctively to you, meaning you can dispense with the complexity that the more advanced magic usually requires. Spells that would require long chants and complicated wand movements can be done with the wave of a hand, days long rituals can be done with as much effort as a moderately complex potion or ritual would take for an ordinary wizard. Indeed, you can do all magic you know with similar ease.

9.47. **Gifted - Shadow Mage (Generic Harry Potter Fanfiction) (200)**: You are a Shadow Mage, a Wizard with strong abilities tilted towards the shadows and darkness. This can have different implications in different fanfics, but at a minimum you have the ability to travel through the 'Shadow Realm', a strange realm that exists alongside the material world and connects all shadows to each other. It's nearly instant in short areas, and at its longest takes about five or six seconds for you to go from one shadow to another. Also, you have a link to 'Darkness'. This lets you wield it like a weapon at times, while at others you can use magic based on it. At will, you can shape weapons and shields out of it, though those don't last long at all. Finally, your link to darkness and shadow extends to the beings that inhabit it. Creatures like Dementors and some types of Vampires consider you one of their own and tend to be friendly towards you, at least until you do something to change this.

9.48. **Gifted - Blood Mage (Generic Harry Potter Fanfiction) (200)**: You are a Blood Mage, a Wizard with strong abilities towards 'Blood Magic' and Rituals of all kind. This, again, means different things in different worlds, but the least of the powers you have would be an ability to control your own blood's flow absolutely, up to and including an immunity to all magic or abilities that specifically targets blood. Beyond this, you have a ludicrously high affinity towards rituals towards all kind, such as adoption rituals, inheritance tracing rituals, or rituals that boost your physical or magical abilities through runecraft or sacrifice of creatures. Indeed, you can outright acquire magical abilities like an incredible physical strength

through Re'em blood, magical resistance through sacrificing a Dragon, so on and so forth.

9.49. **Gifted - Mind Magic (Generic Harry Potter Fanfiction) (200)**: You have mind magic! Not only are you a whiz with obliviation and related magic, but you're a natural Occlumens and Legilimens, which both have their own uses. Your natural Occlumens and Legilimens abilities start out incredibly formidable, akin to someone who's spent years studying them. With some work you could be a master. Mastery in occlumency comes with an eidetic memory and perfect control over all your tells, to the extent that no one can tell when you're lying. It also lets you make a Mind Palace, and enhances your ability to recall your memory massively, so that eidetic memory can be of some actual use. Similarly, mastering legilimency allows you to almost instinctively tell when someone is lying, and also makes you a tremendously skilled cold reader. You're also a dab hand with spells like compulsions, the confundus and the Imperius. Finally, once you've developed your talents enough to acquire all of these abilities, by combining them you become able to rip skills and knowledge straight out of people's heads. It takes less time and effort the more you practice it, but eventually taking mere seconds to seamlessly copy entire lives' worth of knowledge and skills without the target even knowing it is possible, though it'll take a lot of work.

9.50. **"Useless" Magic (Fate/Stay Night) (200)**: The basics are crucial, something so often ignored by all these elitist snobs. You've gained not only knowledge of the techniquest, but near mastery of them. Reinforcement allows you to enhance the qualities of things, such as making a wooden stick as hard as steel, or increasing your vision to rival a hawk's. Gradation Air allows you to project items using your mana, though these will always only be a hollow shell.

9.51. **Magical Tradition (With This Ring) (200)**: Earth has many magical traditions that can grant amazing powers. You gain a journeyman's level of education in a tradition of your choice. You can learn the hermetic traditions of Europe practiced by the White College and Merlin (what may be considered traditional wizardry, staff with a knob on the end is optional), druidic magic as practiced by Cornwall Lad to manipulate the elements and weather, Atlantean magic and its powerful biomancy and hydrokinesis, Heavenly magic's dual focus on healing and purifying its targets of such things as illness and foreign or demonic influence as well as drawing power from the Source and the Silver City. Demonic magic bears a focus on sharing or stealing power, corrupting and empowering others with sin, and the summoning and binding more typical of devilish cults. You can even pick to learn the arcane traditions of Martian sorcerer priests, focused on mental manipulations, alterations, and enhancements. This may be purchased multiple times to gain multiple traditions.

9.52. **Magician (That Time I Was Reincarnated As A Slime) (200)**: For several years, you've studied magic at various places around the world and you can proudly say you've become proficient at the basics of all magic from Holy and Demonic, somehow, to Summoning Magic and beyond. While you don't have any special talent for it you've worked hard and gotten quite skilled at using the magics you know. Otherworlders may have just been given the knowledge and ability by the [Voice of the World]

9.53. **Daoist Arts (Campione!) (200)**: An Asian form of spellcasting, based on the Feng Shui, Astrology, and other traditional Asian beliefs and centered in the manipulation of qi. Doubling as a type of martial art, it gives the practitioners several advantages that other mages lack, including the ability to cast spells with a set of movements instead of words and manipulating qi (life force) for a myriad of effects. You start with a great grasp of the basics and some advanced techniques, your talent being enough to master this art in a few years of practice.

9.54. **Magic Flow (Rising of the Shield Hero) (300)**: You gain a sense for the flow of mana, something the people of this world tend to use unconsciously. By expending mana when doing something, be it attacking or defending or even mixing a potion, you can improve its effect with no theoretical upper limit, though you very quickly reach diminishing returns. In the context of crafting, this is a big factor in determining an item's quality score.

9.55. **Always a Price (Justice League Dark) (300)**: It's a mantra you'll hear time and time again while you're here: Magic always has a price. And while that will always remain true for you, it seems the universe is willing to negotiate. You've got a way of not paying the normal price of magic and not suffering the after-effects associated with many spells. Instead, you simply offer the universe an equivalent amount of energy and you're good to go. Now of course, some of these costs (like souls or worse-than-death madness) will have steep conversion rates. But if you've got the juice to pull it off...

9.56. **Fear and Wonder (Justice League Dark) (300)**: Magic is something truly miraculous. Yet the deeper most practitioners delve, the more horrifying they realize it can be. You stand someplace between the fear and wonder of the arcane and have come to genuinely respect magic. And it seems magic responds well to respect and just about anything else you feel. You're about as good as any hedge but that's not quite what makes you special. Your emotions are powerful fonts of mystical energies, capable of amplifying your spellwork based on how much and how deeply you feel. Benefitting from this empowerment will require "matching" emotions, so to speak. For example, a fire-bolt might become a meteor with enough anger or passion but won't benefit from you being bored, tired, or sad.

9.57. **Physical Magic (Demon King Daimao) (300)**: While some may use their mana to manifest fire or something else you use yours to manifest force. You may with some effort increase the damage you do physically by expending mana. A wooden sword could cut through a metal desk with this like butter. You could adapt this to many things with training.

9.58. **Invisibility & Flight Magic (Demon King Daimao) (300)**: You excel at running away and staying hidden. While questionable, you may first turn yourself invisible while naked and glide along slightly faster than the wind. With training or a power boost you could easily transfer your invisibility onto anythi you're strong enough to carry and even keep up with Brave while flying.

9.59. **Summoning (Fate/Grand Order) (300)**: The Summoning System is the mechanism through which the Masters of Chaldea intend to summon Servants to fight for them and Craft Essence to enhance or assist those Servants. It is a randomised system, with more powerful or notable Servants and Essence being harder and harder to get. A single roll of this random mechanism requires a single Saint Quartz and will grant a single result, with no guarantees either way. Servants summoned through this method by you will fight for you, with varying degrees of enthusiasm, but they are not companions nor do they receive any additional benefits like companion Servants bought through this document will. In future jumps it will continue to summon Servants, only based off of the world it is currently in, drawing from historical or mythical or fictional or even future beings from that world. It will also continue to summon Craft Essences and such for use. Both these will follow the same rules as they do in this jump.

9.60. **Dragon Pulse Order (Rising of the Shield Hero) (300)**: You gain the ability to use the charged energy present in the environment to modify your own magical abilities, a skill that has gone almost extinct. While it would normally require someone to gain the blessing of a Dragon Emperor to learn, we'll handwave it just for you. By taking energy colored by your surroundings, you may mix it to spells to modify the result, often very markedly. For example, if you had a source of fire nearby, you may take the energy of that fire and mix it with energy from the surrounding air to shape it into a breath attack. Or you may add an element to a spell you cast, though the effects of this type of magic tend not to be very big if you do not have a magical source nearby. Like, say, a friendly dragon willing to provide it. Or again, if you had an affinity for darkness, you could gather energy from the ground, somehow solve for darkness from it, and get black fire as a result. Like an equation, but with magic.

9.61. **Sorcerer Savant (Young Justice) (300)**: Your understanding of the mechanisms involved in casting spells now let you copy the techniques of other magical users, so long as you have the capability to cast the type of magic that

they're using. This effectively allows you to learn a spell after seeing someone else cast it, though you'll still need to master it to cast it reliably.

9.62. **Warring Warlock (Young Justice) (300)**: Your magical techniques are enhanced when used against another practitioner of magic, turning every fireball into an inferno and every force field or ward into a nigh impenetrable barrier. Not only does it look flashy, but your onslaught can actually disrupt their spell casting, making countering your magic harder.

9.63. **Mage (Re:Monster) (300)**: The magic system of this world works off of several systems for each type of magic, consisting of ten tiers of spell, with an individual's affinity granting an innate access to a type of magic. For those with an affinity for a type of magic, they naturally gain a spell of each tier as their skills grow to the appropriate level for that type of magic, though a strong affinity is necessary to access truly high level spells. It is possible to learn magic of other types, or other spells of the same affinity beyond those gained from having an affinity for a type of magic, through study and perseverance, though having a bad affinity for a type of magic can inhibit or even completely prevent the use of certain types of spells.

9.64. **Advanced Ritual Art (Duel Monstesr - Shadow Realm) (400)**: "Preparation of Rites" may grant you the knowledge and theory, but you've got ritual magic down to a science! You can easily prepare and execute a summoning ritual, no matter how specific and easily-flubbed, as long as the materials are available to you. Not only that, but with this you can guarantee that the Ritual Monsters of the Shadow Realm are capable of answering your call, no matter how far you are from the world itself.

9.65. **Dark Burning Magic (Duel Monsters - Shadow Realm) (400)**: Of course, knives and hat tricks are nice and all, but that's not why you spent all this time learning Dark magic, is it? By focusing your magical energies into a single, destructive point, you may create a powerful blast that can reduce castle walls to ash and turn villages into craters. With time and practice, this burning magic may even wipe cities from the map. However, it is draining and has a setup time, which can lead to others interrupting it or making use of magical resistances.

9.66. **Dark Energy (Duel Monsters - Shadow Realm) (400)**: You are not so weak as to require a limitation on your powers, like the residents of the Sanctuary in the Sky. You can wield DARK power in the form of lightning, being capable of rending apart a town with a few quick blasts...however, this power is wild and will destroy without regard for who or what is in the way.

9.67. **Spell Absorption (Duel Monsters - Shadow Realm) (400)**: Why let the efforts of your enemies go to waste, though? Better yet, why not recycle a spell you no

longer have a use for? You can absorb the energies of a spell or enchantment cast by you or someone else (though you need to identify the spell or magic in question for the latter), letting it restore your magical energies and a tiny portion of your physical health if you had sustained prior injuries. While a useful tool and good for turning enemy magical weapons into glorified paperweights, your body can only contain so much energy,and absorbing the enchantment of items or apocalyptic spells is liable to destroy your body from the inside of you cannot contain it. Also, the original effect of the spell or enchantment is lost upon absorption.

9.68. **Book of Life (Duel Monsters - Shadow Realm) (400)**: Part of a set of 3 Spellbooks, this book penned by the Heretic Gravekeeper teaches a set of spells that allow you to raise and bind spirits as undead, both skeletal and ghostly. You start off being able to raise Skull Servants with relative ease, and can expand to call upon all sorts of zombie and vampiric creatures as allies with time…

9.69. **Intercept Spells (Toaruverse) (400)**: Waiting for the opponent to finish their incantations are very stupid but you can find that many people in this world and beyond still do it but not you. When any of you opponents try cast a spells you immediately know how to counter it even before they manage to say the first words either by hijacking the spell formula and cause the magic to go berserk to hurt you opponents or be outright cancelled it along with ability to predict when would you opponents would try to cast a spell. This also applies to any kind of magic or abilities that needed time and incantations to be used.

9.70. **The Master of System (Toaruverse) (400)**:Learning one magic to another from scratch is too time consuming and mind numbing even then some persist at doing it in the end they are granted by the greatest reward. With this you gain access to all magic systems in this world along with gaining knowledge of all their basics as well as skills at using it. Your true ability is to combine existing magic systems that you can access into one magic system that has all advantages of the magic systems that you know and discarding their weaknesses and this process is automatic and also applies to your various energy pools that you have. Creating your own magic system is also possible though this process is not automatic and you would have to do it on your own.

9.71. **Magic (King Arthur) (400)**: A Rare power within this world with only 1 in 10000 normal humans having the power allowing it's user to bring things into being using Pure willpower and the stamina of the caster. Throwing fire balls, constructing a sword, making it rain, all basic powers that can be acquired easily, but a wizard isn't an unlimited battery of power, more complicated spells take more power and are therefore harder to use. That said with enough willpower and energy there are very few things you couldn't achieve.

9.72. **Shaman (King Arthur) (400)**: People seek power in many different ways and forms. Some pray to gods, some sacrifice to demons, and some even risk speaking to fairies. You however look to nature and it's guardian spirits. These mysterious beings are almost everywhere and are a good source of information. Information however is not the only thing these beings gift you. You may call upon their power to revert organic beings to their original state, healing them from even the most grievous wounds. Among other things they've also granted you the ability to create barriers, usually in the shape of a box or wall though with practice and a little creativity they can take the shape of almost anything. The final gift that the guardians have given you is a special technique. If you draw a circle with a hole in the middle, fill it with water, and place an emerald in the middle of it, any unnatural creatures will be trapped inside. The seal is indefinite but can be destroyed from the outside, which will then release the creature inside. These three gifts while powerful were made to protect nature. So while you may use them however you want, when you use them with the intention of protecting nature they receive a small boost in power.

9.73. **The Evolution Of Times (Arifureta Shokugyou de Sekai Saikyou) (400)**: The Liberators that created the Labyrinths had few things in common, aside from their hatred towards the false Gods, they did share the tier of power they had. Their magic skills, one could say that other magic is just derivative from those... but you could also say that the degraded magics can reach that level as well. That's the advantage you have, to create and evolve your own school of magic to the same level as the 'Age of Gods' magic skills. Be that you take an existing type of magic and make something incredible based on it or be something completely out of your deranged mind. Only one thing is sure, its power won't be easily rivaled.

9.74. **Bandwidth and Wavelength (With This Ring) (400)**: Most magical traditions are based on connections: connecting your soul to the world around you, connecting objects to concepts or energy sources. This not only increases your ability to use magic and your ease of using external or foreign sources of power, it also makes it easier for you to connect yourself, others, or objects to the varied sources of energy that exist. Moreover, with a few decades of practice, some serious preparations and major effort, this would allow you connect your soul to a concept or plane of existence to become a lord, as Nabu of Cillia and Klarion the Witch Boy have done. However, you would not be limited to Order or Chaos as they are; the Red, the Green, the Grey, the Subtle Realms, the Shadowlands, a fragment of the color spectrum, Life, Death, or a domain are all within your grasp. But be wary, doing so will tie a portion of your strength to that concept and inherently limit your ability to use opposing concepts or domains.

9.75. **Ahzidal's Apprentice (The Elder Scrolls V: Skyrim) (400)**: The art of spellcasting has more to it than just flinging fireballs and screaming about

UNLIMITED POWER as one electrocutes their enemies. The arts of Enchantment and Alteration stand as testaments to this fact, enchantment in particular stands as a powerful, yet indirect system of magic and when it comes to this branch and the operation of it only the Dragon Priest Ahzidal is your equal. Like him you've collected vast knowledge pertaining to the various magical bases of the Mer, whether it be the ancient runes of the Ayleids or the process of harmonizing the seven natures of metal. This craft extends far and wide and with it even a mere band of five hundred warriors could be given equipment powerful enough to fell a powerful race of spellcasters like the Falmer, or in other, more simple words your enchantments are legendary. You could perhaps go even further, runes are simply another language, and if understanding them allows you to use them, then perhaps even others like that of the Dovah might be as well.

9.76. **Enlightenment (Marvel Cinematic Universe Vol. 2) (400)**: The language of the Mystic Arts is as old as civilization, my friend. The sorcerers of antiquity called the usage of this language "spells", but if that word offends your modern sensibility, you can call it 'programs', the source code that shapes reality. Your eyes have been opened, a sight beyond your sight. With it, you may draw from the energies of the Multiverse itself to conjure spells, make magic! This magic is not like the energies of the Asgardians who treat it as another science. No, infinite possibilities exist if you allow yourself to see them, and you are taking the first steps towards those possibilities. It will be an arduous task to move past being a beginner, and no doubt you will be noticed as you pursue your studies. But you have opened your mind... and the wonders of magic will yours to explore.

9.77. **Pinnacle of Magic (Campione!) (400)**: Alice Luise and Lucrentia Zola, the two most renowned witches of this era, masters of not only their power as mikos, but also of their respective ways of witchcraft and hermetic magic. Now, you join their ranks in terms of power, skill and knowledge. Not only you have mastered magic to the same level as them, but also obtained domain over several lost spells and your own miko gift. You could go places with this amount of power.

9.78. **Dark Wisdom (Overlord) (400)**: You've attained a rare and dangerous knowledge, Magic Caster. Your mind now swirls with the knowledge of magic, theory, and artifice. You now possess the ability to learn any number of spells, regardless of normal restrictions or the normal limits of your mind and memory, and further you can learn to convert the spells and magics of systems unfamiliar to you such that you can cast them with a magic system you are familiar with. You are not joining or fusing magic systems, merely converting spells from one into another. This takes effort and study however, and whether or not it will be worthwhile depends on how interested you are in devoting the time to it. Additionally so long as you've seen a spell cast at least once you will, with time and effort, be able to puzzle out its workings. You may need to see it cast

multiple times however to glean everything there is to know, so that you might add it to your own list of spells. This ability, likewise, will take time and effort. monster, you can just wait till it's dead to swoop in and take what you need from it. Or, wait till someone is alone and distracted to kidnap them. This is obviously more effective the more up-to-date information you have, but even if you are completely isolated from the rest of the universe, you'll still have a feeling when the best time is to leave your isolation and find your fortune. After all, it's a little hard to start a bandit cult and unify all the bandit clans if there's some handsome asshole in a facemask orbitally shelling all the bandits, right? You can just wait that out instead.

9.79. **The Power In This Right Eye Of Mine (KonoSuba) (400)**: Some people are born with a talent for magic. Some people think that a little bit of extra skill is enough to call that a 'talent'. You're the sort of magical genius that even the Crimson Demons would need to admit was a true master in the making. Magic comes to you faster and better than it does any other. What might take others months to reach you can do in days, even the cost for learning magic skills reduced to fit you. Your magical power is greater too, thrice that of any normal magician your age. But unfortunately, not all magic is quite the same for you. Physical magic, things such as enhancing the body or otherwise doing purely physical effects on you, is unaffected by this increase. It doesn't quite fit the lifestyle, you see.

9.80. **Unique Magic - Spatial Magic (Mushoku Tensei: Jobless Reincarnation) (400)**: This allows you to teleport and creates portals to any location that you have visited, seen or visualized sufficiently. The expenditure scales with the distance and protection of the location you're trying to teleport or creating a portal to. Within the planet or connected dimension would need mana equivalent to Beginner-Rank to Advance-Rank Spell and a dimension heavily protected like the one Hitogami lives would need mana equivalent to God-Rank Spells. With enough effort and attempt you can reach Hitogami's Void World or locate Earth with this.

9.81. **Unique Magic - Gravity Magic (Mushoku Tensei: Jobless Reincarnation) (400)**: This allows you to fly and replicate telekinesis to a certain extent, increase or decrease the gravity of the surrounding area hindering your opponents or just improving your physical feats. The expenditure scales to the distance or the potency of the effect like increasing the gravity by two or increasing your strength and speed by twofold and maintaining it by an hour would need mana equivalent to Beginner-Rank Spell but ten times the potency and maintaining for an hour would need need mana equivalent to Intermediate-Rank Spells.

9.82. **Unique Magic - Howling Magic (Mushoku Tensei: Jobless Reincarnation) (400)**: This allows you to locate and paralyze or stun your opponents by using

your voice as a medium. The expenditure scales with the distance something like a hundred meter radius would need mana equivalent to a Beginner-Rank Spells and the further you want to reach the greater the mana needed. This can also be used to replicate the effects of the Three Main Categories of Magic albeit on a much lesser potency but Magic-Spells that are single target can be used as AoE or be used to surprise attack your opponents.

9.83. **Unique Magic - Magic Disruption (Mushoku Tensei: Jobless Reincarnation) (400)**: This allows you to prevent Magic-Spells from forming and activating or mitigate their potency. You also gain an ability to anticipate and defend against magical attacks directed at you and hinder you opponents from forming or activating their Magic-Spells, all of it can be done with perfect timing. While the cost of using this to resist a Magical-Attack is normally proportional to the Magic-Spell, since you're paying premium, you only need a hundredth of the amount of mana used to cast the Magical-Spells.

9.84. **Magic (Justice League Unlimited) (400)**: Sorcery is a double edged sword, one that grants those who use it incredible power but always at a price that must be repaid. Most spells and rituals only require the user's magical energy or a few disposable trinkets, but major spells, ones that could make you equal to a god, would come with a much deadlier price. Regardless, choosing this power grants you talent and training in the mystic arts equal to that of Felix Faust, Tala, or Zatanna. Right now your possess enough skill to easily project arcane energy blasts, summon a few creatures or items, scry information from objects of importance, transmute individual people or objects, manipulate things with telekinesis, and perform various other feats. With practice and maybe a few ancient artifacts or a deal with a powerful entity you can grow the strength and versatility of your powers dramatically! Eventually, either after a lifetime of study, transcending beyond your current form, stealing magic from numerous other locations and individuals, or the acquisition of an incredibly powerful and dangerous artifact, you could become a magician on par with someone like Morgaine Le Fay, Doctor Fate, or Circie.

9.85. **Thrifty Thaumaturge (Young Justice) (400)**: Sometimes, you need to take shortcuts when performing magic. Luckily for you, you've turned what other magic users might call laziness into an art form. You can substitute similar regents for each other when performing rituals, casting spells, or when creating magical items. Recipe calls for bottled chi? How about some mana instead? Need soul gems? I'm sure you'll find these diamonds will suffice. Need the blood of a dragon? I'm sure that lizard's will do. This can't be used to substitute ingredients that are integral to what you're trying to do; for example, if you were trying to make a potion to copy someone's appearance, and said potion required their hair or DNA or whatever, you'd still need to have that for the potion to work, and if a ritual calls for a specific item you'll still need to have it.

9.86. **Advanced Magic (Young Justice) (400)**: Your magical potential increases greatly, giving you much more magical power and a greater capability for casting powerful magic. You are now capable of much greater magical heights; and are at least on par with Zatanna.

9.87. **High Speed Incantations (Fate/Stay Night) (400)**: A rare and much sought after skill, one possessed by the Blue herself. This skill allows you to cast magic incantations in half the time, regardless of their length or complexity, while retaining the full power of the spell.

9.88. **Runes (Fate/Stay Night) (400)**: You now have a rudimentary knowledge of Runes, and will fairly easily pick up the rest. At first, you can only create small lights or heal cuts and bruises, but soon enough you may be able to fire blasts of elements or greatly enhance your physical body with them.

9.89. **Spiritual Doctor (Fate/Stay Night) (400)**: You have gained a Sorcery Trait, a unique aspect or ability of magecraft, known as Spiritual Healing. With this, one can perform surgery on mental or spiritual wounds as if they were physical injuries, using skill in magic and magical energy to heal them. This could allow the user to bring back the mind of someone who has gone insane or to heal damaged Magic Circuits. Beyond just healing, it is possible to use this trait to do other surgical actions, such as transplanting numerous Magic Circuits relatively safely or taking out Command Seals from a Master's body/soul and implanting them in another person. An esoteric technique such as this however, is extremely costly and requires grea skill in medical techniques in the first place. Whilst you will never lose this Sorcery Trait from overuse like other users, you will need greater and greater amounts of skill the stranger or more dangerous the surgery you are performing with it.

9.90. **The Family Art (Fate/Stay Night) (400)**: The true wealth of every Magus family is their magecraft specialisation. The discipline of magecraft that they have spent generations researching, studying, experimenting on and utilising. It's your inheritance or perhaps, your spoils of war or thievery. However you came to possess the knowledge, you have a few decades of training in a magic specialisation of your choice, enough to make you an expert, if human, user of the art, something along the lines of Rin with her gems, though you are still many years from being a master. Maybe you'll even make a breakthrough that surprises those vaunted masters. A list of canon and suggested non canon specialisations will be at the notes section at the bottom of the jump. This perk can be taken multiple times. Magus Heir origin takers get a free version of this perk for one specialisation of their choice. This free perk is much weaker than the above, giving only a few years training in the chosen discipline, not much more

then is needed to understand and use the basic functions and concepts of what you picked.

9.91. **Integration (Battle Through the Heavens) (400)**: No longer will using two different fire spells together simply act as two separate spells. Much like the Angry Buddha Lotus, they can now be combined into something significantly stronger than even the sum of their parts, caused by the conflict of the two forces meeting. Essentially this allows the fusion of spells of the same type or affinity in order to make an overall stronger spell. This applies for any spells or abilities of the same type/affinity.

9.92. **New Founder (Fate/Stay Night) (400)**: While you might not be quite the sort of genius the Three Founders of the Grail System were, you're no slouch in the ritual department. Making rituals is a breeze for you and those you personally make often turn out to be half again as good as you'd expect. It's dealing with stuff that already exists where you come into your own. Loopholes, tricks and abuses of the system just seem to pop up in your mind whenever you're working with a magical ritual someone else has created. Every now and then, you'll even find yourself being led to loopholes you had no way of knowing about, stuff that needed knowledge you couldn't have had till then. It's nothing to worry about.

9.93. **The (Potential) Power Of Shazam (DC – Kingdom Come) (500)**: Billy Batson made a deal with a powerful wizard, known as Shazam. You were Shazam's apprentice, and learned the secrets of calling on the powers of a god from him. While you learned many magical secrets from Shazam (And possess considerable magical talent yourself, standing heads and shoulders above the typical magic user.), Shazam never granted you the powers he gave Billy. However, he did teach you how to gain them. You start out with two boons from two DC gods or godlike entities like one of The Endless in your new form. (Permission from said being already granted, somehow.) You may not start out with contracts to omniscient beings or metaphysical forces like The Presence or The Red. However you may fill the slots you start out with similar beings Shazam has made a contract with, such as Zeus or Solomon. You may not start out with a contract with any superhero. Now you can, in future realms, call upon the powers of a local god or spirit or any other skilled person to copy their best aspects when you forge a contract with them. If the god or godlike being dies, you lose this power. You do not lose this power when you leave the world. When you forge a contract with them, you add their power to a pool you may draw on. This functions as a form of power copying, but you still need to maintain the connection until you leave the jump, and then you no longer need a connection. You may only have up to six bound aspects to yourself at a time, and the first letters of the beings' names will make up a magic word you can call upon. When you gain access to other beings, you may swap in and out the powers of other beings from this pool of contracts. You will have no more access to their power

until you swap them back in from the pool. You may also draw upon this power by shouting this magic word, like Shazam, and transform in a powerful form that uses these powers. It can manifest in the classic lightning bolt (which can be weaponized if you shout down the name) or some other elemental display, like spikes of crystal or obsidian to represent earth or a blast of fire to represent fire. Or flower petals or some other plant display to represent nature. These will count as magical. You can grant your contracts to others you have deemed worthy, although they will not be able to pick and choose powers like you can. You will be the one deciding which gods or entities they derive power from. Granting parts of or entire contracts to people will make you lose the portion of the contract you have granted, and granting the entire contract will make you lose them. You may forge a contract with all-powerful, omniscient beings like The Presence with this power, and forging a contract with metaphysical forces like The Red is also allowed. However, you may not gain reality warping abilities with this skill, but gaining any other power is allowed. You will not be any stronger than an avatar of the metaphysical forces you make a contract with. You may forge a contract with literally anyone as well.

9.94. **Spell Reproduction (Duel Monsters - Shadow Realm) (600)**: There is no need to re-invent the wheel when it comes to magic, even with the various esoteric schools that exist in this world, from Attribution manipulation to enchantments. You need only walk on the shoulders of giants after stealing their notes. After witnessing a spell in action, you can quickly process the steps and energies involved in its execution, letting you memorize it and potentially use it yourself. This works best if you actually take time to digest and study the spell in question, however, especially for complex or powerful spells that may take weeks of study. While incredibly unique spells you are incapable of learning (due to a lack of an innate power or lacking the energies for it, for instance) remain impossible to cast for the reason involved, you can ‘adapt’ the spell to a magic system or school of your choosing. While the costs will be proportional to what you’re substituting for, and may not be a perfect recreation, you will find the mixing and matching of spells much easier to accomplish.

9.95. **Book of Secret Arts (Duel Monsters - Shadow Realm) (600)**: You won’t find this book in the library of Endymion. It holds 3 forbidden spells: The Change of Heart, the Monster Reborn, and Graceful Charity. Change of Heart allows you to permanently change the allegiance and loyalty of any creature you encounter with a weak enough willpower, the Monster Reborn allows you to revive a creature as long as it’s soul resides in the realm you’re in, and Graceful Charity allows you to exchange your magical energy for another kind of energy, either restoring your health or stamina...or any other kind of energy your body may have, depending on how seasoned a traveller you are.

9.96. **Heavenly Creation (Battle Through the Heavens) (600)**: There are rare ways to create flames akin to Heavenly Flames. There are also more types of energy from heaven and earth than simply Fire. So surely it makes sense that you would be able to condense this energy into something akin to a Heavenly Flame for other elements, such as water or lightning? Some forms of Pill Lightning are already comparable to Heavenly Flames in strength. Just to do the simplest equivalent would require vast amounts of the element, for you are creating a King of an element after all. Similarly, the environment and source you take this energy from may influence the strength and effect of the Heavenly Element you are creating.

9.97. **Library of Knowledge (Toaruverse) (600)**: Having a library full of topics from mundane books to magic books of eldritch knowledge would be awesome but would be hassle to protect and relocate. With this you gain the power of a certain index giving you an en encyclopedic knowledge of all one hundred three thousand magic books of eldritch knowledge along with perfect indexing of your memories and knowledge that gives you perfect memory and allows you to retrieve information from your mind easily. You also gain a sub-consciousness that analyze and gather information or data that encounter from all of your five senses and when you encounter problems or questions your consciousness would crossed reference it from your knowledge and memories and give you the right answer with a frightening accuracy. The resistance that you have for mental poisoning even from the grimoires have increased massively that mental poisoning from the grimoires are now negligible or a minor annoyance and the same be said when facing eldritch horrors. This also makes you resistant to insanity giving creatures and events. This encyclopedic knowledge also updates every jump giving you the knowledge and information from all magic and science related books every existed no matter how rare or one of a kind it is.

9.98. **Alchemy (With This Ring) (600)**: Alchemy, strictly speaking, is the art of using knowledge and preparation to shape the arcane without using your own magic. This is useful for several reasons. Firstly, effects achieved by alchemy are replicable by others: any potion or formula you make can be replicated by anyone else. Secondly, any price for magic is either extracted from the ingredients directly or paid for by the recipient of your work. Thirdly, as it is not limited by a mortal caster's power, the effects of alchemy can potentially reach godly levels of power. The Garrick Superspeed Formula and its derivatives, the Danner Super-Strength Formula (which has been confirmed to work on all terrestrial mammals and can grant a human strength comparable to the Superman), Lazarus Pits, and more would eventually be within your grasp with this perk. If taken with the perk "Bandwidth and Wavelength" this would allow you to combine aspects of different magical traditions or sources of power to create more powerful effects, such as combining biomancy, chaos magic, and flesh

taken from Starro the Conqueror to create an incredibly powerful mind control system.

9.99. **Judgment (King Arthur) (600)**: The pinnacle of holiness. You've mastered the arts of the divine and are able to unleash energies that even the most powerful of unholy abominations will fear, with enough time you could purify almost anything. Even your very hands will burn demons if you wish and you may call a huge beam of light down from the skies. The ultimate skill you possess is the white dragon. After a short prayer you can summon a gigantic divine white dragon. It is the most powerful divine ability in this world. With its very presence thrusting life back into the land around it. That is by no means it's only ability though, breathing fire hot enough to melt castles and it's scales harder than any mundane metal make it almost untreatable in battle. Finally the dragon is quite knowledgeable about almost every holy ritual known , and most likely ones unknown to man

9.100. **Not as Easy the Second Time Around (Invincible) (600)**: You don’t exactly know what it is, maybe the curse that empowers you doesn’t play well with others, or maybe it is the bulwark of your being? Either way you find that when faced with unwanted magic or other esoteric energies they do not find purchase with you as they do amongst others. Curses that would cause death wash off your skin as though they were never there, constructs of energy seem to lose coherence upon contact with you if undesired. While you may not be able to wander through the flames of hell itself you will last longer than any, other than the demons that reside there. Yet, those magics you allow are embraced and enhanced by your being, healing that would be focused to a specific area invigorating the entire body, enhancements that are limited becoming more potent and longer lasting.

9.100.1. **Capstone Boosted (Free With You Have Been Reborn)**: Something about these atoms from the future has resonated with the empowerment of your being, enhancing your connection to the here and now. Where once your resistance applied solely to magic now its purview has been expanded. You need no longer fear the effects of reality warpers, time paradoxes, the deletion of yourself as a concept, or other such effects for you are rooted within yourself as well as in the here and now. You’re rooted so deeply in fact that it may as well be considered an unchangeable cosmic fact. And to those who warp or alter time, space, or the nature of reality itself, you are.

9.101. **Give It A Shot (Arifureta Shokugyou de Sekai Saikyou) (600)**: The Liberators, the mavericks, the geniuses without peer that held the unique Age of Gods magic as Skills and tried to take down the False Gods. While they were all remarkable people in their own right and insightful users of their power, the fact that their Age

of Gods magic did the heavy lifting still remains. While other atavists also had powerful skills, none were at the level of these, like you. That's right, you now possess a Skill with the same potential as the Age of Gods magic that the liberators boasted of. It's not like you automatically have it mastered, but the potential is there, enough to become a peer to those ancient mavericks that made the great labyrinths, or even greater.

9.102. **Crash The Party (Arifureta Shokugyou de Sekai Saikyou) (600)**: It's difficult to find worthwhile minions nowadays, subjects being too whinny or untrustworthy for the actual responsibilities. But why depend on feeble outsiders when you can have your own homebrew subordinates? You have a power similar to the one of Ehit, to use magic and materials to create sentient life with soul. There are a few bumps, like not being able to create creatures stronger than you from the get go, or the amount of resources needed for each new creation. Cost notwithstanding, you can't deny the perks of your own programmable and loyal subordinates. Free will and such can be given as well, although they would still be loyal, there's room for some rebellious streak if you go that way.

9.103. **Black Magic (Demon King Daimao) (600)**: Dark necromancy, dark arts, and dark spells. Dark. Black magic is illegal in this world but some versions of it are allowed. You are now adept at both of those. You also have considerable training in alchemy.

9.104. **Grand Summoning (Fate/Grand Order) (600)**: The Throne of Heroes can be quite capricious with those it chooses to release into the hands of a Master. You might aim for a Servant and get them in their elderly years or as a youth, before their great achievements. You might get them sans their most legendary equipment or in a flawed, berserk state. You've perfected your rituals however and learnt a method to always summon the greatest possible version of your target, combining their most suitable bodies, minds, equipment and powers for you. You'll summon your Servant or other summon with their most powerful gear, their fittest and most appropriate physical body, their best abilities and their most suitable mental state. Your summons are effectively working at their peak ability at all times.

9.105. **Master of the House (Fate/Grand Order) (600)**: Just because you're a Master, doesn't mean you can do nothing but supply mana. There's a long tradition of Masters being genuinely helpful to their Servants and you're one of the best examples yet. Even if you happen to be a below average Magus in other areas, when it comes to magic that supports your allies, you could help even some of the strongest of heroes. Your support magic, any magic that buffs or enhances one of your allies, is multiplied many times over in effectiveness as long as it is being used on an ally and not yourself. A spell to grant physical strength that might normally only put someone at the peak of human ability could now

increase an EX ranked Servant's strength by a third again. Every one of your buffs will be an invaluable boost to your team, making you just as vital a combat member as any of them.

9.106. **Arcane Ancestry (Final Fantasy 7 Remake) (600)**: The blood of the Ancients has fully manifested in you! Unlike the vast majority of Gaia's inhabitants, you may use magic without the aid of materia. By drawing mako energy directly from your surroundings, you can cast spells. Like Aerith, your combat spellcasting mostly focuses on enhancing your allies, hampering your enemies, and healing the wounded, though you could learn new spells with time and effort. With training, Cetra can also tap into the lifeforce of the planet to communicate with the spirits of the dead, gaining access to their knowledge and memories. One must approach this technique with caution, however, since the channeler also experiences the emotions of the spirits they call on. Good-natured Cetra can even help troubled spirits find peace, destroying them through redemption.

9.106.1. **Mako Magnified (Free With Limit Break)**: If Aerith's abilities are anything to compare to, you must be a full-blooded Cetra! Both your innate power and precision as a spellcaster has been greatly enhanced, and will only grow with practice and experience. Training will lead to slow and steady growth, while an adventure to save the planet would see you grow much faster. By the end of your journey, you'll be able to match the greatest feats of the last Cetra. If you tapped into the energy of the planet itself, you could create spell effects that span continents.

9.107. **The Abyss of Magic (Overlord) (600)**: You stared into the Abyss, Magic Caster, but unlike others you did not flinch away. Your reserves of magical energy are heavily bolstered, far beyond what any of your peers could claim, and the potency of your spells has increased to match your newfound insights. You may now 'overcharge' your spells, devoting more time, energy, and magical power into them than they might otherwise normally be capable of handling, allowing you to gain dramatically increased effect as a result of it. Simple fireballs might strike with the force of a meteor if you devoted the energy to it, and even your less flashy or obvious magics can be bolstered to a comparable degree.

9.108. **God-Ranked Magician (Mushoku Tensei: Jobless Reincarnation) (600)**: Through your perseverance on improving yourself, your magic has reach the pinnacle of the Three Main Categories of Magic of the Six-Faced World and proficiency and mastery of the magic spells of the Attack- Magic, Healing-Magic, and Summoning-Magic Category-Types reached completion such that you can claim to be a God-Rank Magician of the Three Main Categories of Magic. This elevates your Mana Reserves to the point that you can cast a dozen God-Rank Spells before being exhausted. Due to your proficiency and mastery of your spells, your Truncated Spell-Casting is further improved which now allows you to

shorten the incantation for any magic-spells that you can do a single word incantations. Through completely mastering the Three Main Categories of Magic has given you the ability to meld two or more Magic-Spells into one to reproduce various unique effects and natural phenomena, and this also gives you the ability to combine two or more Magic-Systems into one creating a new magic system with all of the advantages and discarding their disadvantages. This also elevates your innate talent at learning and mastering any Powers though this is more prominent when you're learning different types of magic and would allow you to reach God-Rank starting scratch within a year's time though it would be faster if you have a master to learn from or if you already have a foundation for it. This also allows you to invent, innovate and re-create any kind of magic or spells that you see and face with a few times of experiencing it or observing it and it also bleeds to any Powers to a lesser degree.

9.109. **Hasty Hexer (Young Justice) (600)**: You don't always have time for lengthy rituals; you need that spell now! You can substitute any required ritual for some of your inner energy, making a spell that would require hours of work happen instantly at the cost of making you extremely tired. If you happen to have mana or other magical energies like that within you, you can substitute those instead. Burning through all your energy in a short span of time can be dangerous and possibly fatal if you push it too far, but experienced magic users are unlikely to do so accidentally.

9.110. **Order/Chaos Magic (Young Justice) (600)**: The forces of Order and Chaos have always been at war with each other, and you've just picked a side. You can only choose one type of magic by purchasing this, and you can't make this purchase multiple times. Order magic has a focus on protection and restoring the natural balance of the world, and is capable of negating and reflecting destructive magic and energy as well as repairing objects and healing others. Order magic is also capable of undoing the damage that Chaos magic and other corruptions have done, and can ward against it with near perfect ability if used preemptively. Chaos magic on the other hand is about corrupting and perverting nature and the elements to suit the user's will, and can be used to cause plants and animals to grow in size and hostility, as well as to create powerful magical constructs to harass and attack your enemies. Chaos Magic is also capable of transmuting objects, though not into or from materials with supernatural qualities. Both types of magic allow their users to create force fields, shoot magical bolts, as well as fly. Users of Order Magic may be stronger than Dr. Fate or on par with him depending on his host, but users of Chaos Magic are much weaker than Klarion.

9.111. **Mystic Code Crafter (Fate/Stay Night) (600)**: You have a wealth of experience with crafting these grand artefacts, and your skill is unmatched among the modern world. With enough study, you could recreate the anti-magic bullets used by Kiritsugu or even the Volumen Hydrangium. With research you can even

begin to make your own Mystic Codes, possibly with even more power than these have.

9.112. **Legacy of the Great War (Highschool DxD) (600)**: While the War was in a time before time, its echoes can still be felt today - the clashing of holy blades against the infernal devils and their fallen cousins, sundering creation whole and laying low the creator God who led the Angels. These blades have since fallen silent, but they have not rusted or waned - and you're an example of that. You carry a major bloodline or innate power that was passed down from those days, akin to the Bael Clan's mighty Power of Destruction...or perhaps identical, if you call them kin. In addition to a unique and powerful magic that will be passed down to your own descendents, you have a natural knack and talent in all things related to combat and warfare...without training, you could lay low hundreds of untrained thugs and even duel an experienced warrior bare-handed. And that's before you train or get your hands on a Sacred Gear. In time, you will bring entire modern armies to their knees with both your magical and martial might, though mind that your mana and stamina are still finite...but that's fine. A proper leader should lead from the front, don't you agree?

9.113. **Magician Savant (High School DxD) (600)**: There are magicians, and then there is the magician, and you firmly belong to the latter. You have mastered almost all types of magic and various other non standard ones. You, at the very least know the basics of every school of magic, from throwing fireballs, to manipulating space, there is little which you do not know a little of. Your control over your mana is legendary, allowing you to use several powerful spells with the reserves of an average magician. Your reserves too have been increased proportionately, allowing you to spam legendary spells.

You also have a mental directory of sorts, which stores every single spell which you have learnt, and comes pre-loaded with many spells from your magic system. Whenever you need to use magic, it would look through all available spells and give you the one best suited for the moment. No matter how complex the spell is, if it is in your directory, you can do it without fail. Your body goes into autopilot and performs the spell itself, if you wish; allowing you to destroy and counter the shit out of your opponents, while contemplating the finer aspects of life.

9.114. **The Mystery of The Past (Campione!) (600)**: Divine Ancestors, despite being little more than the shadow of their power as Gods, are still leagues above mortal mages. Hime-Mikos and Witches having to work with the measly leftovers of their power. That changes now. You have inherited the 'full' powers of a Divine Ancestor, enough to consider yourself near the level of a weak Heretic God. Be in terms of magic reserves, skill, mastery or sheer number of spells in your

repertoire. Fighting Gods may be a tall order, but far from impossible if you play your cards right.

9.115. **Bonds of Fate (Fate/Stay Night) (600)**: Finally revealed, the secrets and knowledge to the Einzbern's Homunculi creation methods. It's all yours. From the way to turn natural children into basic Homunculi to creating flawless versions of the super Homunculi such as Ilyasviel herself, you've gained not only the knowledge but also the expertise in medicine, surgery and Alchemy focusing on life creation to actually carry out the process entirely on your own. Beyond mere skill, your creations, when they be living beings, seem to be better than those of any other peer on a fundamental level. Life you bring into being with your magics and sciences, from this world or any other, is stronger, faster, and smarter and so on then it would normally be. You could possibly focus this into one area or spread it out even more generally with some work. Taking The Family Art in Alchemy on top of this would push your Homunculi beyond even what the Einzbern family achieved.

9.116. **Average One (Fate/Stay Night) (600)**: You're not just some ordinary magician. You're head and shoulders above each of your peers. Magic is like breathing to you. You can easily figure out the mechanics of magecraft you encounter, absorb magical knowledge twice as fast as any other student of your level, find making new spells to be the work of weeks or months instead of years and when you actually get down to casting, your magic is twice as strong as that of any of your peers, while only costing as much as you'd normally use without the boost. You've also got an affinity for the 5 elements. Fire, Earth, Water, Air and Ether. Any spells you use involved with these elements will be a fair bit more effective than usual as well as easier for you to learn.

9.117. **Wish Granting (Fate/Stay Night) (600)**: The unique ability of the Einzbern family and one of the most powerful Sorcery Traits in the world. You've finally gained possession of it. This ability allows one to entirely bypass the need for skill or knowledge of magic, instead using the brute force method of expending vast amounts of magical energy to replace such things. In effect, it allows one to expend magical energy to achieve any possible effect desired. This is limited by the tremendously increased energy costs such effects have when compared to what casting the same effect with the skill and knowledge normally required would cost. These base costs are built on whatever magical system you possess and prefer to use for it, though note that Wish Granting cannot accomplish the completely impossible for your chosen system. If you were using Magecraft as a base, you would not be able to accomplish feats in the purview of True Magic, no matter how much magic you put in. Unlike the average user of this Sorcery Trait, it will apply to any form of magic you possess, rather than just be limited to what is used through your Magic Circuits.

9.118. **Holy Hexes (KonoSuba) (600)**: Spells becoming more powerful isn't just a matter of having more mana, at least not in this world. Upgrading those spells more with Skill Points is usually the main path. At least if you can be bothered, which it seems you've skipped past entirely. Magic that you use now scales to your general level of power, regardless of how much points or energy you put into it. If you cast a fireball you learnt at level 1, using the same amount of energy, but were a level 80 wizard when you cast it now? You'd be summoning a conflagration that could consume half a town instead of a mid-sized fireball attack. Even things as simple as a low level voice changing spell could become a spell that allows the target to freely make any sound they wanted, rather than just a single different voice. You can still expend energy or points to improve spells, provided the spell can be improved in such ways, even more but their base level of power will rise alongside your own general power level.

9.119. **Merlin Returned (Generic Harry Potter Fanfiction) (600)**: There were ancient tales of your coming, Jumper. Actually, wait, no. There weren't. But there should have been. You were born to greatness, and this reflects in everything you do. Magic is second nature to you. While you don't get any skill or knowledge innate with this perk, nor any gifts or talents that pass down bloodlines or through rituals, you now have limitless talent in every single branch of magic apart from these limitations. Besides that, you are a genius at learning magic too, mastering years' worth of material in days and weeks without even stressing yourself. This growth continues indefinitely, never slowing no matter what. Your grasp of magic and its theoretical framework is such that you can manipulate the very nature of it, and do so with an almost contemptuous ease. You can take apart spells, rituals or even entire magic systems, and put them back together in whatever different arrangement you like, even in entirely new magic systems of your own. Even altering spells in real time is second nature to you, changing their effects, size, scope, everything. As is coming up with entirely new pieces of magic, with due research and innovation. Finally, to fuel all this, your 'Magical Core', per se, is proportionately vast. You have a humongous amount of magic at your fingertips, stretching far and beyond any known metrics well into the realm of legends like Merlin and the Founders. This perk follows you in the future too, providing you all of these effects in any and all magic you become able to do. This perk is a capstone booster, meaning that it serves to enhance each of the origin capstones in their own ways. The interactions are mentioned alongside the respective perks.

9.120. **Legendary Healer (Generic Harry Potter Fanfiction) (600)**: You are a good person, Jumper. And this reflects in your magic. You are a healer without peer, being a master at all aspects of it. From potioneering, to tricks of transfiguration, whatever it takes to heal another person is something you are an expert at already. But a talent for healing is well and good. However, there are gifts and abilities of any and all types in the world. Necromancy, Parsel-Magic, Blood

Magic, etc. While several are benign and helpful, a lot of them seem like they can only ever be used for evil. Not by you, though. You have the ability to use any and all gifts and powers you have for good and benign purposes. Blood magic can be used as a healing tool, powers that can rip the land asunder can be used to divert floods and prevent earthquakes, an ability to eat souls can be used to instead remove anycurses or maladies lain on a soul, and so on. You have the unique ability to share this ability with others, allowing good people born with "bad powers" to use their powers for good pursuits without issue.

9.120.1. **Merlin Returned Boosted (Free With Merlin Returned)**: When it comes to healing people, what you do cannot be matched. Not only does your mere presence make most usual ailments irrelevant, you're brilliant enough that conventional limits and boundaries are meaningless before you. You can cure things like Lycanthropy and Vampirism, regenerate limbs effortlessly, toss back the effects of degenerative diseases and even heal genetic defects. And you're not limited to the physical problems either. You can help people whose minds have been shattered into nothing pull themselves back together, remove even the most crippling of addictions, and wipe away any and all curses and maledictions. You can even resurrect the recently dead, if you get to them within 24 hours. Simply put, it might take you a while, it might take a whole lot of labor, but there is no disease or injury you cannot fix, no curse you cannot unravel.

9.121. **Dark Lord (Generic Harry Potter Fanfiction) (600)**: There is no such thing as Good or Evil, only Power and those too weak to seek it. You know the truth of this, and you. are. not. weak! Magic is a great and wonderful thing, and among its greatest uses is its breathtaking capacity for harm. You know this, which is why you're so good at this. You are one of the best at fighting with magic in the world, period. Formal dueling, casual combat or just a magical brawl, you're very, very good at all three. More than just good, you're utterly brilliant. Your reflexes, your breadth of knowledge and just your sheer skill leaves the likes of Voldemort and Dumbledore gaping. But more than conventionally used battle-magic, you have the gift of being able to turn any spell into a combat spell. It might require creative application, or it may require some editing of the spell's wand movements or incantations or whatever, but you have an instinctive grasp for the potential in combat of any spell, and know just how to bring it out to maximum effect. In future world, this extends to all similar mystic or esoteric forces.

9.121.1. **Merlin Returned Boosted (Free With Merlin Returned)**: Fighting using magic is one thing. Maybe a good thing, maybe a bad thing, who knows? And really, who cares? Because you can go far, far beyond fighting with magic. You can wage a War with magic. Your abilities at using your abilities in combat skyrockets and evolves, taking an entirely more advanced form. To begin with, you can toss around wide, area-effect

versions of any magic you can normally do, letting you throw your curses against fortresses and armies instead of individual people. This takes more energy, obviously, but far, far lesser than it normally should. Something to the effect of a tenth as much. And that's for systems that actually cost any power to cast magic in the first place. You can do this in reverse also, 'shrinking' spells meant for battles and sieges to use them in one on one duels.

9.122. **World Walker (Generic Harry Potter Fanfiction) (600)**: You have an affinity for spellwork that has to do with long distance magic, such as transporting people or things, even things like words or messages. Not only are you one of the finest experts in apparition in the world, being an absolute genius at every variation and technique that exists, you're also capable of extremely fast flight without a broom, which has the curious effect of enveloping you in thick clouds of any colour you like. Apart from this, you're extraordinary at creating things like Portkeys, Vanishing cabinets or Portals, being able to create Portkeys that can move people as gently as a mother's touch, and portals that move people around without them even noticing it until it's too late. Summoning and Banishing spells are trifling to you, even the most powerful or complex ones. You have a considerable aptitude for penetrating wards and defenses when building these things, so much so that with even rudimentary information about the protections on a place, you can figure out how to circumvent them, and with a bit more work you could bring them down outright. These abilities also carry over to any spells that revolve around observing people from afar, be they scrying spells, listening charms or other, similar magic.

9.122.1. **Merlin Returned Boosted (Free With Merlin Returned)**: Normally even the best of transportation or observation magic is limited by the range, be it a continent or a planet. Not for you such petty limits. Your portkeys can take someone to a different galaxy or a different reality just as easily they would take them next door. You can go into both alternate realities, such as ones where someone who was a boy in your reality was born a girl instead, or where there were twins, or where Voldemort never fell at all. This ability also ensures there are such realities in all future jumps. You can also go to the connected multiverse, even spiritual or astral realms like Faerie or somesuch. This ability covers any form of transportation that you can use. Portkeys, portals, apparition, anything can be used to travel thusly by you. You can't use it to travel to other jumps until post-spark, however.

9.123. **Legacy of Shalidor (The Elder Scrolls V: Skyrim) (600)**: Yours is a level of raw power and talent not seen in Skyrim for centuries, if not millennia. Your talent for magic is matched only by the legendary Shalidor and you may easily grasp, unravel, and learn even the most foreign of spells with ease. You'll also find that

your natural ability with spellcraft has also lent itself to doing more than simply learning the old. Creating new spells is something you've gotten quite good at as well - after all it's nice to be able to make up something new should specific issues arise. To supplement this your body and soul are able to handle immense amounts of magicka for casting allowing you vast reserves to call upon for any spellcasting needs. Go forth young mage, you're a legend in the making and with work and research your name may yet stand with the greats.

9.124. **Demon King's Power (Demon King Daimao) (600)**: One of the main reasons why people fear demon kings. Possessing the most potential of anyone else while also having near endless mana reserves there is no one that can match your raw magical power.

9.125. **Dragonheart (Fate/Stay Night) (600)**: The blood of the dragons runs through your veins now and with it, your Magical Circuits have been transformed into something greater. A Mana Core is like a magical reactor, the difference between it and ordinary circuits being like comparing a single machine on an assembly line to an entire factory. This alone would grant C ranked Mana as a Servant, equal to 3000 magic circuits of high quality, but it's true benefit is in the incredible restoration timeframe it has. Whilst unavailable as a Servant without some way to gain a living body, when it works it will restore the user's magical energy to 100% within 24 hours, regardless of how much magical energy the user has.

9.126. **Absurd Magical Power (Generic Isekai) (600)**: Your combination of mana supply, mana regen, and magic potency is absurd. You possess thousands times more magic than other mages in this world, and it regenerates in the same amount of time theirs would. In fact, you have so much power that you can rely on it instead of skill. You no longer need chants, wands, or similar actions and non-consumed resources to cast your magic. By just pumping more magic into a spell, you can intuitively replace the effect with a superior one. One that note, you can also supercharge spells to improve the existing effect.

9.127. **Imagination (Generic Isekai) (600)**: It's funny how far even a high school education can go in a fantasy setting. Now, when you imagine the scientific mechanisms behind a natural process when using relevant magic, the potency greatly increases. For example, imagining the H20's molecular structure when casting a water spell will increase the amount you can produce, and imagining a flame fueled by gas when casting a fire spell will make the flame look like it's coming out of a Bunsen burner. The more detailed your imagining and scientific understanding, the greater the effect.

9.128. **Digitized Sorcery (Fate/Extra) (600)**: The Magi of old had to adapt, converting the dying system of magecraft into something that could be used to their advantage within the Moon Cell. The results of their efforts are the Code Casts, a

digital version of magecraft. Much like them, you can now convert magical systems into a technological variant. This will not be instant and will require a fair amount of research for you to accomplish, but it would let you find a new side to existing systems you possess.

9.129. **Mana Breeder Reactor (That Time I Was Reincarnated as a Slime) (800)**: This is the Intrinsic Skill of God that had previously been forcibly passed down from Veldanava onto Milim Nava when she was born. It's a skill that that allows the user to infinitely generate mana and makes the user capable of using the densest possible type of energy in the world called Stardust energy, the energy of "everythingness" and the counterpart to Nihility, the energy of "nothingness".

9.130. **Magical Blood (Justice League Dark) (800)**: What kinds of poker nights have you been going to? One way or another, your blood is not entirely your own. Demon, angel, dragon, fairy, Old One, take your pick of what kind of blood you want. While this infusion won't be enough for you to be considered any sort of hybrid, it has turned you into something of a powerhouse. Even Constantine would have to admit you're his equal in terms of raw mystical strength. You've also got a little more vitality, enough to let you keep highly advanced, metastasized, demonic cancer indefinitely muted, just as an example. If you don't have cancer, then I shudder to think what your constitution and regeneration would be like. This blood also turns you into a battery of sorts, meaning you won't need to rely on outside sources of energy for your magic and any energies you have can be freely converted into one another or mixed together.

9.131. **Excellent Craftwork (Justice League Dark) (800)**: Power matters, knowledge matters, but when it comes down to it, skill might just be the most important trait for a burgeoning witch to have. And you're an absolute Artist. The efficiency of your spellwork is mind-boggling. You could do more with a flicker of power than dozens of mages working together could even dream of accomplishing. Your enchantments are top-notch to the point that even a goddess might need a few hours to unravel them, if she can unravel them at all. And your sorceries are sturdy; if you paid the right price, you'd be capable of giving near any spell you know an indefinite duration. Turning a mirror into a maximum security prison isn't out of the question for you anymore. If only you had the power and knowledge for a spell like that...

9.132. **Esoteric Knowledge (Justice League Dark) (800)**: Maybe you were wandering through a tomb and came across an ancient sorcerer who killed your dad and then zapped the lore of magic directly into your skull? That's about the only explanation I can think of for your arcane expertise because your knowledge of all things spooky is positively encyclopedic. Traditions, creatures, spells, rituals, ingredients, myths, a stunning amount of it tucked away in your head. Your understanding of the mystical world has breadth and depth like no other. There is

another benefit, however. Because this knowledge was given to you by the Hand of Fate, you'll find that it automatically and passively updates, granting you a few tidbits every day. The knowledge you gain from these passive updates will be extremely random. But researching a topic will see related knowledge grow explosively. The rate of these active updates will be proportionate to the time, effort, energy, and/or quality you put into your study. And when you enter a new jump, you'll receive this same brain zap all over again, instantly learning enough to make you a world-class expert wherever you go. You can choose to focus your start-of-jump mind zaps on certain cultures or disciplines. On its own, this perk won't help you sort or recall these facts; you'll likely still need a ton of books and notes to help you organize everything you know. Furthermore, this knowledge isn't total. Every brain zap will only cover about 50% of a setting's traditions so there will still be many secrets for you to discover. If you want to upgrade this perk, you may spend 300CP to boost your knowledge to 67% of the world's traditions. And you can spend another 200CP to boost it again to encompass 75% of in-jump esoterica. With an additional (and final!) cost of 100CP, you'll start with an 80% understanding of mystic traditions. You may use your discounts on these upgrades.

9.133. **Sorcerer's Apprentice (Fate/Stay Night) (1000)**: You've done it. The goal of all Magi. Reaching the Root of Akasha. Unbound by the limits of modern technology, numerous users or just mortal limitations. You've inherited one of the 5 Great True Magics...sorta. You see, just making you a master of True Magic would be horribly unentertaining. You weren't even going to be offered it until that kindly old man with the red eyes popped in and made a suggestion. You are getting a True Magic, one of the Five known ones of the modern day, but you're starting from the bottom. You have the ability to perform it without instantly killing yourself and a crash course on the basic functions, making you about equal to Rin at the end of the Heaven's Feel story without the Jewel Sword. After that? It's up to you. Maybe you might like to look for the past users, if they're still around? I hear the 5th Magic has some red haired chick as its owner. And that kindly old man we mentioned earlier? Well, he's always up for giving kids a few lessons o the 2nd Magic. Good luck, you're going to need it. Of course, any Magic you do eventually master could be taught to a student. Emphasis on A. Once you reach a high level of skill in your chosen True Magic you'll be able to awaken the potential for it in one other being and teach them too. Once they reach the same level of skill that you unlocked this potential at, you may choose another student. Or if they drop out or die. True Magic is quite dangerous after all. You may buy multiples of this perk but only the first purchase is discounted to Magus Heirs.

9.134. **Playing With Marbles (Fate/Stay Night) (1000)**: A Reality Marble. An incredibly rare and powerful technique. It is the forcible projection of your inner world, the core part of you, into the real world around you. It creates a dimensional pocket of sorts that draws in all those around you for a period of time, creating an arena

of your design in which to fight. In this arena, you also gain a powerful new ability, such as summoning copies of legendary weapons you have encountered, calling past allies to your side, negating any use of magic and so on. Whatever this ability is, it can also manifest to you outside of your Reality Marble in smaller, weaker forms such as only summoning a small handful of the monsters within your inner self, rather than the thousands you might be able to call upon if you fully manifested it. These realms cannot last forever, the World around you exerting immense pressure because of the changes you have made to reality by the use of this. Thus, no Reality Marble can last longer than a few minutes, though experience and skill improves this over time. Your Reality Marble is based around a concept of your choosing though no matter what it's base is, it cannot be any stronger then the Reality Marble that one Emiya Shirou eventually becomes able to create as the Heroic Spirit- Archer. Unlike normal users of this ability, your mind will not be twisted or changed in any way through the purchase or use of this. You will also begin with a great deal more skill in the use of the power, the equivalent of twenty years of training in the ability, enough to make it last for a full 30 minutes before you are too tired to maintain the field for any longer and must rest the ability.

10. **Knowledge Domain - Miscellaneous (84 Perks)** [Top]

10.1. **Life Skills (Generic First Jump) (50)**: You have the basic life skills that everyone really should possess. You can cook, clean, do laundry, drive, perform basic maintenance, balance finances and perform other such tasks that are needed by the average person.

10.2. **General Knowledge (Generic First Jump) (50/100)**: When you enter a new Jump, you gain knowledge of the location and culture you start in that is equivalent to what the average citizen would know. You also gain fluency in the local language or languages. For an additional 50cp, all of your knowledge will have the local equivalent added, such as a student of history knowing as much as an equivalently educated student of history in the new setting. This added information never goes away, but is never confusing and does not impair you in any way.

10.3. **Acrobatics (Justice League Unlimited) (50)**: Quickly sprint over rooftops, dash through hazardous environments, and avoid being hit by your foes with graceful and impressive displays of agility. You're skilled enough to easily avoid melee blows from mundane opponents, doge ranged attacks from most thrown weapons, and traverse complex environments like cities, secret labs, and alien hives well enough to keep up with your flying allies or outpace deadly pursuers.

10.4. **Escape Artistry (Justice League Unlimited) (50)**: You're a pro at getting out of traps and bindings. You could easily escape from any normal kidnapper or prison, and I'm sure plenty of magicians would love to have you as a partner. While you're not yet capable to escaping from anything designed by a super genius or advanced civilization, you can easily learn how to with a bit of study or experience.

10.5. **Stealth (Justice League Unlimited) (50)**: Just like Batman, Huntress, and various other sneaky individuals, you've learned how to sneak past armed goons, avoid security cameras, disappear into shadows to avoid detection, and quickly move without making a sound. This is skills work best against modern technology and mundane foes, but you may be able to sneak around alien and supernatural threats as well if you're especially careful.

10.6. **Eagle Scout (Generic First Jump) (100)**: You are an expert when it comes to survival, both wilderness and urban. You are both talented and lucky at finding the materials and resources you need, in any environment they could exist in.

10.7. **Homemaking Skills (Ranma ½) (100)**: You can cook and clean with supreme skill and efficiency, in any environment. While others would need all day to get the house clean, do the laundry, and make dinner, you can have it all done perfectly in minutes with lots of time to spare for some light reading or other hobbies.

10.8. **Steady Hands (Generic Medical Drama) (100)**: You gain microscopic precision in your movement. You can hold yourself or objects perfectly still, and draw perfectly straight lines or flawless circles freehand. Your fine control makes you more graceful as well. Does not grant the senses to make this kind of precision truly useful.

10.9. **Bartender (Final Fantasy 7 Remake) (100)**: You're a great bartender, both in terms of mixing drinks and connecting with people. Your delicious drinks and worldwise demeanor will quickly make your name known amongst your patrons. Whether you use this ability to recruit for your resistance group or make your local pub the talk of the town, you'll fit right in behind the counter.

10.10. **Night Life (Final Fantasy 7 Remake) (100)**: It's rough living in the slums, so Midgar's poorer residents live like every night is their last. You've got the dance skills to work at the Honeybee Inn, suffer no ill effects from alcohol, and can easily ensure you and your compatriots have a relaxing and enjoyable night. You also have a knack for intimate entertainment, letting you charm strangers and soothe their bodies. Massages from you would give even Madam M pause.

10.11. **Vehicular Manslaughter (Marvel Cinematic Universe Vol. 1) (100)**: You're a really good pilot, and a really good driver! It doesn't take you long to familiarize yourself with a new vehicle, though alien vehicles may take a fair amount of trial and error. Once you're moving however, you know how to get the most out of your new toy... as well as how to utilize it against your enemies. Whether using the weapons or just running them over, a vehicle is a tool of death in your hands.

10.12. **Rules Lawyer (Marvel Cinematic Universe Vol. 2) (100)**: Political maneuvering can be a boon when you're the one doing it, and a complete bane when it's being used against you. It's kind of like the difference between being a smart-ass, and someone being a smart-ass to you. Everyone knows, however, that only the best smart-asses survive in this business. You're able to pick up laws and legal customs very quickly, and recall them the second you may need them. No legal document is too obscure for you to forget, and your ability to spin these legal rules will no doubt serve you well in getting out of trouble and infuriating your enemies.

10.13. **What? Who? (My Hero Academia) (100)** Sometimes it’s good to be noticed, trusted, recognized for your actions or image. But as someone who skirts the law, that isn’t always true, now is it? You’re way better at organizing quick disguises to cover up or distract from your more eye-catching physical features, and coming up with excuses to wave people off and come off as NOT suspicious. It’s of serious aid when you’re trying to make sure people don’t recognize you for your alias out of costume or vice versa. Also useful for just getting ignored.

10.14. **Master Forgery (RWBY) (100)**: You possess the lucrative skill of forging documents. Any documents you forge are of the highest quality and will pass nearly any inspection. Lots of people would pay lots of money to get their hands on the things you can provide.

10.15. **Ingredient Hunter (Battle Through the Heavens) (100)**: Knowing how to identify special medicinal plants is not a skill only relevant to Receptariers. Physicians, a profession similar but inferior to alchemy, need to know it. Similarly, picking and selling ingredients is a good way to make some money, or even just collecting them to get an alchemist to refine them for you. You have studied for a while, and have a working knowledge of many of the medicinal plants that dot this land, and their general effects. This kind of knowledge will put you in good stead for strengthening yourself.

10.16. **Knowledgeable (King Arthur) (100)**: With this you gain a library of knowledge about myths & the legends surrounding them, along with an encyclopedia of information equal to a degree in Biology , Botany, Ecology, Geology, and Ethology, not only in this world but all your previous ones and gaining more as you continue. You also gain a working knowledge in medicine and first aid.

10.17. **A Lover that's Out of This World (Invincible) (100)**: You are capital S, seductive my friend. Regardless of how you look, you have the instinct needed to seduce anyone of any persuasion into bed with you given a chance to talk with them. More than that however, you have the skill and stamina to keep them there for hours, and then bring them back, and back, and back again as you wrack their bodies with pleasure. Let's hope your bed doesn't knock on the wall or the banging will keep your neighbors and guests up for the entire night.

10.18. **Culinary thumb (Sonic the Hedgehog) (100)**: It's like having a green thumb for cooked dishes! Get it? Expect to have a fun time in the kitchen as you become a prodigy of the culinary arts. Even a simple sandwich becomes the most luxurious things ever. But like all things a cook can only do so much with shitty ingredients.

10.19. **Concentration (Justice League Dark) (100)**: You've got excellent concentration. Half the Justice League could be fighting the latest world-ending Big Bad right in front of you and you could easily do doctorate level research while holding a casual conversation with the heroes. It's not much but comes in handy given how unruly this place can be.

10.20. **A Simple Magic (Justice League Dark) (100)**: You're a liar. Just an absolute, filthy liar. You've got a knack for lying in thought, word, and deed. Tall tales, feints, betrayals, espionage, bluffs, omissions, secrets, disguises, you've studied it all. You can keep track of all the stories you conjure up comfortably. And if you've got the spark for magic, you'll be able to weave your lies into your spells, crafting powerful illusions and concealing terrible curses like it's just another Tuesday. This won't give you the tactical acumen to make sure you aren't caught and I'm sure someone could find some way to force the truth out of you. Still, given how everything you do could be a lie in one form or another, it would take something divine to make you show your hand.

10.21. **Ranger (Overlord) (100)**: You've got the skills of a ranger. This means you're an excellent shot with a bow, decent in melee with a sword or mace, and have a particular affinity for moving through the wilds and taming animals. You've also got talent in druidic magic but not to the same extent as an actual Druid. You've also got the ability to 'lure' monsters to you over a wide area. The more powerful you are the larger the area that you can lure monsters in, and the more powerful monsters will respond. This does not actually create monsters out of thin air, it is entirely possible to 'over hunt' as it were. Great for wiping out pesky monster populations. Just starting out you're well suited for surviving in the wilderness and off the land, easily capable of matching any regular warrior in battle, and know a handful of druidic magics to help ease your way.

10.21.1. **(Free With Realm of Heroes)**: In the Realm of Heroes you could track a man weeks after he'd moved through an area, assuming he used no supernatural methods to hide his tracks, and your skill with a bow and blade (or other weapon of choice) are sufficient that the mere rumor of your presence in an area is enough for tribes of (intelligent) monsters to steer well clear. Your druidic magics at this level are substantially stronger, able to conjure forth magical animals to serve you, control clouds (though not the climate), heal yourself and others of grievous wounds, and more.

10.21.2. **(Free With Level One Hundred)**: At Level One Hundred you can track so well that unless strong supernatural protections are taken to prevent it you could track anyone, no matter where they are in relation to you, regardless of whether or not you've actually ever seen any of their tracks. Effectively just by thinking about the person you can find them given a bit of time and effort. Your skills with weapons are enough that you could clear out entire provinces of powerful monsters and beasts entirely on your own, leaving small hills of such dead creatures in your wake, or alternatively you could tame such beasts and have them serve you. Your druidic magics are at their peak, you can easily control the weather, conjure forth legendary magical beasts as servitors, and influence and control nature to a considerable degree around you, though not to the same degree as an actual druid. At this level your ability to 'lure' monsters is so profound that you can now specify specific types of monsters, or even specific individual monsters if you know of them, to call forth into your prepared traps.

10.22. **Rogue (Overlord) (100)**: A less polite person would call you a thief, but they wouldn't be calling you that for long, especially not if they knew you had heard them. You've got the ability to pilfer things you really probably shouldn't be able to, and your skill with knives and daggers need to be seen to be believed. You're also adept at stabbing foes right in the weak points for 'massive damage', a form of 'sneak attack' you might say. You're also particularly skilled with illusionary magics to divert the attention of your foes as well as to seek out information for yourself, or protect your information from others. Just starting out you're well suited to theft, burglary, infiltration, and the casting of magics to help facilitate such endeavors. Namely invisibility, silence, altering your appearance, and speed of movement. Such skill and abilities make it unlikely in the extreme for regular individuals to detect your actions.

10.22.1. **(Free With Realm of Heroes)**: In the Realm of Heroes however your skill has increased to prodigious levels, you could tightrope walk across a thin wire dozens of feet in the air during a windy night, slip through even the tightest security, and place yourself easily in just the right way in order to

take advantage of the openings of any enemies or foes you may encounter. Additionally at this level your magic has branched out to the point that you can effortlessly weave complex illusions, cast flight and teleportation (though not perfectly accurate), superior forms of invisibility and silence, as well as scrying and anti-scrying efforts to better collect, and protect, information. Your services as a 'security consultant' for the discretionary noble or businessman would be in considerable demand.

10.22.2. **(Free With Level One Hundred)**: At Level One Hundred your skills are at their peak, you could backstab an undead for massive damage even though they don't have weak points, slip through even supernaturally empowered security efforts, hide in a man's shadow in broad daylight at high-noon, and your magical abilities allow you to pilfer information as easily as they allow you to pilfer more physical things. You'll never be found unless you want to be, baring considerable efforts from similarly skilled individuals.

10.23. **Bard (Overlord) (100)**: You are a bard. Or perhaps a Skald, if you prefer more fighting than singing. Regardless of that you tend to know a little bit about just about everything, and can usually be called upon to provide some interesting tidbit of knowledge or insight on just about any subject of note. Just starting out you're not as good a fighter as the ranger or sorcerous swordsman, or as good at exploiting the openings of enemies as a rogue, but you're not terribly bad either. Pick two weapons or types of weapons, you now have the skill of an experienced veteran in both of them. Your real bread and butter however is in your ability to sing (or play on instruments) magic tunes that can be used to empower yourself and allies, or debuff and debilitate your foes. Possibly both at the same time, if you're really good. You possess a truly excellent singing voice and a masterful level of skill in just about any instrument you care to name, save for the most rare and complex, and can tell all manner of stories in engaging manner (whether they're true or not). You also possess some skill in arcane magic, though not to the same extent as a sorcerous swordsman and certainly not to the same extent as an actual magic caster. Your real talent is that the songs you sing and play don't really take anything out of you, so long as you can continue to play you can continue to empower yourself and friends and depower your foes. The effects of them however tend to fade after about half a minute of you not singing/playing anymore.

10.23.1. **(Free With Realm of Heroes)**: In the Realm of Heroes your weapon skills are truly masterful, your singing, instrument playing, and arcane magics greatly magnified, and your songs can affect many more targets at once. Additionally the effects of such songs now linger for several minutes after you stop singing, and are substantially more powerful. You'll also have a much broader base of knowledge to draw on.

10.23.2. **(Free With Level One Hundred)**: At Level One Hundred your fighting and singing/playing skills are at their peak, a true epic in both song and form, capable of drawing applause (or perhaps tears) from even the most stone-hearted audience. Your arcane abilities are both subtle and profound, and tend best to work to strengthen and empower yours or others efforts. You now know a lot about just about everything, potentially including even lost or hidden knowledge, and your songs can now potentially affect whole armies, and their effects might linger for hours after you've finished playing.

10.24. **Welcome to Beacon (RWBY) (100)**: It's always good to put your best foot forward. When you enter a new Jump, you find that you have an instinctive grasp of that world's culture and customs. This only covers general knowledge like basic social customs and current rates, but it'll save you time not needing to learn the minor things.

10.25. **Didn't Skip Basic (DC – Blackest Night) (100)**: Just because you have one of the greatest, if not the most versatile, tools in the universe at your disposal doesn't mean you're prepared for absolutely anything. You have learned how to survive and thrive in various environments, from volcanic planets, underwater depths, and even the vast stretches of space between planets. You adapt quickly to working or fighting in hostile or difficult new environments, so long as you can somehow survive within them.

10.26. **Massage (Akame ga Kill) (100)**: You have experience giving massages, and are skilled such to pull all the stress out of someone's body. Even someone who's been fighting a great deal will be returned to top condition after a brief massage, though they might need proper rest if they overexert themselves and you can't do anything about injuries.

10.27. **Tracking (Akame ga Kill) (100)**: Whether animal or man you are skilled at tracking, skilled assassins may be skilled enough to cover their tracks, but you may still find some evidence of their passing.

10.28. **Man of The Something (Akame ga Kill) (100)**: You have extensive experience with, something, such as the sea and water in general, in which case you are also a natural with a sail, a fishing rod, a net and just being in the water. You could pick something else however, like a desert or a mountain, whatever it is you have the skills and natural abilities suited to that environment.

10.29. **Living Off The Land (Akame ga Kill) (100)**: You're experienced at finding food around you in the wild and are certain to be able to survive off the land so long as

there is enough food there in the first place. This includes dealing with and hunting wild creatures, as well as general survival skills.

10.30. **Hand of Poker (Red Dead Redemption 2) (100)**: When the saloon goers aren't fighting, drinking, or fucking, they're gambling. And who better to "steal" their earnings than you, oh master of the card table? You see, you're a right jackass, a man luckier than a rabbit with a leprechaun's foot and just as skilled when it comes to just about any table top game. A good bluff, a quick knife hand, and the sense to call it quits while you're ahead, you'd excel at games like poker, blackjack, five finger fillet, and just about any other table based game you play. Just look out for cheats, and angry men looking for their money back.

10.31. **Business Skills (With This Ring) (100)**: Too many supervillains are created when a bright and hopeful young scientist creates something capable of changing the world only to utterly fail at introducing it to the market, stymied by the whims of the consumer or any of thousands of tricks established industries use to quash new technologies. No more shall this stop you. You are an expert in the legal and financial intricacies required to get a product to market, and you are skilled at adapting your product to ensure it sells well while maintaining its intended functionality. The execs in charge of the Fujitsu Q-series laptop wish they had your skills.

10.32. **Queen Be Proud (Arrowverse) (100)**: You possesses considerable skills at lying and deception, having ability to bested a lie detector test. You're also able to sneak in and out of almost any unguarded building without being detected. You're able to seamlessly disappear in a second's notice, even in broad daylight, leaving no signs of how you left or in which directions. For long periods of time, you're able to follow your targets without being noticed.

10.33. **Cat Burglar (Ultimate Marvel) (100)**: You are a master thief. One of the best in the world, capable of infiltrating heavily trapped buildings and escaping with your prize, or easily stealing objects from others without them realizing.

10.34. **Meditation (Dragon Ball Z) (100)**: A clear mind is the first step to enlightenment, and you have a knack for making that first step. You may easily enter a meditative state that eases your mind and soul, as well as focuses your ki and increases your sensory range with it so long as you remain in that state. Your mental abilities also receive a considerable boost while you're in this trance. Danger or pain can snap you out of it, but constant practice will let you hone the increases you receive, perhaps even keep them in the long-run. Even the mind needs training, after all.

10.35. **Searchlight (To Love-Ru) (100)**: You are really good at finding somebody's general whereabouts. Even completely without clues, as long as you know who

you are searching for so will soon find yourself in their general area. However, the accuracy is limited depending on how mobile your target is. Somebody planetbound might find you in the same city, while for a space traveller you would only arrive at the planet the are at. You have to decide who this locks on at the start of each jump.

10.36. **Quick On Your Feet (The Elder Scrolls V: Skyrim) (100)**: And even faster with your hands. You have very good reflexes, speed and reaction time, able to dodge and weave around enemies or even avoid triggered traps. Useful, since the tombs and caves around here are filled with deathtraps. Not to mention the whole 'civil war' issue that seems to be going on. While you lack a warrior's skill with weapons, you are capable of getting in some hits while avoiding retaliation. The best defense is not getting hit at all, afterall.

10.37. **Master Artisan (Mushoku Tensei: Jobless Reincarnation) (100)**: From a humble hobby you manage to turn something mundane into something exceptional. This grants you the proficiency and mastery of all Arts and Craft allowing you to create and do things at master-level so long it's related to Arts and Craft. Anything that you make is always beautiful and artistic without compromising its quality and the quality of your failed or inferior products are still at the level where kings and nobles would use much of their fortune to compete and buy it. Your greatest products may even incite wars. When you are working on a project the minor projects tend to be ten times faster when you're working on it and the major ones tend to be half as fast as your small projects, no matter how complex the project is, granted you have all of the materials needed to create the said projects.

10.38. **Otherworlder (Re: Monster) (100)**: Having already lived one life, you have a great deal of skill and perspective to draw upon in this new world. You think differently from the people of this new world and are difficult to predict as a result. Additionally, your experience allows you to apply knowledge from other worlds to better understand things in a new world, putting them into a perspective you can more easily comprehend.

10.39. **Modern Myth (Campione) (100)**: This is a world where all myths and legends hold some truth to them, as such, you have been studying them from as far as you remember. Researching Gods, heroes, and esoteric matters in detail left you with a wide array of knowledge about them, their cults and related trivia. From the origins of certain heroes, association between gods and festivities, evolution of cults and which ones still remain in some form. This knowledge will update each world you visit, provided they had a similar cultural progression. Also, that historical and myth trivia may be a nice way to make small talk with others.

10.40. **Layman Linguistics (Fate/Stay Night) (100)**: You've got the oft underestimated or even mocked ability to state complex ideas or philosophies in simple, short ways. If you have the perfect answer to utterly destroy the rantings of the madman before you, it won't take you an hour to explain it all. It'll take you a single sentence to demonstrate exactly how flawed his arguments are while also showing how resolutely determined you are at the same time. You do need to have an answer or explanation however and lacking one is likely for you to just state some obvious, slightly stupid fact in lieu of the verbal masterstroke you intended.

10.41. **Catching Up (Fate/Stay Night) (100)**: One of the most basic functions of the Grail System is to ensure that all Servants have the basic knowledge necessary to function in the modern world. This include things like basic knowledge of technology levels, culture, laws and modern society, as well as the most spoken language in the region in which the Grail War will take place. While any Servant automatically gains these effects during this jump for the Fuyuki City, Japan area, purchasing it will cause it to apply wherever you go. This ensures that you always possess the knowledge listed above for any area you are in, though without external influence this knowledge will be temporary and leave you as you leave the area in which it affects.

10.42. **Kindly Couple (Superman: the Animated Series) (100)**: Raising a child isn't for everyone. Children require constant attention, need rigorous structure, and some rambunctious kids manage to give even the best parents headaches. But you'll get there. When it comes to children you have the patience of a saint, the discipline of a headmistress, and eyes in the back of your head (figuratively [well, maybe literally. I don't know you]). You might not be the best parent in the world, but you're definitely in the top one hundred.

10.43. **The New Chess (Medaka Box Abnormal) (100)**: Never worry about finding yourself and your friends on a bored afternoon again. You're a genius at creating games to amuse or challenge yourself or others, through almost any medium imaginable. Physical sport games, card games, games linked to the supernatural powers that you or others have. They'll be well made, with fair rules without loopholes or easy cheats unless you desire them to be and most of all, they'll actually be pretty fun to play even on your own. Good Style practice too if you go for the word games.

10.44. **Wrong Side of the Tracks (Justice League Dark) (200)**: All these wizards and their cushy ivory towers, these witches with their cozy shacks in the woods. You're a real hedge and you didn't learn the Art on Easy Street. As a result, your abilities are much rougher than they'd be otherwise. You've got a knack for playing dirty, turning anything you know into another way to hurt others. Not only that, you know how to scrap by, finding tidbits of knowledge in the unlikeliest of

places, chumming up to the most despicable characters, and feeling at home amongst the gritty, the despised, the outcast, and the literally damned. As a bonus, this upbringing comes with preternatural skill in various street urchin tricks like pick-pocketing and car jacking.

10.45. **Sage-Like Master (Generic Fist Jump) (200)**: You are a truly excellent teacher in any subject, though you specialize in teaching martial arts and common sense. You can make even the most mundane activity, such as painting a fence or washing a deck, into a highly effective training method. You can use these methods for yourself, as well as using them to train your students.

10.46. **Off the Grid (Marvel Cinematic Vol. 2) (200)**: In today's age with cameras and facial recognition and satellite surveillance in almost every corner of the world, you've gained an edge that most secret agents would kill for. You've gained a knack at staying off the grid more or less, knowing how to avoid electronic detection and how to get by so that you could go years without anyone realizing where you've been. Even better, when others are accessing your records or try to analyze your assets, they'll likely end up missing a thing or two. Like the company you bought, or the fact that equipment in the base you visited just happened to go missing…

10.47. **Always Be Prepared! (My Hero Academia) (200)** “Remember not all heroes must fight villains with names and lives. Some of the greatest heroes I know fight the dastardly workings of nature and carelessness!” Upon purchase you’ll become innately aware of standard disaster relief protocols and training for both heroes and civilians. Additionally, you become quite apt at adapting yourself and your current skills and abilities for just such a pursuit. Suck up wreckage and rubble with black hole powers to free those trapped underneath, navigate flooded streets with frog powers, blow away smoke and fire with your mighty lungs as you work to save civilians stuck in a fire.

10.48. **That’s Exactly What We Do (Star Wars: Attack of the Clones) (200)**: You know everything about the form, function and general operation of every form of government, which is very useful if you are part of such a structure. If someone doesn’t know much about politics, you can explain the system in a simplified but informative manner they can understand. If someone thinks they have an idea for a better system, you can compare it to the current system and identify any similarities and differences, as well as objectively compare any benefits and flaws in how said systems work. You can also come up with good arguments to defend or point these out.

10.49. **Skilled *and* Resourceful (Overlord) (200)**: You’ve got a knack for certain skills. And by ‘certain skills’ what's really meant is ‘skills in general’. If you’ve got a mundane chore, assignment, or task that you need to do, then nine times out of

ten you already have the skill needed to perform it at the level of an average expert. If you don't possess that skill then you'll probably know at least two or three related skills that can do a passable job of it anyway. This doesn't give you any supernatural skills or anything hidden, restricted, or that requires a truly extensive education but if it's not any of those things then you can bet good money you know it or know something similar. In addition to this you've got a particular knack for knowing how best to use your resources to address the matter at hand, and will always possess a mental list of what resources you actually have that you can call upon. This includes human resources and things you don't actually currently have possession of but could reasonably go get or claim authority over. If you can't do it personally, or can't find someone or something that can do it for you, then it probably isn't something that can be done

10.50. **Run like mad (Rune Factory) (200)**: Right, so... Listen, I don't know your life, or your skills, but you'll need this if you can't fight or don't want to fight. You are a master at never facing your problems, you can dodge fireballs, explosive chicken eggs, not get hit by the horde of wolves, maybe even the bosses... for a while. On its own this skill isn't good for much, except for running, jumping, dodging, free running, and every kind of parkour, especially when you could get dead, as we like to call it, and you move fast.

10.51. **Saboteur (Sekirei) (200)** You're deceptively capable of throwing a wrench into whatever plan that revolves around you or others

10.52. **Proper Protocol (Star Wars Revenge of the Sith) (200)**: Were you made for this sort of thing? You now know all of the languages present within whatever setting you are in. You have no specific restrictions on being able to use them even if there usually would be. You are also aware of how to pilot vehicles in the setting, not to the point you can do tricks with just this alone, but you can use any vehicle properly and be at least an average driver or pilot. You are also aware of how to properly address others, which is good for formal occasions and when you want to get on somebody's good side. Or at the very least stay off their bad side. Calling someone 'my lord' might be received well, while calling someone else 'master' might end poorly. You won't run into that particular problem anymore

10.53. **Public Relations (My Hero Academia) (200)** The hero industry has many players. Many of them are out of the limelight, making sure the ones people are watching keep looking good. You gain a remarkable amount of skill with improving someone's image in public perception, selling it like you were advertising something a bit more traditional and selling it hard. You've got a silver tongue to go along with it, dancing around leading questions of interrogative

reporters (among others) and taking the reins to lead the conversation yourself. You'd make an excellent manager for one of the real capes.

10.54. **Martial Arts Medicine (History's Strongest Disciple Kenichi) (200)**: You may now apply your martial arts techniques to heal people instead of harm. Whether it be massage, chiropractic, or acupuncture, you can now fix nearly any non-life threatening injury through a few sessions of your specialized treatment. You may even be able to regrow lost or severed nerves, restoring function to paralyzed limbs and reinvigorating aged bodies to near the prime of youth. There are limits to this and while you cannot do the impossible (regrow lost limbs or restore the dead back to life) nearly all of the accomplishments of modern medicine and then some are within your grasps using these techniques.

10.55. **Conditioning (The Elder Scrolls V: Skyrim) (200)**: Armor, such a useful and yet obstructive tool for many. Normally your biggest weakness would likely be your defense; armor and other heavy defenses weigh you down and would hinder both your style and ability to sneak and thus be more of a hindrance than a boon to you. Yet you've cheated in one way or another, you'll find that heavy equipment that should weigh you down and weaken you just doesn't anymore. Ebony armor can be used silently and without issue in fighting quickly just as easily as the armor of the Nightingales. You'll also find yourself incredibly light footed, to the point that pressure plates won't be set off and no footprints would be left behind in snow or mud.

10.56. **Unnatural Skill (Percy Jackson) (200)**: Whether from your heritage or just being that good you've got one particular mundane skill that your feats with border on supernatural. Whether you're a smith on the level of the Cyclopses, a near prescient tactician or a swordsman who is ny unstoppable with a blade your feats will be legendary. You are on a level within your skill such that only other beings of legend can hope to match you. This may be taken multiple times. You may not choose magic but you may choose a particular application of magic if you have it already (so curses, enchanting might work, more specific gets a bigger boost).

10.57. **Tutor of Moves (Pokemon Mystery Dungeon) (200)**: Moves are the building blocks of Pokemon Society around here. Indeed, you couldn't make it far without at least rudimentary understanding of fighting, so even young children will know how to at least tackle somebody. However, for anything more, most need a teacher, and you are an expert at that. You may impart any skill or ability you have onto others, as long as you take the time to teach them. If you buy "Link Box" you can teach one perk instantly once per jump. Yes, Pokemon Moves work for this, even with those who aren't Pokemon.

10.58. **I'm Just a Janitor (Fate/Stay Night) (200)**: All too often, it seems that heroes are just guys good at hitting things real hard and looking impressive. You took a more humble approach to life. Cooking, shopping, gardening, cleaning, household maintenance and even basic mechanic work, you're world class in all of these. Not only are your skills around the best any normal human could get at these disciplines but you'll find people are much more affectionate with you when you do this sort of housework for them. A homemade meal for a lady friend might speed up your relationship by a few weeks or else cleaning up a few times after some newfound mates might really cement your burgeoning friendships.

10.59. **In The Name (Fate/Stay Night) (200)**: The work of the Faith called to you one day and you answered eagerly. Or perhaps you just took any direction when offered, regardless of what it was. Even if your reasons were empty, the training you received was not. You are a fully ordained member of the clergy of the Catholic Church in this and all future worlds. You also have a perfect memory of all scripture, extensive skills with the exorcisms of all manner of foul spirits, the knowledge and ability to bless objects with holy power and a sense of trustworthiness about you, not much but enough to tip the scales every now and then.

10.60. **Serving from the Shadows (Tate no Yuusha no Nariagari) (200)**: Being a shadow it's expected that you serve your liege while remaining in the shadows. You're an expert at this that if you masquerade as a maid or other roles you don't make mistakes while playing this role making others can only see you that way. Even your movements are silent so that you can move from one location to another without others knowing. Tracking your targets even if theyhave several days of head start and without them knowing about your presence are a piece of cake. Even kidnapping and assassinating someone heavily guarded before the guards knows is easy for you.

10.61. **Lightspeed Navigation (DC – Blackest Night) (200)**: The various Lantern Corps make regular journeys between both planets and galaxies with naught but their Rings. As such, it's good to be able to accurately navigate the vast stretches of space, especially if you're visiting uncharted systems. You have the ability to make sense of your location just by the position of stars around you, turning near-indistinguishable celestial bodies into useful landmarks, and can easily navigate through space just by 'eyeballing' it.

10.62. **The Savior Has Come! (Dragon Ball Z) (200)**: The most important skill for a fighter? Why, being able to rock the mic! After all, half of the battle is in the mind...so hyping yourself up and talking your opponents down is pretty effective. It helps you're used to fighting in front of a big roaring crowd, too. Hyping and getting the attention of packed stadiums and whole countries is no big deal to you, getting their applause and adoration with aplomb.

10.63. **Setting Priorities (Chronicle) (200)**: Now, while being able to charm your way into people's pants puts you ahead of a good part of the competition, it would be awfully embarrassing to fail at what comes after, right? While your skills cannot be said to be supernatural, you are no beginner at the game, and no matter whoever you choose to spend the night with, they'll be sure to leave satisfied and looking for more. Any self-proclaimed casanova might be able to do the same, though. What sets you apart from the rest is that, curiously, your skills in the bedroom are enhanced by any powers you might have. While lifting a bed with your mind might only make you the stallion of your local high school, becoming one of a thousand superman references would have you recreating scenes of your favourite two dimensional adult entertainment. Of course, you also know perfectly just how to use those powers in R-rated ways. Did you know that telekinesis is defined as, among other things, being able to make objects vibrate? Just take care not to become too /d/eviant with that gift.

10.64. **That One Guy In Freshman Philosophy (Chronicle) (200)**: Definitely isn't you. But you're still quite the philosopher. Whether it is Schopenhauer, Kant, or Descartes, you've got a fitting quote for every possible situation, and the ability to convey it without looking pretentious. You also have the necessary mindset to truly excel in philosophy, able to look at situations from all possible angles, both inside and outside the box, a surprising insight into human nature, and the ability to write down your thoughts concisely in an easily readable format. Who knows, if you put your back into it, people might even quote you in the future.

10.65. **Occult Knowledge (Arrowverse) (300)**: As if you've been studying the occult for at least a decade, your knowledge of the occult is second only to one other. You're able to identify a large number of demons, angels, magical artifacts of old, as well the language skills to decipher ancient texts in long dead or carefully hidden languages. When your time here is finished you'll similarly be filled with the occult knowledge of any at roughly the same level of your new location.

10.66. **Parahuman - Enhanced Mastery (Worm) (300)**: Your ability allows you to master any skill or field of endeavor you care to name at an incredible pace, and to keep growing your skill from there. Within a few days of studying or practicing something you'll be on the level of the professionals in the field, and within a week you'd be among the experts. Your growth slows down from there but your ability to learn means that you always see noticeable increases in your skills whenever you put effort into them, with continual refinement always possible. Aside from that however your ability to learn and improve your skills is superhuman. You also possess perfect technical retention and execution, meaning that your skills and knowledge never degrade, and you always perform at the top of your game. As a rough guideline treat hours as months for learning

and training time. This power only affects your skills, developed attributes like strength or energy pools aren't affected.

10.67. **Mental Defense (Fate/Extra) (400)**: You cannot attack that which was never there can you? Those that try to attack or influence your mind will themselves limp and ineffectual as it slips out of their grasp again and again. Given a lot of time to prepare, they might be able to affect you, but you'll mentally slide by anything less than a prolonged session with a mind reader. There are some beings that simply cannot be avoided, but these beings are incredibly rare.

10.68. **Master Investigator (Akame ga Kill) (400)**: You have all the skills needed to investigate criminal or other activates, you can trick people into thinking you are on their side as you investigate them, seduce relevant targets to improve your situation, track down any bit of information related to your investigation, and even uncover secret connections using the smallest hint. This makes you a great spy in addition to being an investigator, and does not actually require you to be investigating to use these skills.

10.69. **A Helpful Hand (Chronicle) (400)**: Not everyone is well, even though they might not look the part. And oftentimes, their inability or refusal to ask for help leads them spiraling further and further downwards, until they are stuck there. But you are the preventive care they need. Almost instinctively, you can recognize if a person you spend some time with has got any problems, ranging from depression to financial trouble or simply social anxiety. And if they are experiencing tough times, you are able to talk to them as a friend without being turned away. They will find it surprisingly easy to open up to you, and simply talking and spending time with you is enough to immediately alleviate their problems, continuing until they fade completely as they interact more with you. The content of these conversations doesn't matter much, and even such platitudes as "Just bee yourself, bro" will lead to gratitude instead of ridicule. This even affects things outside their control, such as money problems or abusive relatives. And even if you should leave them sometime afterwards, these problems will never pop up in their lives, as if they had been permanently purged from their very being.

10.70. **Shadow, Hide Me (The Elder Scrolls V: Skyrim) (400)**: The direct route through the front doors is the way of the warrior and many times the mage as well, yet there are far more dimensions for travel that you're more than capable of taking advantage of. Agility and dexterity are something that have and always will come to you easily in such a way that advanced parkour, climbing, and other various feats of acrobatics like swinging yourself over a ledge with one arm while completely geared are easy for you. To complete the skill set hunting, tracking, and gathering information on your targets is your bread and butter and finding out all sorts of things will be well within your capacity.

10.71. **Get Up And Rise Again (Dragon Ball Z) (400)**: Fighting against titanic foes or just taking injuries in general is a problem, and it's a problem you can't really afford to waste time on when you or your friends are bleeding out. You now know how to use ki to heal someone's wounds, able to bring someone back from near-death in prime condition, though healing in rapid succession can be costly if you're not careful. This isn't as effective when used on yourself - it takes twice as much effort to heal yourself to full condition. You may want to keep someone else handy as a medic. Nobody messes with the healer, right?

10.72. **Slick Commanding Style (Star Wars Attack of the Clones) (400)**: You can do more than just charge directly at your opponents and hope those following you don't get gunned down. Unlike some here, you are actually highly competent when it comes to war, particularly when it comes to leading forces. You know a variety of strategies and tactics for the situations you and your forces will find yourself in, as well as skilled at maintaining morale and understanding logistics that are required to be successful in war over the long term. You're the sort of leader that would quickly earn genuine respect by those you lead or otherwise outrank for doing your best to achieve victory and their survival.

10.73. **Escape Master (Mushoku Tensei: Jobless Reincarnation) (400)**: Traps and prisons are common things that can kill the powerful, especially if they are not careful. Thus, spotting traps both magical and not is a breeze for you and additionally you know how to best get around or evade them, whether by disarming or dodging at the last minute. You're also a master at escaping making it clear that no prison, bindings, seal or dimension can prevent you from escaping. This also gives you great attainments at making traps and would be especially effective if it's designed to target a specific person or race, and the traps that you make can be both physical and magical.

10.74. **Trainer (Re: Monster) (400)**: You have an uncanny knack for training others or, more accurately, imparting the work ethic necessary to push through the intense level of training you put them through to build them up. This accelerates their learning speed when you train them considerably but also gives them a small boost in their normal learning speed (about 1.2x their normal learning speed) even after you stop training them. Additionally, you may temporarily impart part of your own learning speed, roughly a fifth of your learning speed, to anyone you train. This increase only lasts as long as you are training them regularly (for at least a week) and for a few days after the fact at which point they stop benefiting from this increase. This has the side effect of imparting an improved work ethic on anyone you help train for an extended period of time and can even impart ideals you try to instill in them if you work with them long enough, to the point you can turn a normally savage species into a more civilized one.

10.75. **A Message of Hope (All-Star Superman) (400)**: Your time in each world is short, limited by a decade or the whims and challenges of fate. Even then, there is the persistent fear that what you learn and what you teach may one day fade away, buried under the sands of time and the embers of dying stars. The fear that all of your achievements will end once your presence fades. No longer. You know how to pass down any skills you can teach in an understandable format, and the actions you take in the world and the reputation you wore will be carried on through myth and history. The seeds you sow, whether new technologies or the path to a bright new future - even after you're gone, they will bloom, and they will have worthy successors who will carry on your ideals in your place, in a way you would be proud of.

10.76. **Amusement (KonoSuba) (400)**: Who needs a muse when they've got you there to do all the work for them, better than they could have imagined? Art is an integral part of your very being and it shows in what you produce. In every form of artistic endeavour, from paining to performance arts, is quite literally divine in excellence. Even idle dirt drawings you spend a few minutes on could be held up as world famous pieces of art. Humming a few random notes together makes songs that could bring people to tears. Spending an afternoon writing a book, with no real plan or care? It'd become a bestseller on a global scale. And that's just when you're not trying that you match the peak of humanity's creations. Actually putting in effort and you'll see superhuman results. Paintings with magical effects, stories that can literally charm the reader into doing things, weaved clothing with the defence of enchanted plate steel armour. You are even able to inspire other artists and creators, though to a much lesser level then yourself.

10.77. **Best of the Best (Marvel Cinematic Vol. 2) (600)**: An authoritative figure, a commander... is supposed to lead by example. If you can't even keep yourself safe, how is anyone else going to think it's worth saving your bacon? It's a lesson you and everyone must learn, and this has come to pass by how well you can teach others. Combat skills, espionage, diplomacy... these skills and more, you are able to teach your followers with near unnatural efficiency. They will learn in a fraction of the normal time, allowing you to turn weaklings with an ideal into disciplined subordinates that could take on elite forces with a speed that others might think is witchcraft. The only magical thing they'll find is your competence, and theirs.

10.78. **Sweet Mother, Sweet Mother (The Elder Scrolls V: Skyrim) (600)**: Send your child unto me, for the sins of the unworthy must be baptised in blood and fear. A child of Sithis, or at least someone who must've been touched by the entity is here. That would be you Jumper, for your world is that of the shadows and your trade is in blood and murder. When it comes to the art of assassination there are very few in the Dark Brotherhood's history who were quite as good as you were.

Sneaking into a heavily guarded fortress, silently slaughtering your way through so you can plant your dagger in a King's chest is just as easy as it would be for you to cut your way through a camp of drunken bandits. More than that, skills such as impersonating officials and guards is child's play and dancing around alerted foes and slipping a dagger through their armor is much the same, all without even being close to touched. An Archmage or a Warrior King may be titans on the field of battle, but what can they do about the knife they can't even see?

10.79. **Knowledge of Infinity (The Elder Scrolls V: Skyrim) (600)**: Knowledge is power, or at least that's how the saying goes, and the Daedric Prince Hermaeus Mora would happen to agree. Within your hands is a very strange and almost disgusting book known as the Oghma Infinium, bound with the skin of each of the Mer races, both extinct and not, this book stands as one of the greatest depositories of knowledge in the Elder Scrolls universe. Filled with everything from swordplay to ancient and forgotten spells not seen since ages past, this book represents an immense amount of power should you utilize the knowledge within. Of course, while that would be quite the bounty on its own it seems your version has retained the inquisitive nature of its master, each setting you go to represents a font of knowledge never before seen in the halls of Apocrypha or the pages of the book. Like Mora himself the book will gather information from each setting you go to as if Mora himself was gathering it, this isn't instantaneous and don't expect it to pull information that's under incredible concealment or protected by entities of immense power with ease. At most the book will take a full decade to gather an equivalent amount of information on each world as it does the Elder Scrolls.

10.80. **I See Your Potential (Dragon Ball Z) (600)**: Your allies and companions may lament that they simply cannot match you. They can't hope to catch up, to be the behemoth of power and skill you may potentially become...or already are. That fear is now unnecessary. When you train someone in a skill or ability that is possible for your new student to learn, and one you know yourself, you will find that the gap is quickly closed with enough training and effort. As long as you're personally teaching your student one-on-one, they will quickly race to the heights of skill you yourself currently rest at, able to make a student into a master with enough time. This only works for one particular set of skills (combat, a particular technology or science, knitting, etc.) at a time, but you'll find the top won't be so lonely anymore. Be warned, some people who know of this teaching prowess may take advantage of you and work to ulterior motives after learning what you know...use caution when choosing your students.

10.81. **The Day We Stop Believing Democracy Will Work Is The Day We'll Lose It (Star Wars Attack of the Clones) (600)**: So it's a good thing that you are really, really good at politics and using democratic systems to aid as many people as

you can. Even if you're young, you have enough experience to advise others on complex geopolitical matters and a knack for predicting what is needed to get any party or group to agree. If you and others aim to bring back those that want to separate from the current system, you would know they cannot be approached if they still feel threatened. You can even determine how political alliances are most likely to form, what might cause them, and who would be involved. This applies more to general groups, rather than specific people.

10.82. **A Million Ways (Campione) (600)**: Slavatore Doni, a heretic genius capable of matching any Great Knight with swordsmanship alone. Luo Cuilian, an absolute master of martial arts and Daoist Arts. They are grand warriors who faced gods with nothing but their honed skills, perfected to an inhuman degree, and came out winning the battle. Now, you join their ranks as the great master in one skill of your choice. Take blacksmithing and start forging weapons that can hold their ground against Authorities or Divination and start spoiling the hell of all those shows that are yet to finish. Sure, you could also choose swordsmanship and become the only decent practice buddy for Salvatore. In any case, you also gain a small boost in learning other skills directly tied to the one you choose.

10.83. **World's Greatest (Generic Isekai) (600)**: Choose a mundane skill. You are now literally the greatest in the world at that skill, able to perform feats that are borderline supernatural. When you travel to another world where that skill works differently, there is someone greater than you, or there is otherwise more to learn, you quickly rise up to retake your position at the top, retaining the progress wherever you go.

10.84. **Living Saint (Generic Xianxia) (800)**: You have walked down many roads and experienced many things, and while some would pass this off as unimportant or behind you, you are capable of recognizing how these experiences shape and ultimately improve you. It seems that by simply experiencing more and living your life, you continue to grow in power, both physically and spiritually. This is not to say you grow stronger by simply aging, or that by sequestering yourself in a cave and "experiencing" the flow of time that you grow. Rather by living your life, by making mistakes, false starts, having joys and sorrows and triumphs and simply living like a (relatively) normal person, your power will grow along with you. If you are particularly long lived and are able to remain grounded in the lives of humans or other like minded peers, your power could become… quite substantial. Living like this for a few hundred millennia might even let you reach the power level of beings who could forge stars or birth planets

11. Charisma Domain (105 Perks) [Top]

11.1. **Sexy and I Know It (Generic First Jump) (50)**: Jumpers tend to be rather vain. Almost all of them eventually take some sort of appearance boosting perk, so let's just deal with that now. You are incredibly good-looking. On a scale of one to ten, you are a perfect ten. The exact details of your appearance, build, and "endowments" are up to you, but you look as good as it is possible for a human being to look and you stay that way no matter what your condition or the circumstances might be. Anything that happens to alter your appearance, such as scarring, amputation, cybernetic implants, or genetic mutation, will always leave you somehow still looking incredible. You may become a rotting zombie, but you will be the sexiest rotting zombie to ever crave brains.You will retain your fit and attractive appearance, even without exercise or proper diet, as long as you consume enough calories to avoid starvation. You will either heal perfectly, without any form of scarring, or your scars will enhance your appearance in some way. Even if your current appearance is inhuman in part or completely, you still remain this attractive. You never actually get dirty, always staying as pristine and perfect as you could be, unless you choose otherwise. In which case the sweat, dirt, blood, or whatever else will somehow compliment your looks perfectly. You also instinctively present yourself as well as you possibly can at all times. Your posture and movements never make you seem awkward or unattractive, always showing you in your best possible light and making anything you wear look amazing. Supermodels train for years to stand and move like you, and never quite make it. You never need to brush or floss, having perfect teeth and a great smile, your hair is always perfectly done up in whatever style you want it in, and if you don't want to shave you simply won't need to, facial or body hair simply not growing until and unless you want it to. Furthermore, you have perfect control over your fertility, and menstrual cycle in the case of females. Any sexual partners will believe you when you tell them you are protected, as long as you are telling the truth. Your voice is equally incredible in some way, whether it be sexy, commanding, soothing, or just pleasant. Your body scent is either extremely pleasant or you have no scent at all, and you can switch this at will.

11.2. **Diplomacy (Justice League Unlimited) (50)**: Sometimes instead of fists, you need words to win a battle. Not only can you quickly think of the right thing to say to get people to stop fighting for a while you can also potentially talk someone out of performing whatever violent act they had in mind and formulate truces, peace treaties, or compromises between warring groups and individuals. Keep in mind though that this skill will only work on people who want some kind of peace.

11.3. **Friendly Friends (Generic First Jump) (100):** No matter what you have experienced or where you have been, you have no difficulty in connecting emotionally with other people. You are also a good listener and all around good friend, when you want to be.

11.4. **Universal Translation (Generic First Jump) (100)**: You can understand, speak, read, write, and think any language you have ever encountered, as long as you have the necessary anatomy. This is retroactive to any languages you might have been exposed to in the past.

11.5. **Non-Threatening (Generic Fist Jump) (100)**: Let's be honest, you just don't look that tough. No one is going to think you are a threat until you prove otherwise. This doesn't mean they won't decide to beat you down for fun, or that a paranoid enemy might not prepare to deal with you just in case, but in general, people will not want to bother with you, and they will tend to underestimate you at first.

11.6. **Bedside Manner (Generic Medical Drama) (100)**: You know how to give people bad or unpleasant news in such a way that they have no ill will for you, and process the information in a healthy and prompt manner. Also useful for telling someone that they do, in fact, look fat in those pants.

11.7. **Doctor's Orders (Generic Medical Drama) (100)**: It could be a Medical Doctorate or a Doctorate of Computer Science; if you're actually an expert in a subject, people soliciting advisement will actually follow your direction to the best of their ability. Patients will take their meds in a timely manner, etc.

11.8. **Timeless Wanderer (DCEU) (100)**: The world of man is ever changing. As the years go by, mankind alters itself faster and faster, becoming more radically different than the young species you once knew. But you changed along with them, when you went to visit at least. Unlike many of your kind, you find it effortless to adjust to different cultures, times and places. Even in the strangest of societies compared to your own, no one ever finds you out of place. You naturally fall into the expected roles and seem to fit in, unless you consciously decide to act out and break the rules and expectations of society.

11.9. **Silver Tongue (Generic Gamer) (100)**: Well aren't you a charmer. You're able to wheel and deal with the best of them, thanks to an acute understanding of psychology as well as a keen insight into people's thoughts, desires, and motivations; you know how to make people laugh, cry, or feel just about any way you want them to feel, really. Unless what you say is blatantly and obviously false, it's all but impossible to catch you in a lie. You know just what makes a person tick and how to get them to do what you want, to even make them want to do what you want. You're able to be the life of the party one minute, put the fear of God into the whole room the next, then make everyone forget it ever happened. You have a startling grasp of local etiquette and customs, even those you'd have no way of knowing about beforehand. The only way someone is coming away with a negative first impression of you is if you want them to. It's just hard to dislike you, and the alternative is oh so very easy. It certainly doesn't

hurt that you're probably the best looking person in the world. You even smell amazing.

11.10. **Magnetic Personality (Chronicle) (100)**: What a coincidence it is that the only people in the world with superpowers are all in the same city and quickly become friends. But if you were involved in that, it wouldn't really be coincidence, would it? Somehow, you attract like-minded people to yourself, and are able to build relationships with them in mere moments, should you choose to do so. But this isn't limited to such a nebulous quality as personality: should people with special powers exist in a world, you can be sure that you'll quickly meet them.

11.11. **Worldly Monster (The God of Highschool) (100)**: A demon you may be called but you are certainly nothing like the hellish things Humans dream up in their spare time. If anything, you are naturally far more in tune with the world around you and the many animals in it than any human. Whilst they will not seek you out to offer you aid with just this, you will never need fear being attacked by any wild animal without provoking it severely first. You may pass through their territory untroubled but threats or attacks will remove what goodwill your nature grants you.

11.12. **Sworn Brothers (The God of Highschool) (100)**: Family is more than just those who share the same genetic heritage as yourself. The friends that would stick by your back even when all of Heaven is bearing down on you are just as much family as your mother or father. You may declare any friend of yours as being part of your family and for all effects that might care, they will count as being so. By taking them into your family in this way, you'll have an instinctual sense for teamwork between the two of you and any other members of your family, along with being able to sense each other's emotions very easily. It's no magical spell but so long as you can see your brothers, you'll always know how they're really feeling.

11.13. **A Good Seed (The God of Highschool) (100)**: A certain trait or quality of yours, immaterial to the naked eye, seems to attract those looking for a partner. No matter how handsome or ugly you really are, you seem to be have a charming air about you that draws in others, attracting them like a bear to honey. This trait is particularly effective upon those looking for a partner in order to create a proper heir, rather than those interested in romance or personal satisfaction.

11.14. **Confession (KonoSuba) (100)**: I'm a Goddess! I really, really, truly am! It's not fair that people only believe Jumper when he tells the truth and not me! At least as long as you stick to telling the truth, people will always believe you, no matter how outlandish or impossible it might sound. You're no better than normal with ordinary deception and lying but something about the way you talk has people just accept that your truthful words are in fact truthful.

11.15. **Lockhart's Legacy (Final Fantasy 7 Remake) (100)**: Beautiful, badass, sexy; you embody it all. You're endowed with many incredible features, from a stunning face to stylish hair to impossible proportions. Such beauty comes effortlessly to you, whether it be on the beach or the battlefield. Of course, there is more to this perk than simple looks. Like the powerhouse of Avalanche, your stellar looks are matched only by your staggering strength. Both of these traits are now linked, letting you enhance your power or looks by improving on the other. Yet, for all your brawn, you'll never lose your sweet appearance. You needn't carry Barrett's bodybuilder physique to powerfully pummel your foes. Whether by your strikes or by your style, you'll always leave others stunned! See the Notes section for additional details.

11.16. **Darling Knight (Medaka Box Abnormal) (100)**: Nothing can be nobler than the pursuit of love. Such a shame that most pursuits go unrewarded or even outright ignored! Your own efforts are much more likely to get rewarded however. Your romantic aims much more easily achieved. Those you are interested in find themselves at least a tiny bit open to the idea, even if they'd normally not even consider it, and any gifts or favours you do for them for the purpose of gaining their affections will be far better received than they normally would. Something that would have not even gained a reaction might be well appreciated, whilst a gift that already touched someone's heart might make them fall for you outright.

11.17. **Shoujo Prince (Medaka Box Abnormal) (100)**: They don't call you a prince for nothing. You've got the sort of stunning good looks to make yourself stand out even on a world stage. No doubt half your schoolmates are crushing on you, from either side of the gender line too. Not only that but these effortless good looks really are as effortless as they seem. You don't need to spend any time at all in the morning preparing, you'll find yourself looking, smelling and feeling just as good waking up as if you'd spent a few hours at a luxury spa each morning. You'll also find that most things you do have your beauty in them as well, ranging from having innately gorgeous handwriting to producing much prettier pieces of art.

11.18. **YOU ARE GORGEOUS (Medaka Box Abnormal) (100)**: Those who succeed all the time will inevitably encounter that classic opponent- the one jealous of the successful people in the world. The sorts of people who look at those blessed with talent, good looks and good fortune and just feel envy. But when they look at you, they see something truly special. Rather than being disliked for being special, unique or blessed beyond the norm, you will find that most people like you more for it. When they might envy you normally, now they will be inspired by you. Even those who truly hate the sort of being that you are will consider you a small exception.

11.19. **Provocations User (Medaka Box Abnormal) (100)**: It'll definitely be a pain to fight you. With just a word, you can ruin anyone's composure and force them to act out in anger. No matter how strong they are or how well controlled they are or even how many times you've used this, you'll make someone get spitting mad for a few seconds whenever you specifically try to provoke them.

11.20. **Royal User (Medaka Box Abnormal) (100)**: An Anti-Style Style for sure and maybe also reflecting of an arrogant tone as well. When you speak, you are able to prevent anyone else around you from being able to speak while you are vocalising. Even those that speak through means other than vocal chords, such as over electronic devices or through telepathy, will be silenced when within range of your voice.

11.21. **Truth User (Medaka Box Abnormal) (100)**: Not all Styles must be directed towards violent ends. The Truth User Style brings to the forefront the aspect of Styles that focuses on communication and understanding between beings. When you speak with someone or a group of people, you allow all those participating in the talk with you to come to truly understand one another. The emotions behind the words you and they speak become clear as day to each of you, as do the reasons they have for speaking as they do and whether or not they tell the truth, lie or merely omit information from their words.

11.22. **Majesty with Eyes of Blue (Duel Monsters - Shadow Realm) (100)**: Your eyes have become a beautiful shade of pale blue, marking you as kin to the Blue Eyes clan. Your sudden appearance may well have you be heralded by the clan as a messiah or a sign of a return to glory...and why wouldn't they? Your appearance is absolutely stunning, whether beautiful or handsome. Those who look upon you will instinctively recognize you as some sort of nobility, whether a crownless monarch or someone with a grand destiny. What's more, dragons will see you as kin to them, looking at you the way they would a cousin or a member of family. Be aware, this bond means less to some than others...but you will, if nothing else, be respected and heard out when you speak.

11.23. **Red-Eyes Burn (Duel Monsters - Shadow Realm) (100)**: The feature which gives the Red Eyes their name. You are now able to manifest Red Eyes, bright red lights in your eyes that the Black Dragons used as a young clan to come off as powerful and intimidating. Not only do they serve this purpose, but you also gain a strange attunement to the element of "Fire" while the red eyes are active, making you a bit resistant to it and letting you manipulate it with a greater ease.

11.24. **Monkey's Compassion (One Piece: New World) (100)**: There is something about you that makes it easier for others to feel relaxed in your presence, making you all the more likable and them more likely to open up to you. You are able to bring out anyone's childish side with enough time and care.

11.25. **Certified Badass (RWBY) (100)**: You're awesome and everyone knows it. As a Huntsman/Huntress, you have an aura of strength and inspire awe in those you meet. When you give advice and weigh in on situations, your words will be taken very seriously. People know that you know what you're talking about, and they respect you enough to listen.

11.26. **Honed to the Razor Edge (Petals of Reincarnation) (100)**: Something about the look in your eyes can freeze people in their tracks. There's an intensity to your gaze and your manner, one that both unnerves people and allures them. When you become focused on obtaining something, from victory in battle to seducing a lovely lady partner, your attempts to intimidate or attract those around you become far more successful. There's an instinctive fear or desire for the sheer intensity that you give off during those moments, something that may even become addictive to a small degree.

11.27. **Made to last (To Love-Ru) (100)**: Your friendships - really, your relationships in general - are a lot more solid than normal. There'd have to be a lot more than some arguments or bad times for them to fall apart, because once you have made a bond with somebody, that bond stays. And nothing short of driven effort from one of you will ever break it.

11.28. **Above the Influence (Rosario + Vampire) (100)** You are a master at resisting temptation. No matter how many times half naked beautiful members of the opposite sex throw themselves at you. You have the resolve to say no... if you want to. It's totally up to you. Your self control is incredible. Your willpower is similarly increased

11.29. **Bluff (Rosario + Vampire) (100)** You are a master at concealing your emotions and giving others a false impression of what your feeling. You are quite capable of telling lies believably.

11.30. **Burden of Power (Fate/Grand Order) (100)**: Wander into town, help out a few strangers, leave without another world. For those with power who haven't fallen into depravity, it's often the way. You feel disconnected from the world around you and even if you want to help them, they sometimes have nothing but fear left for you. Your power won't get in the way of social interactions unless you'd like it to now. Not only will being great in magnitude than someone not make you fell distanced from them but they won't feel envy or fear to you either. If you still happen to want to pass on untroubled, you'll be able to peacefully fade from people's memories after a while. Never be afraid that you'll leave people pointlessly longing after you once you've disappeared from their lives forever.

11.31. **Undiscovered (My Hero Academia) (100)** That face, that body, those incredible good looks! Have you ever modeled before? You really should consider it, maybe in a cape and tights? Maybe branch into acting? You appear to be by many standards the perfect human specimen, described as traditionally handsome or beautiful. More importantly however is a kind of iconic charm. There's something standout unique, about your appearance that attracts people more than beauty, an attraction breeds trust. This allows you to get away with more questionable thing by virtue of good looks alone, even "blend in" when you ordinarily wouldn't belong.

11.32. **Info-gathering (Sekirei) (100)** You pick up info as easily as you breathe. People tend to slip up or get loose-lips when you're around or not being noticed by others

11.33. **No Fighting Here (Sekirei) (100)** With nothing but a few words you're able to dissuade people from fighting, provided a brawl is about to go down at your home. This won't help if you're out wandering the city, but any attempts to threaten or attack you at home are stopped in their tracks.

11.34. **Average Looking (Sekirei) (100)** You won't stand out unless you really want to. You'll be seen as plain and average, nothing but a random passerby, unless you make an attempt to be anything else.

11.35. **Dark Theater (Arifureta Shokugyou de Sekai Saikyou) (100)**: It's the flair! The Shading! The raw emotion hanging from each word! Well, call me maybe, you got the makings of a great actor... or orator, or something along those lines. As expected, you aren't that inclined for those jobs, but the talent does show itself when you allow it. As long as you have some emotion behind it, the words for a revolutionary speech come easy to you, it comes easy to the audience as well, as they will wait for you to finish before responding. After the discourse finishes, those that listened to you will become more favorable towards your expressed ideas and yourself in general; the effect depends on their own attitude and personality, an enemy might value you higher, but someone that already admired you might carry out each of your words to the letter.

11.36. **Keeper Of The Peace (Star Wars: Attack of the Clones) (100)**: You're not a soldier. Or perhaps you are? Either way, you might prefer to act as a deterrent to violence rather than being forced to inflict it. If you sufficiently outnumber or are clearly more powerful than your opponents, you have a chance of them surrendering as soon as you brandish your weapon. This is less effective on the desperate or well trained. Unless you can demonstrably destroy an army by yourself, don't expect them to give up the moment you show up if you're alone.

11.37. **Seductive Body (Akame ga Kill) (100)**: You have a body that anyone could love, and want to, your body is like a work of art that others may find it hard to harm. Though the effect might entice sadists, and won't do much on professional killers at least you look nice though?

11.38. **Honorary Xeno (Star Trek – TNG + DS9) (100)**: Aliens will naturally like and trust you. They'll always see you as an equal no matter what animosity may exist between your species and theirs.

11.39. **Noble Presence (Mushoku Tensei: Jobless Reincarnation) (100)**: There are times that even though you are a noble, other people seem to fail to recognize it unless they see you wearing expensive clothes, being followed by guards and a noble bearing, but not with you. With this, your very presence screams you being a noble of higher lineage that no matter how you present yourself, wear a commoner's clothes others will always recognize you as a member of the nobility. You have gained an incredible grace that attracts people's attention and you always move subconsciously in a way that maximizes your appeal of your appearance towards other people. Though you can turn off the effects should you want to go incognito and you don't want others to find out that you are a noble.

11.40. **Why Is Everyone Blushing? (Infinite Stratos) (100)**: You'd think if someone was blushing, spending all their time with you, asking you out on dates or even outright confessing to you, you'd be able to tell they liked you, right? Sadly, not everyone's mastered the...subtleties of all that. You have though, in fact, you don't even need any indicators at all. You always know whether someone you're looking at has romantic feelings towards you, as well as how strong. Don't leave em hanging lover boy.

11.41. **Building Bridges (Generic Harry Potter Fanfiction) (100)**: As it usually works, people in high-tension situations almost always develop 'us vs them' attitudes. Anyone who's friendly with the 'other side' is consorting with the enemy, probably a traitor, so on and so forth. Not you. You're immune to such petty suspicions. As long as you're not actually betraying any of them, you can spend the night partying in a Vampire club and the day attending the wedding of the most vicious hunter in town, and neither group will mind. The greatest use of this, however, is in mediation. You can assist disparate groups find points of agreement, and also come to terms with their differences. As long as your points are valid, no one will dismiss you as being a 'lapdog of the other side!'.

11.42. **Could You Not (Campione!) (100)**: Absolute madman would be how others see you when you tell off a Campione straight to their face or batter them about the head while deriding them for the latest travesty. Words escape them when you fail to turn into a pink mist, and you thought you saw something white at the

corner of their mouths when it actually got through. Simply put you have a way with words and actions that reach even the quirkiest or alien of individuals, provided they will entertain communication at all. This doesn't prevent them from harming you if you cross the line, only allowing for them to understand beyond their own twisted frame of reference without impediment. A useful trait if you insist on running with that sort.

11.43. **Born Rich (Arrowverse) (100)**: You were taught the finer things in life at an early age, including the art of persuasion. You're a natural at it. When you smile, the room seems to light up and people are more willing to listen what you have to say. You can convince a board of CEOs to make you the President, with a heart filled speech and of course the winning smile. People tend to gloss over your minor negative qualities, like being a womanizing playboy. Even if you were declared dead for five years, your seat at head the company will be there waiting. Your name is on the VIP list for all the local clubs, you're incredibly good looking and a smash with the sex you're attracted to. What's more is that you give off a disarming personality. No one would ever suspect this is a cover identity.

11.44. **Fear (DC – Blackest Night) (100)**: You were chosen for your ability to inspire great fear in others. You know how to terrify other sentient beings with horrifying ease, and you have faced your own fears and overcome them, making them your servant instead of the other way around.

11.45. **Hope (DC – Blackest Night) (100)**: You were chosen for your ability to inspire great hope in others. You are able to remain steadfast in the face of a great crisis or hardship, staying optimistic when others would despair, and inspire them to feel hope as well.

11.46. **Finding Help (Final Fantasy 7 Remake) (200)**: There might not be a whole lot you can do to change your circumstance, but that doesn't mean there aren't people who can help. This perk has two effects. First, it helps you meet important and influential people in your community. Second, you now have a greater chance of convincing them to assist you. Whether it's a wandering mercenary or a sympathetic Shinra trooper, you have a knack for finding people that can help with your problems.

11.47. **Burden of the Mighty (Duel Monsters - Shadow Realm) (200)**: It is the burden of the mighty to defend the weak, this is something you've learned throughout your years as a warrior. Understanding and accepting this solemn duty is your strength, now, and those who are weaker than you can see it in your eyes. Now, you are able to keep a sense of empathy towards those weaker than you, and in turn the weak see you as their champion and will be extremely favorable. The mighty become kings not through threats and fear, but by standing as the people's blade. Let that lesson burn into your heart.

11.48. **Unforgettable (Fate/Grand Order) (200)**: You're not the sort of guy people just meet and forget about. You stick around in people's heads for good once they meet you, every action you do being just as eternally memorable as you yourself. Given that you and everything you do is permanently engraved into the minds of those who meet you, it gives you a whole lot more influence with your words and actions. People remember and think about what you say to them, they remember what you've done to or for them and that memory gives you much greater influence over other people.

11.49. **Holy Clay (DCEU) (200)**: Perhaps the Gods themselves truly did craft you from their most divine clay because you've got a body that can inspire men to become artists of legend. You have a divine beauty, as a man or as a woman, and exemplify every aspect of beauty you yourself could find attractive. Given the source of this beauty, it takes no effort from you to maintain and you will remain as gorgeous as ever even when in the midst of a brutal knockdown battle. You're not just easy on the eyes either as people find you very easy to get along with, even if you have a gruff and naturally hostile personality. You can still drive people away if you try but now people will be naturally drawn towards you.

11.50. **I'm Here To Help (DC – Blackest Night) (200)**: The Green Lantern Corps are a police intervention organization first, a military institution second. Thus, it's good to be able to cooperate with the locals and get them to cooperate in turn. When you act in a crisis or a dangerous situation, others tend to trust and defer to your authority until the danger has passed, so long as they have no reason to distrust you.

11.51. **Crossing Stars (DC – Blackest Night) (200)**: Love is an emotion that comes back to you the more you give it to others in turn. Thus, you know how to show your loved ones affection in a way that makes them happy. Among friends, you're the life of the party. Around that special someone, your presence brings comfort and warmth, perhaps even making them fall in love with you all over again...or for the first time.

11.52. **Jumper is Seriously Pissed! (DC – Larfleeze) (200)**: Pick a color and either an emotion or a concept such as chaos or freedom. You can imbue your voice with that color to emphasize what you're saying and unmistakably mark your words with the emotion or concept the color is tied to. Yes, they can somehow see the color you're speaking in. Works especially well if you're shouting about yourself in the third person. Anyone who hears you will instantly recognize what you represent, and if it's a particular emotion such as despair or desire then they'll be mildly affected by your aura even if they're outside your area of effect.

11.53. **Do You Ever Do Something UN-Cool!? (My Hero Academia) (200)**: Heroes in this world stick out, standing in the spot light and inspiring those who watch them, those who surround them. They're still people though, they were young once, you too can inspire people even if you're not a hero yet. Something about you just makes you hard to forget. Even young you're leaving impressions on people, though what kind tends to vary based on what you're doing. What's more, you've become more endearing, with your good points accentuated in people's perception, especially to those who already like the way you carry yourself on some level. Even if you're a complete asshole, 'someone' would probably still appreciate your manliness or honesty, wanting to be your friend or think you're cool. Just don't push it too much, ya know?

11.54. **Unity and Bonds (Sekirei) (200)** From here on out, you share a telepathic and empathic link to those with whom you are close with, sharing thoughts and feelings with everyone you care strongly for. The closer and stronger the bond the stronger the link you will share with them.

11.55. **Harem Protagonist (Sekirei) (200)**: It's in your DNA. Literally. Whether it be Sekirei or any other supernatural being of your preferred gender. They will find some reason, mundane or otherwise, to love you.

11.56. **Unity and Bonds (Sekirei) (200)**: From here on out, you share a telepathic and empathic link to those with whom you are close with, sharing thoughts and feelings with everyone you care strongly for. The closer and stronger the bond the stronger the link you will share with them.

11.57. **You Want To Go Home And Re-Think Your Life (Star Wars Attack of the Clones) (200)**: Wanting to help people is all well and good, but there are occasions where you might accidentally do more harm than good. Now, genuine attempts to help people will not backfire on them or you, and positive developments will stick thanks to your efforts. You also have a disproportionately beneficial effect when you help people. Someone you talk out of using and dealing drugs, whatever your exact methods are, will actually reform and clean themselves up without also expanding their portfolio to arms dealing, and they might go on to help others as you have helped them.

11.58. **I'm Here To Help (All-Star Superman) (200)**: You're probably used to strange or unusual powers being met with all sorts of emotions - terror, apprehension, disbelief. Calling upon extraordinary or otherworldly abilities can bring out the worst in those who lack such a thing, as they see you as a monster. But not here, not anymore. When you demonstrate new and amazing abilities unique or rare to the world, others judge you not on how you appear or what your powers are, but your deeds towards the rest of the world. Someone who sits in the middle is accepted for who they are and little more, but a true hero is seen as an amazing

marvel and someone to admire for what they use such fantastic abilities for. However, particularly hateful or jealous foes can still hold you in contempt for such powers...just as Lex Luthor despises 'The Alien' to this day.

11.59. **Charisma Isn't Your Dump Stat (Invincible) (200)**: You my friend have charisma, a certain je ne sais quoi that surrounds you and your actions. Maybe it is the way you speak or the way you hold yourself. Regardless, something about you draws other people in, it makes them pay attention to what you say and at the end of the day helps cement their loyalty to you. You have charisma like very few others, a presence that is so powerful that you would be able to get elected as the president on charisma alone. This knowledge of how to interact with other people is not just in you alone but something that you can channel into your speech writing and delivery. Allowing this writing to impact people so powerful that centuries later people will present what you said as eloquent, respectable, and simply amazing.

11.60. **Small Step, Giant Leap (Rise of the Guardians) (200)**: You're a planner, not a doer, but even if you can make the best plans in the world, you still need someone to carry them out for you. This Perk helps with that. Whenever you have a goal in mind, an objective as small as delivering a package or as grand as protecting all the world's children, you become an expert at finding people to achieve it for you. You gain an almost intuitive understanding of whether or not people you know would be the right ones for the job and why, and you have almost supernatural luck at finding new good candidates. You're able to find people who are inclined to accept, who would be devoted to the job to the death, who are incredibly skilled, and who will work well together; you may drop some of these qualifications if you like to increase the candidate pool, but the team won't be quite as good. When you assemble a team for a mission, no matter how long or impossible it may be, you will find it composed of only the best, most devoted possible people.

11.61. **Central Aura (Rise of the Guardians) (200)**:You know what's really helpful for spreading your Center through the world, Jumper, more than just knowing the strategies people will best respond to? Being able to cloak yourself in an aura of it. That's right — you have an aura of whatever your Center is, with the obvious results. Spirits of hope or fear have inspiring or dreadful auras, making people feel their Center, but also intensifying it if it's already there. Already present hope becomes true confidence, and already present fear can become outright terror. This works on a sliding scale, allowing you to heighten or lower the aura's intensity, or even just turn it off, at will.

11.62. **Code Of Conduct (Star Wars: Attack of the Clones) (200)**: You might not already know how to be disciplined and how to follow orders, so now you will know when it is appropriate and what to do to avoid antagonising your superiors,

as well as all the regulations and rules you need to follow in your position. Shiny and new as you might be to some of them, you can quickly prove yourself and earn their respect even if they initially distrust or dislike you for whatever reason.

11.63. **Different Mask (Mushoku Tensei: Jobless Reincarnation) (200)**: The nobles tend to wear masks that make them different when surrounded by people to hide their intentions and to prevent others from exploiting their weaknesses. This grants you a great talent at acting and the ability to construct a persona with an assigned role that you want to play and while in this persona, you will never give away or hint at anything that the role you are playing at couldn't reasonably know or do. Turning back to who you were is as easy as removing a mask and no matter how many persona's that you created you would never lose sight of your original self. When you are playing a role it's really hard for others to really see what's underneath it thus preventing others from really guessing your intentions or how your mind really works.

11.64. **Your Reputation Precedes You (Young Justice) (200)**: Sometimes, having others know exactly what you're capable of is just what you need. For you, displaying a small amount of your power is the equivalent of displaying the full extent of your abilities. This is also useful for convincing others of your capabilities, as well as for ending a fight before it can begin through intimidation. This doesn't actually reveal your power set. In addition, at the beginning of a Jump you may choose to have your exploits in other Jumps trickle in as rumors that are attributed to you, increasing how quickly you gain fame in your current Jump.

11.65. **Inspirational Voice (DC – Kingdom Come) (200)**: People need hope in these dark times. Even if you yourself don't have that hope, you may need to bring it to other people regardless. Now, your words have a way of bring hope and happiness to even the most depressed person. Perhaps it could even move them to action or change their lives for the better. Even if you yourself feels everything is hopeless, you can muster up enough to bring people happiness. Be the light they need, with your words.

11.66. **Well Rounded (Wo)Man (Fate/Stay Night) (200)**: Is it genes? Or maybe it's the inordinate amounts of magic in your veins. Whatever the case, you are fine. Better then fine even, you're gorgeous. The sort of beauty that forms fan clubs and makes people stop and stare on the street. You might want to be careful, this sort of beauty can get one into trouble. Which is why it's good you're no slouch in the combat department either. You won't be the master fighter some of the other things on offer make you but you'll make quick work of anyone without actual training. And to top it all off, you're ELEGANT. You know all the manners to get by in high society, you're good at hiding any contempt for the lower classes and if

you, you know, happened to have a temper, you'd get a fair bit better at keeping it under control. Not that I'm calling you a Tsundere or anything.

11.67. **Touch of Dere (Fate/Stay Night) (200)**: Words just aren't enough all the time. You can't convey everything you feel through speaking, maybe because the other person is being a pig and not listening or maybe you just don't have the time to give them some speech. But you can convey every ounce of feeling and emotion you have through physical actions. A slap will tell someone exactly how frustrated, angry and hurt they've made you, a hug to finally get across the regrets you would never otherwise have been able to express to your best friend and a kiss to show that special someone just how truly unending your love for them is.

11.68. **Messenger of God (Fate/Stay Night) (200)**: It might not quite be the Voice of God Himself but you've closed a lot of distance between the two of you. Your voice, now a lovely and gorgeous sound to behold, has an unnatural ability to cause pain to other people. Any insult you give seems to get under people's skin far too easily, personal attacks easily disturb a person's confidence and directly attacking someone's ideals, with the right words, can shake them to the core. You've also picked up a notable talent for the art of insulting other beings, just to make sure you can mess with them properly.

11.69. **Kyuubi-chan (Generic Naruto Fanfiction) (200)**: It can be a daunting prospect to be set face-to-face with beings of terrifying power and might, such as demons or gods. You, however, are special. You find that you have something about you, like an aura, which immortal and powerful beings find rather soothing and pleasing. In addition, your mental faculties are such that you remain entirely unaffected by the status and power of the people you're interacting with, able to treat them like you would anyone else. Indeed, it's almost as if something out there wants you to form relationships with such entities, because they tend to be open-minded towards you even if they normally wouldn't be at all, and you have inordinate luck and skill at charming and convincing them. You could talk to a demon and get them to become anything from your friend or lover, convince proud clans or species to become your summons and/or friends, get princesses and priestesses interested in bearing your children, and in general, the more powerful and distant a figure is, the easier you find it to get close to them.

11.70. **Great Redeemer (Generic Harry Potter Fanfiction) (200)**: There is never a person who cannot turn away from evil. You believe so, and you know so. You have an aura around you, a sort of force you exude that inspires people to regain hope in their innate goodness, which makes it so that no matter how foul someone's past actions, how sadistic or obscene their previous temperament, they can always still turn to goodness and be as upstanding and kind a person as any other. You may choose the way you do this. It might be through a

conversation in which you work through all their issues, it might be through defeating them in a duel, or it may be a long process of simple interactions that steadily make them see the light. Or, for the more 'fun minded', you could literally fuck the evil out of a person of your preferred gender over the course of several enthusiastic 'sessions'. Whatever means you end up employing, if there is even the slightest chance of a person ever conceivably turning from their course, you know how to make it so.

11.71. **Pleasantry User (Medaka Box Abnormal) (200)**: The power of please and thank you is not to be underestimated. You find that your life and the lives of those around you truly do become easier so long as you remain verbally courteous. Not only do you find yourself much luckier by never breaking a courteous mode of speech towards others, as well as speaking up when it would be required for politeness sake, but you also find more specific effects benefiting you as well. Saying please when you ask someone for something will make them genuinely consider your request, even if they despised you. Saying a short thanks before a meal will greatly improve the taste and nutritional value of the meal. Offering the first move in a match towards your opponent will allow your own first attack to come out faster and stronger than usual. These effects will not make a huge difference on their own but the sheer number of them should make up for it.

11.72. **Notable Presence (Young Justice) (300)**: Inspiring your friends and intimidating your enemies, your very presence makes others pay attention and give consideration to what you say and do. You're able to quickly build a reputation, for good or ill.

11.73. **Objection Style (Medaka Box Abnormal) (300)**: Being contrarian and confrontational is in your very words by now. By yelling out "OBJECTION!" you are able to instantly put a stop to any one action that your opponent in any single fight has taken. You could prevent them from launching an attack or negate an attack that has already been fired, prevent them from blocking or dodging one move of your own or some other single event that can be undone. Only one such command may be used in each separate battle but used wisely, it can bring the fight to a victory for you instantly.

11.74. **Getting Together a Team (Petals of Reincarnation) (400)**: With how big the world is, finding the very few capable of Reincarnating is a challenge. Finding those who possess the talents to one day have their own Reincarnators? Damn near impossible. But you make it work. For you, finding and even recruiting to your cause those who share the same traits or powers as you is an easy task. Even when they're a one in a million or rarer occurrence, you can find people with similar or the same type of powers as you in just days and, so long as they're not already affiliated with a rival group, easily convince them to give

joining your side a go. Any trait you yourself have can be searched for in this way, from personality traits to types of powers to skillsets to even partner preferences, though it won't be able to find anything that doesn't exist in the world.

11.75. **Nasty or Nice (Fate/Grand Order) (400)**: Good guy, bad guy, you're a big influence on them both. Your presence and companionship can draw out the good and bad that waits inside everyone. If you don't take action, it won't change anything, but once you start to encourage people to let out what's inside them, you can really get some changes going. Comrades can become more brutal and violent or more merciful and forgiving. The closer you are to a person, the stronger you'll be able to make this effect. A stranger you've known for a few days might just talk and act a little differently. A close friend who you've saved the life of and vice versa? You could turn them from maniacal villainy into reluctant heroism or from being a shining example of a hero into a vicious extremist for their own ideology. Get even closer and you might be able to make some even more extreme changes. Bringing out someone's inner good or bad side will take time but...a few days should be all you need.

11.76. **Maestro (Medaka Box Abnormal) (400)**: Now you might not be all that special on your own, really, but you've got a tendency to make all those around you that much more amazing. You're able to draw out the true potential of those around you that you care for and spend lots of time with, both in regards to their powers and even them as people. So long as you are constantly around someone that you have a good relationship with, you're able to slowly bring out their true powers, increasing their maximum power by up to three times their normal level if you've spent a few months with them. You'll also find that they begin to get over mental and emotional issues with ease so long as you keep talking to them, though this is mostly based on what they see as a problem. This increased power and sense of self will slowly drain if you cease to constantly spend time with a person, draining to nothing by the end of a full month.

11.77. **Stand and Fight (Fate/Grand Order) (400)**: Lead from the front, that's the motto of a true warrior king. If you couldn't stand and fight alongside your men, you hardly deserve to lead them. They all agree quite wholeheartedly too. As long as they see you standing up in the front, battling away, they'll know they can't give up either. Your will becomes their will in battle, allowing you to support every ally that fights with you at once. As long as your willpower holds out, so will theirs. If you feel no fear, neither will they. If you are inspired to go to the very limits of what you can do, your army will rise up alongside you. So long as you hold out, your army will have to be killed to the last man before they admit defeat. But if you break, so does this protection and they'll need to rely on their own wills, not that of their King.

11.78. **Show Those Pearly Whites! (My Hero Academia) (400)** “Smile! That’s one of the most important things that a hero can do. When the fearful and hopeless look to you for support, you need to be confident and give it.” Your smile has the capacity to comfort others even when the situation looks bleak, bringing a sense of peace to those in trouble or inspiring courage previously none could be found. That smile of yours promises supreme confidence, even if you might not actually hold it. It can help not only with comfort, but bluffing, fooling others into thinking you’re in an advantageous position or know what you’re doing when you’re utterly clueless.

11.79. **Mask of Horror and Fear (Sekirei) (400)**: You have developed a unique ability to conjure an aura of fear with a simple smile. It brings fear and terror to any and all that gaze upon your smiling face. A certain something might be conjured behind you. With practice and effort you can increase the number of those things that appear.

11.80. **I Am the True Leader of this Country (Invincible) (400)**: You are an amazing leader. You engender true loyalty from your followers and respect from your enemies. You could lead enormous global organizations and ensure that they operate as close to perfect as is possible. Beyond that however you find that when you lead an organization of any sort, those within the organization work better together. They put their best foot forward and always try their best to better themselves and the organization. Start leading a company of slackers and before long you’ll find yourself one of the best in your field due to your employees’ desire to do better when you lead.

11.81. **You know something about everybody (Rune Factory) (400)** Delivering mail is tough, you can’t always keep everything straight with the mail if you have no interest in empty names and random mailboxes, so now I give you this. Whenever you’re doing something for somebody else, whether as your job or just from the goodness of your heart, you’ll learn things about people and get to know what type of people they are. At first you might only learn little things, but the more you do favors for someone the more things you’ll know. Do bigger favors and you tend to learn more important information, deeper secrets, their history, you name it. Maybe that guy you got to a doctor used to be a war criminal or a sailor that was shipwrecked, you’ll eventually just learn something about somebody, even if they have amnesia and don’t know anything about themselves.

11.82. **Soothing Presence (The Fountain) (400)**: You have achieved inner calm and can project it as long as you are not currently experiencing any strong emotion yourself. Merely being in someone’s presence is enough, but physical contact, oratory or song, or just allowing them to see you can all boost the effect.

11.83. **True Protagonist (Arifureta Shokugyou de Sekai Saikyou) (400):** Well, it looks like someone got the charm on his side. For some reason you now attract the romantic attention of a lot of single females, even when you don't try to do so, circumstances just align themselves to make them fall for you with no effort on your part. Going even more than that, for some reason those interested romantically in you just ignore the bad or obnoxious parts of your personality, in favor of what they deem as your good qualities. In short: Can't turn off the swag. Always wake up covered in women.

11.84. **Crazy AND Powerful (Arifureta Shokugyou de Sekai Saikyou) (400):** Not only the empire, but this world at large seems to respect and bow to only one thing: Power. It reflects in the world at large and especially in you. No matter how crazy or odd you seem, as long as you are stronger than those around or opposing you, others will flock towards your side, work towards your goals and adopt your morality. In short, the more powerful you are, the more people will naturally seek to follow you. Even if you aren't a good leader or particularly charismatic.

11.85. **Experience Outranks Everything (Star Wars: Attack of the Clones) (400)**: While someone might technically or officially outrank you due to their position, that's no guarantee that they actually know what they're doing. Now, these superiors will be willing to listen to and apply your advice in any field that your experience outranks theirs, without getting offended that you clearly know more than them about it or disregarding your input for foolish reasons. You need to somehow show that your approach is better than theirs, either through discussion or demonstration, and they won't necessarily give you credit for the success if they're that type of person, but at least they won't get you and others killed trying to enforce a decision that anyone with experience would tell them is stupid.

11.86. **Sharing is Caring (Sekirei) (400)**: You now share a subconscious empathic bond with those you share a strong relationship with, platonic or otherwise. Within the group, negative feelings are mitigated, positive feelings are enhanced, and a mutual sense of sharing envelops you all; troubles, triumphs, possessions, space, etc are all communal. You may designate private things though.

11.87. **The Mighty (Re: Monsters) (400)**: For monsters, might makes right. Power gives authority, regardless if that strength is in magic, speed, or strength, and the more of it you possess, the greater your authority. Your physical and magical power naturally feed into an aura of authority that expresses just how powerful you really are, a trait that imposes awe or terror in those around you, reassuring your allies of your strength and protection, or intimidating your enemies with just how much power you possess. This aura is also tinted with your ideals; those aligned with them will naturally be drawn in as allies while those opposed will be harshly reminded of what will come if they draw your ire. This takes into account all of your inherent abilities; it will not showcase additional power provided by

your equipment, nor your allies, only your personal strength. It also doesn't take into account your intelligence and mental capabilities, only your physical and magical ones. This even puts a degree of pressure on those around you, weighing them down with your sheer presence and can even affect those stronger than you, though not if they are vastly so.

11.88. **Charismatic Personality (Mushoku Tensei: Jobless Reincarnation) (400)**: Whether it's natural or out of necessity there are some nobles who are quite charismatic that charms others with just their presence and words and you're the same as well. With this, you gain an increase in your charisma and charm to the point that so long you show some competence, people will always think of you first should their goals and interest align with yours. Your charisma is incredible to a degree that giving a speech in a city would cause the people to rally to your cause and your mere presence can attract the attention of the most arrogant, haughtiest nobles. This also affects the common people to a slightly lesser level. Even your charm is incredible such that you can charm your way into a tight-knit group of nobles and then have them openly welcome you with just a few days of well placed and calculated words from you, though this would be a lot harder if they're hostile towards you. This also helps that in any territory that you have, your people are unlikely to rebel and more likely to be obedient so long as you're not actively abusing your power over them and exploiting them.

11.89. **Hyper Signing (Medaka Box Abnormal) (400)**: A Style is based on communicating. Words are integral to the art and those unable to comprehend language, permanently or temporarily, are unaffected by the Style. But is it really so important? Language is hardly limited to just the verbal medium. You're able to use your Styles, and any other sort of verbal power, without the need for words. So long as your target is within audible range of you, you can use Styles or other verbal effects on them without doing anything but thinking the words in your mind. Even if they could not ordinarily comprehend language, it will still work on them. A side benefit of this all is that you are able to perfectly communicate with people in the same manner, getting across exactly what you mean even to those normally unable to understand language, just so long as they can see you and you can think. Real advanced body language there.

11.90. **Mythical Visage (Fate/Stay Night) (400)**: Like the legendary Helen of Troy or the divine Aphrodite, your beauty is far beyond any mortal constraints. Whilst almost all Heroic Spirits are gorgeous to behold, your visage is so shockingly beautiful that it would make those in the midst of combat stop to stare at you. Even veteran warriors such as other Servants would be unable to stop themselves from pausing just at the sight of you. This awe-inspiring appearance is enough to make many mortals that lack strong wills fall in love with you from sight alone. There is little need for charisma when personal attention from you

can reduce almost any man or woman to stuttering messes eager to do what they can to please you.

11.91. **The Devil Wears Prada (Campione!) (400)**: While politicians try to sway away many people at once and entrepreneurs focus on the target audience for their products, you decided to go a step further in convincing others of doing your will. Indeed, one-on-one interaction how it works best for you at persuading people. Be that you want a new contact, a spy in the enemy lines, or just getting someone to agree with your social views. Your social-fu is at the level in which you can have almost anyone warped around your finger after some interactions. It still works to some extent in multiple people at once, but not as good as when working in a single person at the time.

11.92. **Nok, Nok (DC – Blackest Night) (400)**: The language of the Indigo Tribe lacks the ability to be translated by most other Power Rings, and can only be understood when they actively choose to communicate with outsiders. You've learned how to mask your own words in a similar way, making your speech sound like complete nonsense to all except those you wish to understand you, who will instead hear their native tongue as you speak. No matter what ability or translation device they use, your speech will be little more than gibberish unless you see fit to be understood.

11.93. **Jolly Cooperation (With This Ring) (400)**: Butcher, Ophidian, Parallax, Ion, Adara, Proselyte, Predator, Swamp Thing, the Source, and countless other beings hold incredible power and a distinctly inhuman mindset. You find it easier to anticipate and understand these beings, granting an advantage in dealing with them through diplomacy or combat. Furthermore, with the proper catalyst you could even fuse with one of them, with all the potential benefits and costs that would bear. This also applies to other non-human, non-biological entities as well, such as Planet-minds, Machine Spirits, Bijuu, Demons, and Old Gods.

11.94. **It's Never As Bad As It Seems (All-Star Superman) (400)**: You have a presence about you, Jumper. An inner light that soothes those who gaze upon you, and realize - everything is going to be alright. This is a natural charisma that doesn't simply make others like you more, but inspires them to do better and to strive improve themselves. You can bring the suicidal the resolve they need to carry on with life, you can bring comfort to those laid low by awful tragedy, and convince a lone pariah of a race of idiots to believe in his kin and use his own abilities for good. So long as it moves others towards bettering themselves and those around them, you can inspire goodness and hard work in almost anyone...except those utterly consumed by hatred or an inability to understand you.

11.95. **Smooth (Generic Fist Jump) (600)**: You are an extremely likeable and charismatic person. People enjoy being around you, and are often eager to befriend you. People will tolerate behavior from you that would be completely unacceptable from anyone else, just because they can't help but like you. You're especially good at bullshitting and fast-talking people, to the extent that you could probably convince a guard to let you into Fort Knox by yourself "Just for a second, I just want to look around." In addition, you excel at pulling tricks and unexpected tactics in a fight, often because no one would expect such a nice guy to hit below the belt.

11.96. **Big Dick Walking (My Hero Academia) (600)** You may not be some hotshot hero, or a cop, or even a private dick, but no one can dispute your qualifications for a role in leading the powerless. You've got what it takes to police Heroes and Villains alike. You're charismatic with those lacking in natural abilities or from the lower classes, such as those who lost the power lottery or the Quirkless. You're excellent with battlefield strategy and coordinating the "helpless" masses to fight those with considerable abilities, or even just carrying out with rescue or disaster relief efforts. You've got the sheer force of character to have those above you in social class to accept your judgements as long as you at least put up a token effort to be fair. If that wasn't enough, designing and helping construct maximum security prisons explicitly for containing threats to society with bizarre abilities are included in your portfolio. You may not have the papers, but you do have the substance.

11.97. **Absolution (The Fountain) (600)**: If you can convince someone to willingly pour out their deepest fears, regrets, or sins to you, you can grant them true absolution, allowing them to forgive themselves and move on. This does absolutely nothing for you as it does not work if you make it conditional. Their repentance must be genuine for this to work and they cannot desire gaining absolution for any immoral or unethical purpose.

11.98. **All Will Be Well (DC – Blackest Night) (600)**: Hope is also contagious, being one of the most warm and welcoming of the lights. You can turn common individuals into saints, and even turn a wicked villain's heart into that of a selfless hero should you be able to open their minds and ears to your words. Continuing to do selfless and good deeds in a given society or sector will see an uplifting of their spirits, fostering a sense of optimism and similar kindness in others. Don't forget: All will be well.

11.99. **The Smile (Akame ga Kill) (600)**: You have a pure and innocent smiling face that makes people fall in love with you. With it you might melt the frozen heart of a sadistic general or woo the heart of an experienced assassin the day after you meet them. Expect a harem to soon develop wherever you go.

11.100. **Avalanche (Final Fantasy 7 Remake) (600)**: You've got the logistical skills, tactical knowledge, and charisma to run a full-blown rebellion! You can coordinate a resistance, recruit new members to your cause, and know how to use guerilla tactics to upend a numerically superior foe. Whether it's stealing supplies or marketing your movement, you could be the start of real change.

11.100.1. **Maelstrom (Free With Limit Break)**: Your plucky resistance group has turned into a worldwide movement. Where once you canvased streets and oversaw back-alley fights, now you lead small armies across a nation. Your ability to coordinate logistics and plan large-scale strategy has improved greatly, letting you turn a scattered collection of cells into a focused fighting force capable of toppling entrenched regimes. They can't stop the storm, Jumper.

11.101. **Combat Empathy (History's Strongest Disciple Kenichi) (600)**:- In battle, you can "read" the flow of your opponent's movements, understanding where they intend to hit and their thoughts and emotions behind their attacks. While this may not be useful unless you are fast or strong enough to counter them, you will still likely know where it is the enemy intends to hit in advance of the actual strike, though the accuracy of these predictions decreases with the speed and number of your opponents. Alternatively, you could use this ability to have a civil conversation with someone, expressing complex feelings and emotions through a series of blows and spirited shouts.

11.102. **Truth And Justice (All-Star Superman) (600)**: Truth be told, superpowers are rampant in this world, as are those willing to use them for evil. Simply being one of the strongest or smartest beings on the planet alone means nothing - what matters is what you represent. When you fight or protect others in the name of an ideal, you will find others inspired by your actions. It starts small - citizens begin to cheer you on, crime rates begin decline, the streets become cleaner. In addition, you inspire others to follow your virtues and your example without misdirection or their own egos getting in the way, creating a new generation of heroes in both ordinary and extraordinary people. After a few more years of work, the entire planet will hail you as a hero, and all but your enemies will hold some respect for you and what you do...so long as you never turn your hand against those you've inspired, anyways. One person may not be able to save the world alone, but with you acting as a guiding light, you could turn a self-serving, selfish world into one of heroes and hope. When they look to the sky and see you, they see a brand new day on the horizon.

11.103. **Magnetic (Generic Naruto Fanfiction) (600)**: You have something about you, a way, a certain je ne sais quoi that gets people to follow you. Maybe it's your charm, your goodness or purity, maybe it's destiny nudging things along, but wherever you go you tend to find people of great power or ability who are all too

willing to assist you. Experienced generals, old shinobi who could kill whole armies by themselves, princesses who are just perfect to sort out any political troubles you might have... all are drawn to you like moths to a flame, only with a better outcome, hopefully. Not only do they follow you, but all of you bond to each other to ridiculous degrees, letting you work together with legendary synergy, almost reading each other's thoughts, moving as one on the field of battle. This also lets you work together when it comes to training, letting each of you advance orders of magnitude faster in any field when teaching each other, and in general letting you improve ridiculously quickly via spars or joint training. Apart from specific training, even in general the people you associate with, who work with or for you find themselves improving at mind-bogglings speeds in all aspects, becoming smarter, more capable, more competent. Even those who start at the very bottom could outmatch the finest in the trade in short order. You automatically encounter many people who this works on, but you can also deliberately target these effect on anyone who doesn't resist it, and all companions or followers are included by default.

11.103.1. **Jinchūriki Boosted (Free With Jinchūriki)**: The being within you has seen the bonds you share, and it approves. And so it has whispered certain secrets into your mind. Firstly, the speed at which each of you learn has been increased further, becoming almost ridiculous, particularly when at least one of you already knows any given skill and is teaching it to others. But that's just one thing you can do. More than teaching, the demon has whispered to you the true power of friendship. That is, having your friends around you, and sharing each other's power. No matter how far apart the members of your group are and what stands between you, you remain in perfect communication, able to silently transmit words and even feelings between each other. Furthermore, you can also share your chakra/mana/ki/etc. with them freely, or vice-versa over any distance, without fear of any negative effects, even where they might normally happen. While even the vast power of the bijuu might stretch thin if you tried to supply an entire army, your friends and companions will have stamina and energy as effectively inexhaustible as your own for as long as you permit it.

11.104. **Divine Favour (Generic Isekai) (600)**: The gods are pretty nice, giving all these boring Japaense people free reincarnations and cheat skills. However, they like you even more. The gods of this world and others are far friendlier to you than normal, giving you blessings and helping you out. Even malicious gods will leave you alone unless you directly act against them. Once per jump, the gods will also resurrect you if you die. You can choose to appear within a day before or after your death, or to restart the jump entirely. Post-chain the once-per-jump restriction is removed, but the gods only have so much power to spare.

11.105. **The Strongest In The Universe! (Dragon Ball Z) (600)**: It's a perfectly natural thing, fear. Fear of your betters, fear of an invincible foe, fear of impending doom as you turn a miserable planet of apes into a screaming ball of fire. And as you grow in power and might, it's only natural that others should find themselves cowed by your name alone. Others can subconsciously sense your maximum power in combat and destruction, and react appropriately - with fear. Your equals become cautious, your inferiors beg for their lives. You can easily cow hundreds or even thousands into your service purely out of fear and force of personality, and as you grow in power, that number can extend to the millions...and as you grow stronger, perhaps even further beyond that. Certainly, some 'strong-willed' weaklings or stronger beings can resist you...but that just makes it more satisfying when you crush them. In addition to substituting fear for charm in all things, your reputation can also spread like wildfire, adding a mythical air to your dreaded name, causing others to pause or avoid your affairs if at all possible just to be spared your personal attention. Of course, should you prefer discretion...or worse, mercy (pah!), both of these effects can be deactivated or activated at will.

12. Perception Domain (73 Perks) [Top]

12.1. **Paralyzation (My Hero Academia) (Free)**: The user of this Quirk is able to lock up the muscles of a target's body, paralyzing them. It can work on just about anyone, but has severe limitations with its use. The user requires three seconds of sustained eye contact with the target before activation. Additionally, either party breaking eye contact causes the effects to wear off.

12.2. **Interject (My Hero Academia) (Free)**: The Quirk user has the ability to disrupt a target's chain of thought by interrupting them as they speak. This causes them to completely lose track of whatever they were talking about, allowing the user to stop speeches or arguments in their tracks. No long term memory effects.

12.3. **Mustard (My Hero Academia) (Free)**: The user of this Quirk has small antennae that give them an acute sense of gravity, allowing them to always tell up from down even while disoriented. This inherently gives better coordination as the user is able to twist and flip while always knowing up from down. It also gives a general sense of day and night by sensing the moon's pull. The user of this Quirk gains no inherent additional agility to better make use of their Quirk, needing to become better at it themselves.

12.4. **Peeper (My Hero Academia) (Free)**: The Quirk user has x-ray vision, allowing them to see through solid objects and surfaces to peer at what's beneath. The thicker and/or denser something is, the more difficult it is to see through. Perception of what lies underneath becomes blurrier and unclear. Difficulties

begin with anything thicker than your pinky finger. You really should be careful where you're aiming this. Some things are better left unseen.

12.5. **Brail (My Hero Academia) (Free)**: The Quirk user has a heightened sense of touch that has a complex interaction with the language processing sections of the brain. Through this, the Quirk user is able to read from physical mediums of writing such as magazines or books by simply laying their hand on the cover. The Quirk user must know the language they're attempting to read. Doesn't work with text not recorded in a physical medium, such as that on a computer screen. Only a few times faster than reading it through ordinary means.

12.6. **Enhanced Sense - Sight (Justice League Unlimited) (50)**: 20/10 vision by default and eyes so healthy you'll never develop any visual impairments. Not only is your vision perfect you're also capable of focusing and magnifying your vision to clearly perceive things on a microscopic scale or from several hundred feet away.

12.7. **Enhanced Sense - Hearing (Justice League Unlimited) (50)**: From listening to the quietest of background conversations to hearing a signal normally inaudible to the human ear an entire city away, you can clearly perceive pretty much any sound within a massive area, however you'll have to filter out most of the background noise in order to keep yourself from going insane.

12.8. **Enhanced Sense - Smell (Justice League Unlimited) (50)**: Hunt someone down by the scent of their blood or detect hazardous substances from several hundred feet away, your sense of smell is better than that of many animals on earth and can be used as a valuable tool in things like hunting or detective work.

12.9. **Enhanced Sense - Taste (Justice League Unlimited) (50)**: Your taste buds are so sensitive that you can detect flavors from across an entire room, and tell if something's poisoned or expired with 100% accuracy. After enough time you could probably use this ability as a limited substitute for your actual sense of smell.

12.10. **Enhanced Sense - Touch (Justice League Unlimited) (50)**: Your sense of touch is sharp enough to detect the faintest bit of texture, movement, and temperature of anything you come in contact with. You could feel out an imperfection on something that looks perfect or even tell when someone's approaching you by the sensing the subtle shifting air currents.

12.11. **Sherlock Scan (Generic First Jump) (100)**: When examining a location, object or situation, the parts of it that are important or relevant to you in some way will stand out, calling your attention to them, without distracting you from your surroundings.

12.12. **Collector's Eye (Generic First Jump) (100)**: You can always tell if an item, technique, person or whatever will fit into your collection. You can also instantly determine an object's value and have a perfect memory for the contents of your collection.

12.13. **Zoom (My Hero Academia) (100)**: This Quirk allows the user to zoom with their eyes to see farther away with greater detail and clarity, with a maximum range of 5 kilometers. The user of this Quirk narrows their peripheral vision as they zoom, causing them to potentially miss things readily apparent in their default line of sight while focused on something far away.

12.14. **Infrared Ray (My Hero Academia) (100)**: The user of this Quirk is able to scatter infrared rays that they can use to sense their surroundings in every direction well enough that they could function fine while blind. This increase's one's situational awareness. The Quirk picking up on things outside of human perception allows a limited ability to sense someone's emotions by focusing in on them. The sense is hazy unless focused however. The infrared rays may be scattered and disrupted by certain kinds of electronics and sensors as well, nullifying its usefulness.

12.15. **Echolocation (My Hero Academia) (100)**: The user of this Quirk's ears and vocal chords are specially adapted, allowing them to project infrasonic screeches that bounce around the environment before returning to them. The sounds they get back give them a clear picture of their surroundings, allowing them to navigate even in an otherwise void of sensory deprivation. Materials that can absorb sound and loud, constant noise that can drown out your screeches can render the sense hazy and hard to use

12.16. **Ultraviolet (My Hero Academia) (100)**: This Quirk gives the user the ability to see the ultraviolet light. This allows the Quirk user to see colors that others can, enhance perception of certain chemicals within their surroundings or locate objects in less than optimal conditions like certain insects in the dark. The utility in tracking and forensic analysis is not to be underestimated. The downside is that it can't be turned off, and the world wasn't really designed for someone with your eyes. You detect messes that others can't see and that can be real gross. Ignorance is bliss.

12.17. **Watchmaker (My Hero Academia) (100)**: This Quirk grants the user microscopic vision that can be used to inspect whatever the user is looking at in extremely fine detail. If desired, the user would be able to scan each individual pore on a target's face, or observe microscopic organisms like amoeba. As an added benefit, the user has the ability to make excessively fine, controlled movements for use in interacting with the details the user is able to observe. Due

to the nature of the ability, the user tunnel visions extremely hard when in use, causing them to lose perspective even over things in front of their face. Takes a moment to zoom in on features, requiring steady observation.

12.18. **Killing Intent (Akame ga Kill) (100)**: While the ability to sense killing intent is hardly rare in this world, such that it could be considered an essential skill for soldiers. You however can sense even the smallest amount of killing intent that someone directs towards you, insuring that you will almost never be taken unaware. With a bit of time, or something to enhance your senses you might be able to detect particularly bloodthirsty people, and their general direction. Works of course better at detecting people the more bloodthirsty they are, and the more killing intent they release. Also helps to judge how powerful a person is when releasing their bloodlust.

12.19. **Players on the Board (Marvel Cinematic Universe Vol. 2) (100)**: There are days where people say you have trust issues. That you are too paranoid. Of course, all you have to do is point to the grubby little HYDRA agents trying to leech money off of you like a parasite for them to shut up and realize why you're like this. As you spend time with people, you'll notice their quirks and little things they say. Over time this adds up, and you'll be picking out who your subordinates are REALLY working for, separating true loyalty from the backstabbers.

12.20. **Internal Affairs (The God of Highschool) (100)**: When it comes to an organization with the size and reach of Nox, it’s almost impossible to keep out absolutely every spy and rat. Nox reaches across the entire world and has hundreds of thousands of members, potentially even more. Now while you can’t spot each and every single little leak, you’ve got a sense for when individual factions are forming within any organization you are a part of. You’ll be able to find these factions out and get the details on them without being noticed, even if they’re not working against the organization from within. A secret group policies your organization without the knowledge of the majority of the members? You know what they do and who they are. A shadowy board of directors each lead a different group that compete for their own interests? You’ll know whose allegiance belongs to whom. When it comes to sniffing about the power politics in your group, there’s no one better then you.

12.21. **Leaf on the Water (Dragon Ball) (100)**: Ki is a life energy that flows in all things, even if it’s a miniscule amount due to lack of training or focus. You are able to sense the presence of living beings through it, pinpointing their location through their life energy. This obviously can’t detect artificial beings made of machine, but your sensory range starts at the size of a small town, and can eventually sense even further than that with training. You also get a vague idea of how strong they are compared to you.

12.22. **Helping Hand (Toaruverse) (100)**: For some reason you can't help but stick your nose on where it doesn't belong since you could not ignore someone in trouble. By sight alone or having conversation with them through the phone you can recognize the signs of someone are troubled by something or someone. Through this you gained preternatural ability know what words to say to gain their trust so they would tell confess their troubles with you. This also helps you make it easy to convince someone to confess their secrets if the said secret af ects you or someone you're trying to help.

12.23. **Protection Detail (Star Wars: Attack of the Clones) (100)**: It might not be the most glamorous job, but it's certainly an important one and you're rather good at it even if those you are protecting are actively making it more difficult for you. You can sense when those you want to defend are in immediate danger, and you have such precision with your weapons and abilities while protecting others that you will not accidentally harm them in the process. When acting in the defence of another you could slice apart small but deadly creatures on a sleeping person's pillow without hitting the person or even damaging their pillows.

12.24. **Lift Their Hearts (Rise of the Guardains) (100)**: Who are you, Jumper? What is your Center, your core? What have you, as a Spirit, sworn to inspire? Choose wisely, because whatever it is, it's a part of how you see the world now. When you look at a person, you can see how your Center affects them, how present it is in them and their life, whether they need more of it or less of it, and how to bring it out in them. It's all fine and dandy to never lose what your Center means to you, but sometimes it's better to look outwards than inwards and see what your Center means to others.

12.25. **See If You Believe (Rise of the Guardians) (100)**: Spirits can only be seen by children who believe in their existence. But with this Perk, you can see Spirits even if you don't believe they exist. Post-Jump, this allows you to see through invisibility, SEP fields, and other non-mundane forms of stealth.

12.26. **Natural Instinct (Pokemon Mystery Dungeon) (100)**: Humans have lost most of their natural instincts in favor of reason and the like. Likewise Pokemon who have formed larger, more intricate societies, gave up their more powerful combat instincts in favor of other skills and mindsets. You didn't. Your senses are sharper, your combat instincts more pronounced and your spatial awareness is only matched by Lucario and their like with their Aura vision. Regardless of your form, you will never lag behind in any of these fields compared to the greatest of each that you know.

12.27. **I Need a Hero! (Fate/Stay Night) (100)**: A hero is one who is noted for their courageous and noble acts. What's one of the most noble acts one could do you ask? Why, helping other people of course! For you, helping people is like instinct.

You always know when someone needs help near you but also a rough idea of how they need help as well as some idea of whether you can help them or not. Never need you waste your time helping someone who can't be saved again! What's that? A real hero tries to save even those who can't be saved? I suppose you'll be needing Patience then. The patience to put up with a year or two of being friends with a real ass of a man while trying to save him from himself.

12.28. **Radar (Demon King Daimao) (100)**: You can sense where others are based on if they have mana. This equals out to a short distance but can be extended further with adequate training, meditation, and concentration.

12.29. **Doomed Planet (Superman: the Animated Series) (100)**: You have a natural intuition for natural and unnatural disasters. You can feel twisters, earthquakes, and artificial explosions long before they happen, and the bigger the calamity the stronger and earlier the feeling. A small flood would be a slight feeling, while massive planet ending cataclysms will be a heavy and unmistakable sensation. After a while you will start to get familiar with the flavor of each kind of disaster and be able to recognize it easily.

12.30. **Cosmic Awareness (Star Trek – TNG + DS9) (100)**: You have the incredible supernatural ability to perceive alterations in Space-Time. You'll be able to instantly know when your surroundings have been altered. This ability allows you to perceive changes made by events, (Singularities.) objects, (Mind altering artifacts.) people (Q.) and creatures. (Giant energy beings.)

12.31. **Stay Aware, Stay Safe (KonoSuba) (100)**: A little bit of warning can make a world of difference. Knowing that someone is out there on the hunt for you lets you prepare for the fight and even a hint of what kind of foe starts you off with an advantage. Whenever you have an enemy or there exists a being in the world that is likely to become a threat to you, you'll be aware of their existence. You won't know where or who they are or why they are a threat but you will know of their level of power in relation to you and be aware of what sort of being they are. An ordinary human, a Goddess, a mage and so on.

12.32. **Evaluation (Generic Fist Jump) (200)**: When you don't have any background knowledge, you need to be able to read a situation quickly and effectively, and most of all, you need to figure out who you can take, and who you need to avoid. With this, you have a perfect sense for how dangerous a person or situation is, both to you and in general.

12.33. **Always Ready (Demon Slayer) (200)**: A Demon Slayer has to be ready for anything on the battlefield and willing to accept that their lives, from the moment that they choose to join, are a battlefield in and of themselves. As a result, you'll never catch a Demon Slayer by surprise, which now applies to you. You have an

uncanny sense of when things aren't as they should be, preparing you for ambushes and traps ahead of time as if they'd never been hidden - should your foes try to catch you off guard, they'll find they've only given you an advance warning. While this won't give you exact information on the danger, it will provide you enough detail to avoid stumbling into harms way and allow you to react appropriately when the danger is triggered.

12.34. **I Can See! (Dragon Ball Z) (200)**: There's no need for flowery language here: skilled fighters in this world are FAST. Faster than the naked eye or ordinary reflexes could keep up with, or even faster than a speeding bullet. Lucky you, you know how to keep up. While your own movement speed and reflexes may or may not be up to par, your mind and eyes can follow the motions of things and people moving at supersonic speed with ease. With this, you will never be lost upon spectating a fight or following the speed of an opponent heading towards you at full force. You will still need to train yourself or gain the ability to keep up with such velocity...but it's far from impossible, now. Take care - somethings may still be too fast for you to follow if the gap is too wide.

12.35. **Trajectory (My Hero Academia) (200)**: The user of this Quirk casts a 20-meter by 20-meter cube shaped grid of awareness around them made up of numerous smaller blocks just four centimeters wide each. The user of this Quirk measures speed, rotation, mass, shape and trajectory of anything that passes through one of the six walls of one of these smaller cubes, allowing them to calculate where it came from, where it's going and how fast it's going to get there. The more walls something passes through, the easier it becomes to predict and react to it. This Quirk can quickly allow the user to measure and adapt their motions to become more and more precise. The nature of this Quirk means information doesn't come in smoothly. If something for whatever reason instantly changes direction while inside a cube, the user's predictions can actually cause them to be caught off guard.

12.36. **Diagnosis (My Hero Academia) (200)**: This Quirk can be used to give the user incredible amounts of varied and specific knowledge on the body of those visually observed. With this power, the user is able to get precise measurements of all kinds, age, medical conditions, broken bones, birth marks and more. The longer the user continues to observe a target, the more details they are able to learn, almost endlessly. Useful for locating enemy weaknesses or applying medical treatment in equal parts. The user must continue observing for additional details and observe a target in person. Collected details through this Quirk can be remembered incredibly well.

12.37. **Lie Detector (My Hero Academia) (200)**: The Quirk user is able to detect a number of things from nearby individuals, including their heartrate, breathing and perspiration. These tells and how they're processed allows the Quirk user to

determine the current mood of those around them, as well as if they're currently lying. The Quirk user is unable to turn this power off, often feeding them too much information about those around them. A world without lies isn't what it's cracked up to be.

12.38. **Situational Awareness (Toaruverse) (200)**: Others may only have five senses but you are dif erent and unlike them you have a sixth sense or also known as instinct, this allow you to sense any danger to yourself especially if their harmful and dangerous to you. It also allows you to instinctively position your body to minimize the damage that you would receive or dodging it all together so long it's not beyond of your body's capabilities and if you have the ability or powers that would allow you to dodge it or protect you it would unconsciously activate to help you. It also helps you to do what the best course of actions and movements to escape or defeat your enemies stronger than you or those with greater numbers as well as reducing the auditory and visual penalties in battle.

12.39. **Sense of Justice (Toaruverse) (200)**: You are someone who can't stand in the sidelines and let injustice or crimes go free. With this you gained a preternatural ability to sense any crimes and injustice around you along with those who are planning to commit a crime. This also gives you an incredible deductive and analytical ability at solving crimes, puzzles and riddles as the more complex and hard for them to be solve, your deductive and analytical ability scales up to the dif iculty. Just seeing the crime scene alone would allow you to guess what caused someone's death or accident to happen and as you grow more experienced and faced identical things before would allow predict and guess who the criminal or solve puzzles and riddles instantly.

12.40. **Weakness of my Own (Toaruverse) (200)**: It is hard to fight those that know your weakness especially if they are someone who help develop your powers from the very beginning. You gained a preternatural ability to know and sense if someone or a group that you're fighting or having conversation knows your weakness be it superficial or complete knowledge of it. This also gives you instinctive ability to minimize the damage or ef ects that you receive if someone exploited your weakness via body positioning or blocking the attack. With the help of this ability you know every weakness that you have and instinctively know to train to reduce and minimize it, with time and ef ort you can remove all your weaknesses.

12.41. **Seer (Dragon Ball Z) (200)**: When your friends can fly around a planet in a few hours of time, it can be a little annoying trying to keep up with things and people. Luckily, you have a solution. Those with ki training can sense energy levels at increasingly distant ranges, depending on how strong or powered up the target is, with those actively using it being the 'brightest' and easiest to detect. You can now close your eyes and accurately view the scene from your target's

perspective and the area around them, able to watch and hear events unfold around them as if you were right next to them. The only limitation is your ki sensory range, and things that may block ‘scrying’ this way.

12.42. **Emotion Sense (Demon King Daimao) (200)**: You are able to sense emotions in a short range around you and tell where they’re coming from. This too can be improved like Radar.

12.43. **My World (Naruto) (200)**: In this world illusions or as they are named Genjutsu are one of the most prevalent disciplines of the ninja arts. Masters of these arts can control the senses of their target by manipulating the chakra in their central nervous system. Through clever application, they can manipulate targets to do whatever they desire. There is one famous genjutsu where, upon being snared, the target could be trapped for decades in the hands of the caster, causing them to be at their absolute mercy. With this perk, you have been rendered completely immune to all types of hallucinations and illusions of any kind, regardless of the caster, source, and power behind it. Even the famed Tsukuyomi and Infinite Tsukuyomi would be rendered harmless against you. So, no being stuck with three days of torture and forced to watch your entire family being killed constantly.

12.44. **Search and Locate (Tate no Yuusha no Nariagari) (200)**: Life is sometimes unpredictable. There would be times that you would be separated from your companions and you need to find them without clues. Finding your missing companions is easier than before. As you now have the ability to innately know which direction your companions, party members, pets or familiars are regardless of distance even separated by dimension or a different world. When you’re actively looking for them you are likely to come across information and clues about their situation. If there is something blocking you from reaching them you’ll find a way to remove or bypass this obstacle.

12.45. **Flimsy Paper (Medaka Box Abnormal) (200)**: Never been much for a stable view on life or reality, you’ve got a sense for when the medium around you has changed. You’ve grown used to the constant feeling of creation as some author writes you into a story but when an unplanned change happens, you’re always aware of how and when that change has occurred. When someone warps or alters reality in the setting that you are in, you are instantly aware of that event’s time and place and what has been changed.

12.46. **Observation (Flow) (200)**: You’ve got a keen eye on you more so than the rest of people here. With a mere glance you can analyze a person and know their motivation, current emotional state, who touched them at summer camp, and any powers they have even if they are hidden from supernatural senses. Even picking up on an enemies weakness with just a look is within your grasp. With

that sight beyond sight, you're immune to any and all illusions, mind altering, and pretty much anything that tries to trick your senses.

12.47. **Byakugan (Naruto) (250)**: The Kekkei Genkai of both the Ōtsutsuki and Hyuga Clans. This bloodline grants the bearer near 360 degree vision around themselves, with the only blindspot being a narrow space above the first thoracic vertebra. The exact range of the Byakugan is dependent on the user and can be improved with training. Your Byakugan starts out with a very generous one kilometer range. Barring barriers made of chakra there is nothing the Byakugan cannot see through. And yes, you pervs, that includes clothes. Of course, just because you can see anything within a range doesn't mean you can view it all at once unless you possess a powerful enough brain and multitasking skills. The Byakugan can see chakra and can even distinguish clones from the original. Due to its ability to see through most objects, the Byakugan can see inside the body and even the chakra pathway system. In future Jumps that do not possess chakra, the chakra-viewing abilities will translate into seeing energy and lifeforce, or other energy types inherent to the setting. You may choose for your Byakugan to be in both eyes or only one, with no effect on the capabilities it grants. You can choose to merge this with other dojutsu and choose what it looks like. You receive one free purchase of Specialist focused on Gentle Fist Taijutsu. You may start as a member of the Hyuuga Clan for no added cost if you wish to do so, with a guarantee that you will not be marked by the Clan's juinjutsu if you choose to be a member. The Ōtsutsuki possess an enhanced version of the Byakugan, as described in the Otsutsuki Race.

12.47.1. **Tenseigan (Naurto) (250)**: For an extra 500 PP, you also possess the Tenseigan, the Byakugan's 'evolved' version. These eyes bestow the ability to manipulate gravity similar to the Deva Path of the Rinnegan. They also grant access to a unique Chakra Mode. This form enhances the physical abilities of the user to the point where they can go against Naruto Uzumaki's senjutsu-enhanced Nine-Tails Mode. This mode also grants access to 10 Truth Seeking Balls and access to all five nature transformations as well as Yin, Yang, and Yin-Yang Release. The balls can also be imbued with the user's Chakra to amplify their power and can be freely controlled and reshaped. The appearance of your Tenseigan and Tenseigan Chakra Mode is up to you. Your Tenseigan won't 'break' when you sustain significant damage like Toneri's did.

12.48. **Sharingan (Naruto) (250)**: The Sharingan, otherwise known as the Copy Wheel Eye, is the dojutsu of Indra Ōtsutsuki and his descendants. The Sharingan grants 2 broad abilities: the Eye of Insight and the Eye of Hypnotism. For the former, the user can see chakra, though not as well as the Byakugan; it can see chakra through some obstructions and detect irregularities in chakra flow. In future Jumps, you will be able to see energy but when it comes to irregularities this will

translate into lifeforce, chi, or whatever each Jump's lifeforce is called. The Sharingan also grants increased abilities of perception, enabling a user to, for example, copy pencil movements, read lips, imitate taijutsu, etc. If a Sharingan is properly developed, it can allow a user to see even on a cellular level. In combat, a user can quite clearly track high-speed projectiles and enemies, and they can easily see muscle tension, allowing the user to more easily predict the enemy's moves. The last ability of the Eye of Insight is the ability to copy almost any jutsu they see, regardless of whether it is genjutsu, ninjutsu, or taijutsu. They can then either use what they copied as the original user did or modify it to their liking. However, bloodline abilities cannot be copied, and the user requires any prerequisite abilities in order to copy a jutsu. Now for the Eye of Hypnotism. The user can perform genjutsu simply through eye contact, with it they can suggest thoughts and actions to the target, influence their perceptions, and in some cases even completely control them. However, while a target is being controlled, their eyes will take on the appearance of a Sharingan. Users with sufficient skill and practice will be able to control others without this visual tell. The baseline Sharingan's final two abilities are Izanagi and Izanami. Izanagi is a genjutsu applied to reality itself, giving the user control over what is and isn't for as long as it's active. This is only used when the user (or another) is in danger, allowing them to negate injuries or even their death. However, performing this comes with the price of permanently blinding the Sharingan they perform the technique with. Izanami is a technique that enthralls the target into a loop of events that will continually replay within their minds, and each time a loop is repeated, any physical damage that is incurred is healed. Unless the target can acknowledge the results of their actions that led to them being placed within Izanami, they cannot leave even if they know it. Like Izanagi, performing Izanami will blind the Sharingan that the technique is cast with. Blinded eyes will return to their unblinded state at the start of every new Jump or decade whichever is sooner, and Izanagi or Izanami can be used twice total per Jump. If you purchase either level of the Sharingan, you receive the Specialist: Genjutsu for free due to the Sharingan's ability to cast genjutsu with a glance.

12.48.1. **Eternal Mangekyō Sharingan (Naruto) (250)**: For an additional 500 PP, your Sharingan has evolved into an Eternal Mangekyō Sharingan (EMS). In addition to possessing all of the normal Sharingan abilities, the EMS gains two unique abilities, along with the power of Susanoo. The pattern of your eye is up to you. Tsukuyomi- By making eye contact with another person you can trap them in an illusion of your design. This ability can alter the target's perception of time, allowing you to make time flow slower in the illusion than outside, allowing you to fit weeks of torture into the span of mere moments. Within the illusion, you are God: whatever you desire, it happens. Amaterasu- This ability allows for the production of black flames that will not stop burning until the target is destroyed or seven days and nights pass. Unlike normal fire, this cannot be put out by

water and will not die out on its own until the aforementioned time has passed. The only other ways for Amaterasu's flames to be dealt with are for the user to choose to disperse the black fire, or for the flames to be sealed away with Fuinjutsu. Amaterasu can burn any material, including other flames, until nothing remains. Kagutsuchi- This is the ability to manipulate the black flames of Amaterasu, changing the shape of the flames or controlling whether it burns something or not. With this power, the user could cause Amaterasu's flames to cover their sword without destroying it, instead letting it destroy their enemies. Shin's Object Control- With this ability you can brand any object you desire with a single touch. Doing so lets you use your Mangekyō Sharingan to telekinetically manipulate that object. There is no limit to the number of objects you can affect with this power. Shin's Portals- You gain the ability to create a sort of warp portal. Normally this is limited to places where other instances of the eye are located (and if you have methods like clones or otherwise you are free to use it as such) but since you're paying CP you may warp to personally branded objects and places (This could be the same mark as Object Control if you have both powers). Although fast enough to catch someone off guard, this is nowhere near as fast nor as versatile as the Hiraishin technique barring extraneous perks or training. Kotoamatsukami- A powerful genjutsu that can manipulate a target's thoughts perfectly and absolutely without anyone being the wiser. Even being aware that they are being affected isn't enough to free them. Unlike Kamui, both eyes share the exact same ability. This counts as 2 powers Kamui- This ability allows the user to transfer objects to and from another dimension. Transferring from the dimension can be done with varying degrees of force either simply appearing or flying from the exit point which is categorised as a spiralling void that targets swirl into or out of. Kamui can also be used to travel to and from that dimension meaning that anyone trapped there and trapped forever unless the user allows them to leave unless the target possesses their own version of kamui or another way to travel dimensions. There are two types of Kamui- a long range version and a short range version- each of which must be purchased individually. With the short range version, the user can apply it to themselves, sucking themselves into the dimension and then exiting in any location they want. This is a nearly instantaneous process, allowing the user to avoid attacks, escape threats, or travel long distances in a short period of time. To suck others into the Kamui dimension, the user must physically touch the target. Another application of the short-range version of Kamui is intangibility. This is done by transferring body parts that would have been in contact with the overlapping matter into the Kamui dimension. This can be done to anything the user is touching and wearing. The user can utilise this to travel through barriers, travel underground, and escape attacks. The long range version creates an

invisible barrier space around the target, and anything within that barrier is pulled toward the centre, transferring the target to the Kamui dimension. This can be used offensively by creating a barrier space around parts of a target and dragging them into the dimension without taking the entire target, ripping them apart. The greater the user's chakra, the faster and more powerful the Kamui becomes. For both versions, anything that has been pulled into Kamui can also be launched out as a projectile at a speed greater than or equal to the speed upon entering Kamui, allowing jutsu or attacks to be stored and released similar to a sealing scroll. Susanoo: A power common to all Mangekyou Sharingan users with both eyes, this is a gigantic humanoid avatar made of the user's chakra and serves as powerful defensive armor and an extremely dangerous weapon. However, it will take time and practice in order to completely manifest a perfect Susanoo, and by default, you will start only able to manifest your Susanoo's ribcage form. You can decide your Susanoo's looks and colour but remember all Susnoo's appearances derive from Japanese mythology. By default, most Susanoo's final forms resemble Tengu. Upon purchase, you gain 600 PP to spend in the Susanoo Customization Section only.

12.49. **Acceleration (My Hero Academia) (300)**: The Quirk user is able to temporarily accelerate both their physical movement speed and perception up to the point that it appears most things around them simply aren't moving. Although in reality this only lasts the barest fraction of a second, the Quirk user by their perception has several seconds to do whatever they feel like doing, such as throwing multiple hyper speed punches, disarming enemies who have them surrounded, dodging a massive attack right at their neck and so on. The level of heightened speed and perception is so great that there is a small cooldown between uses where the Quirk must recharge.

12.50. **Rage (My Hero Academia) (300)**: The user of this Quirk is able to inflict headaches and a kind of "input lag" on the target's nervous system by having them become angry with the user while focusing on them. The effects start off rather minor at first, but become more severe the angrier the target becomes, not just at the user but in general. The lower end might be easily ignored, but the top end is nightmarish. The target will experience searing migraines and their body will seem to move several seconds after their mind tells it too, putting them in a perpetually tedious, painful state that worsens their mood. The only limitation is that the effects can wane and even break if the target manages to calm back down to normal.

12.51. **Transfusion (My Hero Academia) (300)**: The Quirk user has a number of oddities in their biological makeup revolving around cell memory and the rapid shifting of their body and the bodies of others back and forth between a stem cell

state. It all begins when making contact with another person. The Quirk user is able to phase their body parts through organic matter, exchanging cell memories with the target in the associated body part. In basic terms, the Quirk user may exchange injuries or physiological conditions with a target. Flesh and bone warp near instantly when the bodies are then separated. Broken bones of the Quirk user become broken bones of the target. A target's stab wound becomes the stab wound of the Quirk user. The Quirk user does have some ability to displace injuries on themselves, however. The Quirk user is able to inflict injuries they've had in the past on their targets, the memories of these injuries kept behind in their cells. Despite their body modification powers, they can't actually eliminate injury, just shuffle it around.

12.52. **Search (My Hero Academia) (300)**: This Quirk allows the user to track and monitor and observe up to 100 people at once, including their location relative to the user and physical weak points. This gives a complete awareness of what each of the marked targets is doing, albeit with more or less attention on their activities depending on the priorities of the user. The user is vulnerable to being ambushed before having time to mark a target, a maximum of 100 people as previously mentioned, and loses focus of anyone who travels too far away.

12.53. **Foresight (My Hero Academia) (300)**: The holder of this Quirk is able to see the entirety of the target's future, second by second, for one whole hour. The user sees the future like frames of a film, and can only see the target from a third-person perspective as well as their surroundings. This has multiple conditions for activation and limitations due to its immense power. The Quirk user must touch their target, then make eye contact with them to activate the Quirk in the first place. The user of this Quirk can only activate this Quirk one per day, but the futures they see are 100% accurate barring outside of context circumstances.

12.54. **Peek (My Hero Academia) (300)**: The user of this Quirk is able to slow down their perception of time to a crawl and look up to ten seconds into the future, running a simulation of events. The user is able to act as if experiencing things in intervals of 10 seconds, testing what reaction there is to the actions they take until they're reverted to their starting point. The user is able to test multiple scenarios while paused to see which course of action may work best for them. When finally resuming time, they'll also be able to mimic the actions of a future they played. The limitations for such power are severe however. The user can experience intense headaches with prolonged use of this "slowed time perception." Additionally, the user only has 100 seconds total per day that they can use to see and decide their future.

12.55. **Auto-Pilot (My Hero Academia) (300)**: The Quirk user gains a secondary intelligence within their brain that scans the five senses of the user to the absolute extent of what is possible for them to perceive, even if the user doesn't

understand the information like it does. If danger is detected by this intelligence, it will temporarily take over and help the Quirk user dodge or counter. While less than impressive in words, it offers supernatural levels of threat and damage avoidance that may see the Quirk user walk away from a stroll through a battlefield unscathed. The Quirk user may shut off or suppress their autopilot if needed. The Quirk user may synchronize with their secondary intelligence, massively enhancing their senses and processing power for a short time. Synchronization however is extremely taxing on the mind.

12.56. **Vector (My Hero Academia) (300)**: The Quirk user becomes profoundly aware of kinetic energy, momentum and vectors of movement within their environment. The Quirk user is also aware of how much energy they can generate, the ways they can move and how to do so. This provides the Quirk user with great insight on how to exert force, traverse any given area, and how to redirect the forces at work around them. With great effort and no superhuman ability, the Quirk user would be capable of catching bullets with their bare hands. The Quirk user still has normal senses otherwise, and is only aware of the forces at work above. This means the material composition of objects in their environment is up to them to figure out, leaving them open to mistaken approaches, and tricks devised by clever foes.

12.57. **Visions of allies (Sekirei) (300)** Every now and then you'll get visions of possible allies or even love interests. They won't happen immediately, but they'll happen frequently enough and you'll always meet them after or before having the visions.

12.58. **Super Sensory (Sekirei) (300)**: You are sensitive to other, more non-human entities. You're capable of feeling them or just outright knowing where they are or even who they are bonded to or romantically involved with if you make an effort to do so.

12.59. **Demon Eye - Magic Power Eye (Mushoku Tensei: Jobless Reincarnation) (300)**: The most common of demon eyes, magic power eyes allow the user to view magic power directly, the eye appears to be a deep green color, and has a cross-like pattern, with something like 4 extra pupils appearing around the main center pupil. Post-Jump this would allow you to see all kinds of energy from all magic systems and martial art systems like ki.

12.60. **Demon Eye - Clairvoyant Eye (Mushoku Tensei: Jobless Reincarnation) (300)**: The clairvoyant eyes allow the user to see far away, however, the "focus point" is difficult to control, rather than acting as a scope. The clairvoyant eyes seem to change the perspective of one's vision, while walls and clothes will stop your vision. You can maneuver around obstacles, with the amount of mana determining the distance from the user.

12.61. **Demon Eye - All-Seeing Eye (Mushoku Tensei: Jobless Reincarnation) (300)**: The all-seeing eyes allow the user to see all things in the world, even being able to find specific people, and peer into labyrinths. But a dense enough magical power can hinder the sight of the all-seeing eyes. However if purchased here you could pierce most magical barriers and dense magic power with regulating the amount of magic power used.

12.62. **Demon Eye - Foresight Eye (Mushoku Tensei: Jobless Reincarnation) (300)**: The Foresight Eyes allows one to see into the future, seeing possible outcomes. It's difficult to control "focus point", which in this case means how far into the future one wants to see. The further one tries to see, the more outcomes are shown to them, but these outcomes become blurred together. However if bought here you'll only see the one outcome that they would do with the maximum of ten seconds into the future.

12.63. **Parahuman - Inference Engine (Worm) (300)**: Your power provides you with a massive subconscious database of everything you have ever experienced, and is constantly examining all of the various data to come to make deductions based on the facts you have. Your power feeds these conclusions and the relevant information to you, providing you with nearly perfect inference and deduction capabilities, far beyond what is possible for even the smartest human being. Your power is able to work off of incredibly small bits of data and information, most times seeming to pull information out of thin air, but inaccurate information can result in incorrect conclusions. Your power is unbelievably accurate though, and constantly corrects itself, meaning you should only come to false conclusions if you push it past the things you have data points for. Sherlock Holmes in his wildest dreams looks like a toddler compared to you, and not a very bright one at that.

12.64. **Parahuman - Thought Implantation (Worm) (300)**: You are capable of sensing all minds within a several hundred yard range, along with their emotions and their thoughts, conscious or otherwise. You can implant emotions and thoughts into peoples' minds, which from their perspective are indistinguishable from their own. These can be conscious or subconscious, and as complex as you yourself are capable of imagining. Note that thoughts include a lot more than just mental dialogue. Subtlety and finesse will pay off more than brute force with this power, but you should never underestimate the ability to just overwhelm somebody's mind with a particular emotion or thought. As a side effect of this power you have an incredible understanding of how the mind functions and the nature of emotions and thought.

12.65. **Farsight (Final Fantasy 7 Remake) (400)**: The ability to intervene is worthless without the planning and foresight necessary to envision your goals. You have

been granted the Whispers' insight, allowing you to identify everything you need to reach a certain objective. If you wanted to dismantle Don Corneo's criminal empire, you could pick out which pieces of his kingdom would need to be destroyed first. If you decided to bring Cloud home to Nibelheim, you would know what events would have to occur to guarantee he arrives. You can still be surprised by a truly unpredictable factor, and this doesn't grant any direct control over the actions of others, but you know better than most how to make your goals a reality.

12.66. **Aware Of Your Surroundings (Akame ga Kill) (400)**: In the heat of battle people can often be taken by surprise from people they aren't aware of. Not you however, you can keep track of your surroundings and notice any changes, never will someone manage to get a sneak attack on you while you are preoccupied. This gives you quite the advantage when faced with multiple foes, as you can keep track of all of them and their attacks as easily as if there was only one. Though that doesn't mean you have the ability to respond to all of their attacks, that's on you.

12.67. **One Shot, One Kill (Sword Art Online) (400)**: The term 'eagle-eyed' tends to be something of an exaggeration, a reference to how someone can spot something extremely tiny or far away easily and keep track of it, even if it's moving quickly through cover. Basically shorthand for calling someone observant. Well, in your case it's a reference to how effectively you can *hit* something, being able to spot and pierce a far-off target with projectiles or strike pressure points on a person's body despite them being nothing but a tiny dot to most folk. No matter what it is, as long as it's something you can see and interact with in some manner - whether by swinging a sword, shooting a projectile or something else entirely - then you have the ability to *hit* that target. Pinning a sword with a grappling-hook arrow as it plummets to the ground amidst a collapsing tower, while on steady ground which shakes and shudders randomly? You can do that.

12.68. **[Born Bad, Grew Up Worse] (Medaka Box Abnormal) (400)**: You were born weak, contemptible and pathetic. Others looked down on you for it but you knew it for something more. A strength that let you see all the many flaws of other people, because of your deep familiarity with those same weaknesses. With just a single glance, you can pick out every flaw, weakness and hole that someone has. Be it in their powers, their fighting style, their personality or their body, you know of every flaw that they have, even ones not related to things you know, such as them being aesthetically un-pleasing despite having no experience in fashion or beauty. No matter how someone might try to hide it, you're able to see it. This even works on objects or organisations, allowing you to pick out all the holes and cracks to take advantage of.

12.69. **Iron Guard (Mushoku Tensei: Jobless Reincarnation) (400)**: Your childhood was a nightmare as you were often left in the woods to train to survive the wilderness and as a result became perceptive of your surroundings. This grants you an incredible spatial awareness that you are always aware of your surroundings allowing you to sense and locate people and monsters without using your five senses. This also makes you skilled at luring or gaining your opponents attention and focusing their agro towards you and leaving them vulnerable for your companions. When you are protecting someone, you know where to position yourself, where you can defend them from every threat and intercept attacks meant for you or them even without looking at it.

12.70. **Late For A Conscience (Final Fantasy 7 Remake) (600)**: Turks are tasked with brutal work. Threats to public order are to be "summarily put down." Planning for this, you now have a sixth sense for detecting potential threats and sources of chaos, as well as the ruthless efficiency to quash these risks before they even emerge. Your ability to preemptively intervene and strike first will both ensure the success of your faction's goals and guarantee the safety of those you watch over. This unrivaled security may involve ugly undertakings, but you've never shied away from a little wetwork.

12.70.1. **A Better Way (Free With Limit Break)**: Perhaps one doesn't have to surrender freedom to ensure safety. Your prediction of threats now borders on the supernatural, and you may use these advanced warnings to explore more moral alternatives. Want to subvert the growing power of a rival faction? You could intervene with a bloody coup or humanitarian assistance and achieve similar results. You don't need to "spare someone a guilty conscience" when you can accomplish the job by other means. This also works inside your own organization. Tired of being pieces on another player's board? Your effectiveness lets you accomplish your mission, no matter what your superiors say. After all, the current head of the Turks, Tseng, rose to power even after disobeying an order to kill his boss. Perhaps morals do have a place in this world of blacks and grays.

12.71. **In The Zone (Young Justice) (600)**: When you're in the thick of things, your mind goes into overdrive. The world seems to go in slow motion, you notice and analyze every movement for possible threats, and your body instinctively moves to dodge and avoid danger. You're capable of dodging bullets by moving before their fired, and can easily floor a group of henchmen before most have the time to react.

12.72. **Everyone hates Retcons (With This Ring) (600)**: The problem with time travel is that other people are capable of using it. You now have a certain resistance to changes in the timeline. If someone alters the past, you'll keep your memories of the original timeline as well as your new history. If someone tries to erase you

from history, they will fail. Assassination attempts against child you will fail just as they failed against Adolphe Sax. If your parents/grandparents/ancestors are killed or sterilized, you will be born to others with a basically identical social standing and context. If they set the universe to loop to prevent the progression of time, you will be aware of that loop and your place in it. Additionally, this gives you insight into temporal based combat in implementations both subtle and gross.

12.73. **Rinnegan (Naruto) (800)**: A dojutsu normally limited to the Ōtsutsuki bloodline, one who wields these eyes can utilise six different Paths with each containing six unique abilities, as well as employ all five basic nature transformations, and yin, yang, and yin-yang release. The Deva Path grants control of both attractive and repulsive force. The Asura Path allows for the altering of the user's body, creating mechanical weapons from their body. The Human Path grants the user the ability to read the mind of any target they touch by pulling out their soul. The Animal Path grants the ability to summon various creatures to aid the user in battle. These creatures are virtually immortal and can be resummoned if destroyed. Doing so requires no hand seals or sacrifices, and this Path can be used to summon people as well. The creatures summoned are up to the user's imagination. The Preta Path allows the user to absorb chakra in any form through physical contact or by projecting a barrier around their body. By directly touching others, you can drain their chakra directly, while the barrier can be used to absorb ninjutsu and genjutsu, absorbing the chakra from the techniques as soon as they make contact with it.. Post-Jump, this is changed to include any energy. However, care should be taken when absorbing energy with potentially dangerous effects, like natural energy for users not properly trained in senjutsu. The sixth Path is the Naraka Path that allows the user to summon the King of Hell to either interrogate or heal. To interrogate the target, the user first has to catch hold of a person. The King of Hell will then unzip its mouth and release a tendril-like hand, which in turn draws out the target's lifeforce in the form of an elongated tongue. If the target lies to any question asked, the King will remove the tongue and consume it, killing the person. If the target tells the truth, they will be left alive, though significantly exhausted. The second ability is one that repairs all damage. To use it, the King of Hell will ingest the injured body using the tendril arms, and after a while, the injured will emerge completely healed. Bodies and souls can also be transported through the King of Hell. What many don't know is that there is a seventh Path: the Outer Path, which controls power over life and death. Using this Path, the user can revive the dead, transmit their chakra into black receivers, and manifest demonic statue chains. As you are paying CP, summoning Gedou Mazou won't cause you to be stabbed by receivers like it did to Nagato. Also reviving dead doesn't end up with you dying, it still however uses a ridiculous amount of chakra if you revive something akin to a whole village population. The black receivers are rods that are formed out of the user's chakra. Not only are they incredibly durable and sharp enough to pierce human bodies

with ease, the user can also transmit chakra over large distances by stabbing someone with them and transmitting chakra to them. The user can disrupt the target's chakra and throw off their movements, immobilising them, and even controlling them if they are close enough. The chains this Path generates are powerful enough that they can suppress a Tailed Beast with ease and bind anything they touch. Finally, the resurrection of the dead this Path grants is limited only by your own chakra, meaning you will require large amounts if you wish to resurrect an entire village the size of Konoha at once with no issues. Exceeding your limits while doing so could easily lead to your demise. You can also use the Six Paths of Pain technique by embedding black receivers into a corpse, allowing you to channel your chakra through the receivers into the body, completely controlling its function. You can speak and see through the body, as well as perform jutsu through it. However, due to this, the appearance of the body's eyes are changed to look like a Rinnegan. This can be used to control one body or multiple. The most famous users are able to control even six different bodies, though there is nothing that says that is the max. When using multiple bodies, the user can see through all their eyes at the same time, and can use any of their jutsus through them. The only limitation is that techniques that the controlled bodies do not possess the prerequisites to perform, such as Kekkei Genkai. However, each corpse can be imbued with the powers of a single Path. Be warned, if the transmission of the chakra from the user to the bodies is interrupted, the bodies will stop moving. Also, the appearance of the Rinnegan is up to you; it can look like Sasuke's, Momoshiki's, Madara's, or Urashiki's. Again you can merge all the dojutsu together. Limbo- This ability allows the user to project a shadow of themselves into limbo, a plane which coexists alongside the physical that is invisible to others, barring those in possession of a Rinnegan or Six Paths Chakra. The user can form four of these shadows, with each one possessing the same abilities as the user, including out-of-Jumppowers. The shadows are invulnerable to nearly any kind of damage, with only Senjutsu chakra being able to damage them. Amenotejikara- A space-time ninjutsu that allows the user to displace themselves between spaces, causing them to instantly swap themselves with anything they desire, even if they are not looking. The user can also target objects and individuals with this technique, allowing them to shift them to another location. Even ninjutsu can be shifted to ensure it hits its intended target. You can even displace yourself by switching places with the air. However, the longer the range of your substitutions, the greater the chakra costs will be. Sasuke's Space-Time- This technique allows the user to create portals to other dimensions. This requires large amounts of chakra to use. Pattern Recognition- This allows the user to analyse patterns inside codes and by comparing them to similar patterns. Chakra Edible Creation- This ability allows the user to fully absorb the bodies of their targets and turn them into chakra-filled fruits. When someone eats these fruits, they will permanently gain access to all the abilities possessed by the individual that became the fruit. As you are paying CP, your edibles will not cause the eater to gain a demonic appearance unless

you want them to do so. The user can also absorb chakra and transform it into chakra pills that grant an immense but temporary boost in power and temporary immortality, though the amount of chakra required is immense. Post-Jump, you can do this with all kinds of energy. Absorption- ThIs ability allows the user to absorb chakra-based techniques and then reproduce those techniques as many times as they desire. So long as you have absorbed a technique once, you can unleash it an unlimited number of times, and can choose to augment it beyond the original level if you have the raw power required to do so. Post-Jump, you can do the same for other energy-based attacks. Temporal Rewind- This allows the user to warp several seconds into the past. This ability requires an enormous amount of chakra, so much that even someone like Madara would be unable to use it consecutively.

13. Augmentation Domain (115 Perks) [Top]

13.1. **Oh, The Possibilities (Generic First Jump) (100)**: You have a gift for making the most of your resources. You can find clever or inventive ways of using your abilities or possessions, and figure out how to compensate for weaknesses or downsides. You are very creative when it comes to using your assets.

13.2. **Secondary Superpowers (Generic First Jump) (100)**: Any power or ability that you acquire, no matter where or how you acquired it, you also receive the necessary secondary superpowers to make it function properly. You also have the ability to shut off any of your abilities, or to weaken them to any level between off and full power, at will.

13.3. **Screw the Devil (Generic First Jump) (100)**: You are completely immune to any form of possession. Outside control might still work on you, but you are the only actual occupant of your body, mind and soul, and you are going to stay that way. If you allow something else to possess you, you can resume control and kick them out at will. Nothing can stop you from doing so, if that is what you want to do.

13.4. **We Can Do More (Invincible) (100):** You can do more than simply use your powers to fight others, much more. Now you have innate skill in using your powers in ways that are not focused around fighting but around healing, helping and rebuilding the world around you. Someone with matter manipulation would know the best ways to go about revitalizing old farmland and creating needed supplies for starving villages. A person with super strength could be of immense help with disaster relief or prevention. Regardless of what you can do, you have mastered the use of your power outside of a fight.

13.5. **Passing Limits (One Piece: New World) (100)**: Limits are something meant to help protect yourself, but other times they simply hold you down. When the cards are down and you are running on dregs, should you have enough willpower, you can break these limits, no matter how small.

13.6. **Toggle (Young Justice) (100)**: Toggle allows its user to forgo learning to control their powers by simply allowing them to turn their powers off when they aren't needed. This can be done per power, so there isn't a need to go without the ability to teleport because you don't want to use your super strength. Also works on out of Jump powers. You can think of this like a dial. It can be on, or full power, as well as off, or no power, and anywhere in between those two states.

13.7. **Knows His Own Strength (Young Justice) (100)**: Even if you have the strength to bench-press mountains, you'll never be too strong to safely beat up the bad guys without killing them.

13.8. **Unravelling (Medaka Box Abnormal) (100)**: Sprinting is great and all, really, but it's not much use in life. How often is raw speed in that sense going to help, in anything from typing to fighting? But it looks like it's actually quite fitting for you. The faster you become in raw movement speed, the faster you are able to do any task at all. Becoming able to move faster than the speed of sound would let you accomplish hours of work in just minutes, with no loss in quality, consideration or effective time spent on the project. You'll be moving and acting faster but be just as effective as if you took as much time as you normally would on the task you're working on.

13.9. **Empowered Quirk (My Hero Academia) (100/200/300)** Some people get a bad hand, landing a Quirk that feels just a bit weak or limited compared to the ones other people got. While you'll be able to choose your own Quirk, you may still wish it was a bit beefier than how it starts out. That's where this comes in, allowing you to take your Quirk to another level. With each purchase, you may take your current Quirk and increase its Tier by one level, though Tier-3 Quirks or those boosted to Tier-3 are no longer applicable. This allows you to increase the quality of your Quirk in a variety of ways. This includes having the main function become more potent, having flaws lessened in one way or another, making it more versatile or just an all-around boost in general ability. As long as it's thematic, you may choose what direction it's taken. Through this perk, a Quirk taken from Tier-0 to Tier-3 after multiple purchases would gain equivalent power and/or utility to others found on that tier. Flaws may not be entirely erased even if all emphasis is put in.

13.10. **Survival 101 (Arifureta Shokugyou de Sekai Saikyou) (100)**: You don't last long as an adventurer if you aren't willing to learn, adapt and overcome. You have a good head on your shoulders and have learned the basics of surviving in

the wild and the urban by knowing how to set up or find shelter, gathering food, and being wary of predators of all environments. You also have a good memory for learning from your seniors and elders, soaking up little bits of important information like a sponge absorbs water. Likewise, you got a knack to pick up odd jobs that either make use of your unusual talents or let you learn and practice something new that you were interested in

13.11. **That is Normal (Toaruverse) (100)**: Dressing in skimpy outfit during a battle doesn't bring any benefits and protection other than distraction for your opponents though it doesn't work in most cases. The outfits that you now wear no matter how skimpy and doesn't protect the vital parts of your body would do now. It doesn't matter if you're wearing a shorts or even a panty that is as durable as steel it would provide a protection throughout your body by making a thin layer of protective barrier that as durable as steel. This applies to anything that can be classified as clothe or armor.

13.12. **Evolution (Pokemon Mystery Dungeon) (100)**: You know how I said you can be any unevolved Pokemon for free? Yeah, now you may start as an evolved form. You can purchase this as many times as you have evolutions available.

13.13. **The Inevitable Quality (Tate no Yuusha no Nariagari) (100)**: When crafting it's expected that even with good materials the result can be bad in the hands of inexperienced crafters. Unlike those inexperienced crafters the quality of your work doesn't drop/lowered beyond the lowest quality of the materials you used. This means the better the materials used for crafting would still result in a better potion, equipment, clothes, accessories, food etc... even if you failed or made a mistake crafting it. While the quality is great it doesn't mean it looks beautiful or awesome, in the case of the medicines it would taste bitter, for foods it would look gross but taste good and nutritious. With skills and experience the appearance can be improved.

13.14. **Adaptable (Generic Worm Fanfiction) (100)**: You rapidly adapt to new circumstances and pick up on things quickly. In addition you can learn, train, and otherwise improve yourself in one-fifth the time you normally would.

13.15. **Controlled Ascension (Battle Through the Heavens) (100)**: The time when one advances in strength is usually a cause for joy, however it does not always occur when one would want. It is possible for one to start having a breakthrough in the middle of the fight. As opposed to what may happen in other worlds, here this is not a good thing, as distractions during a breakthrough can easily lead to complications and backlash. It is even possible for you to end up regressing in strength. You can hold back your advancement for many days if you wish, giving you ample chance to find a quiet spot to advance.

13.16. **Selectively Religious (KonoSuba) (100)**: As lovely as being so holy is, to the point that it's even in your very blood, there are times when you'll want to turn off that power. To do the right thing, you might need to debase yourself and work with undead abominations. For the greater good of course but it doesn't stop the sense of innate disgust to the whole thing. At least with this, the ability to selectively deactivate any power that you have, you'll not kill your temporary allies on touch. You'll be able to turn off any ability that you have with a thought and turn it back on again just as easily, excepting this power of course, and even set conditions to deactivate or activate your powers.

13.17. **What's Mine Is Mine (Generic First Jump) (200):** You never give up what is yours. Your abilities of any kind never fade or deteriorate with time or disuse. A skill not used for decades will be as effective as if you relied on it for daily survival. This also means you are likely to age gracefully and healthily, though it does not extend your lifespan beyond what having the immune system and healing of a person in their prime would do.

13.18. **Shattered Shaft (Bleach) (200)**: Nothing can keep a hero down for long, not even losing what makes him a hero in the first place. As long as you hold your convictions strongly in your heart, you'll find it possible to regain power that has been lost. Partially and in full, for both supernatural powers and more mundane sources of influencing the world. Even having had your spiritual powers cut out of you, a path will unveil itself to you in order to regain them. But these paths are dangerous and risky, offering a quick regain of what you lost at the price of putting your life on the line, or perhaps something nearly as valuable. Lost spiritual powers could be forcibly reawakened, or new equivalents gained, by subjecting yourself to near-hollowfication and emerging victorious against your partially corrupted self. Another comparison might be the training the Quincies undergo to recover their powers once they use Letz Stil, training to exhaustion and then requiring an arrow fired to an exact spot on their hearts.

13.19. **Quirk Proficiency (My Hero Academia) (200)** I see you've tussled with the boys and girls in spandex before! Was it beside them. . or against them? Can't quite remember! Regardless, over those years of flexing and accumulating experience, something spectacular has happened! You got good! Ordinarily you would have no experience with making use of your Quirk. Sure you might be well aware of what it does, but in this world that regulates their usage you never really got to train it, experiment. By purchasing this, you obtain two important things, with the first being training. Ever since you were young, you've been able to experiment with your Quirk in an environment that allowed you to figure out the nuances, strengths and weaknesses. You could have attended a prestigious hero school and learned from some recognizable names in the industry. You could have picked things up through trial and error in the criminal underworld. It could just be an overbearing pair of parents that beat it into you. You definitely know how your

Quirk though. The second advantage is experience, several years worth of experience in applying your Quirk. Perhaps you've figure out a neat trick or two that no one could have predicted. Perhaps you've mixed in complementary skills into your Quirk usage. Something else? Whatever the case, you're great!

13.20. **Man of Steel, Woman of Kleenex (Invincible) (200)**: *CRACK*, you broke something again, this super strength is definitely taking some getting used to. At least it was. For some reason when you woke up this morning it seems like something is working perfectly in your brain and now your powers are modulated to whatever you desire. If you had super-strength enough to destroy planets, now you can juggle Faberge Eggs without fear of breaking. You might be able to manipulate fire on par with stars but now you find you can use it so finely that you could light the head of a match on fire. Use your star shattering telekinesis to manipulate an atom, why not? It doesn't matter what you do but now you have perfect conscious control and modulation of any and all powers or abilities that you possess: even in things that may be considered unconscious actions, you may consciously control how fast your heart beats, your core temperature or the strength of rapid muscular contractions. That said this doesn't let you do things with your powers that you couldn't normally. If your "star shattering telekinesis", for example, couldn't normally control or affect things on an atomic scale this perk wouldn't change that. This is just control and refinement when using your powers in ways they can already be used, it doesn't actually expand what your powers are capable of.

13.21. **Limit Break (Final Fantasy 7 Remake) (200)**: Normally a person gets more tired as they fight, losing effectiveness as time goes on. But not the champions of Gaia! The fighters of this world have Limit Breaks; special techniques they can execute after enough successful hits. Now you have one of these devastating techniques. Landing more sequential hits and combos will prepare these techniques faster. Each Limit Break has a special effect, whether it be inflicting extra damage, debuffing an enemy, or buffing your allies. Though you only start with a single basic Limit Break, you can unlock more through combat experience and training.

13.22. **Applications (To Love-Ru) (200)**: Who needs a carjack when they have superstrength? You sure don't. In fact, you are really good at applying superpowers to mundane applications, no matter if it's cooking, cleaning or mechanics, and these small uses of your abilities somehow always go unnoticed.

13.23. **My Powers Work (Toaruverse) (200)**: Fighting an opponent that is intangible or a being of pure would only tire you out or get yourself killed especially if your abilities and powers doesn't interact with them at all. Your abilities or powers now work on abilities powers and beings that normally cannot be touched, interact with your abilities and powers or have condition to defeat or harm. It doesn't

matter if your enemy is intangible or made of pure energy your abilities and powers will hit and kill them even if they have multiple bodies as killing one body would kill them all and if they have resurrection ability when you kill them they die permanently.

13.24. **Monster Hunter (RWBY) (200)**: You hunt monsters for a living. It's what you do and you're damn good at it. Anytime you're fighting creatures that could be considered monstrous, you'll have an easier time dealing with them and will quickly find their weak points. In addition, in future Jumps, you'll always be able to find jobs hunting down and killing creatures for cash. This will vary in effect based on the Jump.

13.25. **What's This Doohickey? (Campione) (200)**: Ah, supernatural powers. They don't come with an instruction manual, be it the magic of mortals, the Authorities of Gods or something else entirely, one needs to get their exact limits and improve themselves by trial and error. Well not anymore, this little blessing works to take care of that. Now, you gain an innate knowledge of how to use any new powers you acquire, as well as their limitations and advantages. Doesn't sound like much until you get a power-up in the middle of a battle and you realize you don't know how to use it. Embarrassing.

13.26. **Unified Specialty (Mushoku Tensei: Jobless Reincarnation) (200)**:When someone tries to train and master Martial Arts and Magic they have to train them individually which consumes a lot of time, but this would solve that problem. This unifies and links all of your physical and magical attributes so that when one grows, the other grows to match it. This is not a recursive loop; it simply balances things out such that whichever is lower is raised up to the level of the higher. In this case your Battle Aura and Mana Reserves are always in balance thus a God-Rank Magician would have a Battle Aura and Physical Feats of a God-Rank Warrior and vice versa. In future jumps, your physical attributes will scale to match your magic and vice-versa.

13.27. **Defiance Of A Madman (Arifureta Shokugyou de Sekai Saikyou) (200)**: Skills, the bread and butter of everyone worth their salt. Magic may be available to everyone, talent notwithstanding. But skills? Those are rare, those are unique to the Job, unique to the race. So unjust. Why? Something stirred within yourself and a power was born. The ability to copy any Skill, as long as you see it fully at work, you will gain a decent understanding of its inner machinations and how to obtain a derivative skill that has the same effects. A good look to the 'Limit Break' Skill would tell you how to obtain something that boosts your power as much as the skill does. Even if that means courting death a few times.

13.28. **The Way of Life (Toaruverse) (200)**: Killing someone is easy but there are times that killing is only the last resort to save someone. With this all of your abilities

and powers now have a special function. Where you can change all of your abilities and powers to non-lethal allowing you to use even the most destructive abilities without killing and knocking your opponents no matter how lethal that said abilities and powers suppose to be originally. The damage in this mode only applies to the surroundings and non-organic things and organic things and people would only feel one hell of a pain but still alive.

13.29. **Naturally Skilled (Akame ga Kill) (200)**: You are naturally skilled at various things, and tend to pick up skills quickly. From bouncing a ball on your feet on the first try to picking up smithing it's all easy for you.

13.30. **Revengeance (Generic Isekai) (200)**: You've been wronged, and you'll never forget it so long as you wish for it to consume you. Your anger becomes a fuel that greatly increases your effectiveness when working towards your revenge, scaling to the gravity of the crime and the potency of your suffering. If you wish, you'll also have a much easier time finding other revenge-seekers to help you on your quest. You can even inspire these feelings of rebellion in others who aren't as far gone as you.

13.31. **Powerpedia (Medaka Box Abnormal) (200)**: The more you stack up, the more confusing it gets to keep them all sorted. You're probably already in the habit of collecting a wide array of abilities and it'll only get worse from here. So it's good that you're now able to not only have a complete awareness of every ability and power that you have at all times but also all of their potential uses and combinations with each other. Even creative, obscure combinations between two seemingly irrelevant powers are immediately revealed to you upon possessing both of them.

13.32. **New Testament (Medaka Box Abnormal) (200)**: You can make as many plans as you want for things but you won't always be able to put them into motion. Being cut in half does that to you. Now you can put in a little insurance. You're able to set conditions for any power or ability that you possess, including things like spells, to activate based on conditions. You can set a fireball to activate on a time delay, have a shield spell go off when you're hurt beyond a certain level or even have a self-destruct ability automatically occur when you die even if you wouldn't have time to activate it. Each ability can only have a single condition at a time and each condition takes a minute of concentration to set, needing to be replaced once the condition is fulfilled once. Conditions must also relate to single use cases.

13.33. **Ad Hoc Attack (Medaka Box Abnormal) (200)**: What goes around, always comes back around. What goes up must come down. When you hit something, they'll always find themselves coming back for a second blow. Any attack that you make against someone is repeated against them a second later, whether it

be a punch or a spell or a use of your powers. This secondary attack costs nothing from you but will only target the same place as the initial attack and be the same in every way as that attack.

13.34. **Hyper Dash Wit (Medaka Box Abnormal) (200)**: Technically, there's not meant to be a benefit to acting cool in a fight. Being realistic, it's always more effective to just keep efficient and not show off. But we're in a manga, not real life. The more cool and over dramatic you act? The stronger you get. When you're in a fight and purposefully show off, act cool or get over dramatic, you'll find yourself steadily powering up more and more. The power up will leave you once the fight ends though, even if you manage a super cool climactic finisher move with an awesome one liner to send off your opponent.

13.35. **Cruelty User (Medaka Box Abnormal) (200)**: A nasty guy like you probably shouldn't get rewarded for being so mean but the world has never been a fair place. When you taunt and insult and act rudely towards an opponent, you'll be able to empower yourself and become more and more monstrous the worse your opponent views your words. The ruder your speech seems to them, the stronger you'll become. Throwing out your best swear words against a tough sailor probably won't see more than a slight thickening of your skin but against a real prude who's been raised in a sheltered home to always respect others...well, don't be surprised if you can start knocking buildings down by brushing past them with your enormous body.

13.36. **Intelligent Design (With This Ring) (200)**: There are two ways that complex systems and objects come into being: evolution and design. Both processes create general trends in their products. Your innate supernatural powers gain the benefits of being designed: efficiency and rigidity. Using your powers takes less stamina and should you rely on an internal pool of energy, your use of that energy will be more efficient. Furthermore, the effects of power suppression will be very hit or miss on individual powers: No schizo-tech collar suppressing a metagene will affect muscles that you have already grown, but a psi baffle will still work effectively on most forms of telepathy.

13.37. **The Realm of Heroes (Overlord) (300)**: You have stepped into a realm that only the greatest that have ever lived can truthfully claim to be a part of. If you are a Warrior you could potentially cut down an army of a thousand regular men all by yourself, and would be capable of feats of skill and martial prowess that would leave regular folk in stunned awe of your capabilities, and have them whispering that maybe you aren't a mortal at all. If you are a Magic Caster you are capable of spells up to the sixth tier, believed to be the highest tier of magic that a mortal could possibly ever achieve. Spells of the sixth tier can perform things that would be miraculous to the common folk, such as resurrecting the dead, teleporting over unbelievable distances without error, summoning forth powerful creatures

as servitors, or potentially casting spells that would let you defeat upwards of a hundred men with no more than a few words and gestures. If you are a Generalist your luck, wit, cunning, and skill are so profound that you have an answer for virtually every situation, and while your combat prowess won't be as great as a warrior of the same level, and your magic won't be as good as a magic caster of the same level, you'll far outstrip anyone that isn't in the realm of heroes in those abilities.

13.38. **Blessed by the Gods (Marvel Cinematic Universe Vol. 1) (300)**: Asgard is a wondrous place, you know. Existing for thousands of years, with advanced magic and technology that would see them rise to become a city of gods... it is little wonder that they are both feared and praised throughout the Nine Realms. The royalty however, has a penchant for adopting strays if Loki is any indication. You have been likewise adopted by Odin and raised as a member of the royal family to be great like them. Not only have you been augmented by Asgardian magics to a truly attractive state that you would feel qualifies as an appearance booster, but you display a great willpower and determination to see your goals and plans through with a very strong learning aptitude to absorb information like a sponge beyond even Tony Stark as befitting of Odin's adoptive child.

13.39. **Do One Thing At A Time (Dinotopia) (300)**: When you focus yourself on doing a single task, your skill and efficiency doubles. Material requirements are unaffected, but time taken is halved and quality is doubled

13.40. **Level Up (Is It Wrong To Try To Pick Up Girls In A Dungeon?) (300)**: You're now no longer a low-level, level one adventurer. Through a heroic deed or deeds you have increased your Level by one. You can purchase this repeatedly - the highest ranked adventurer in Orario at this time is Ottar, a Level Seven member of the Freya Familia. Promotion marks you as one of the elite - an adventurer who can enter the middle or even deeper dungeon levels. Oh, and each promotion marks a significant boost to your abilities and a nifty title from the Gods. Each time you level your abilities ratings are reset to I for the new level (You don't actually lose your prior ability, it's just the rating - see the notes). You may also gain one Advanced Ability, a powerful and significant skill in one area you focus on.

13.41. **Our Darkest Hour (Star Trek – TNG + DS9) (300)**: With this perk you'll find yourself getting stronger as your situation becomes more desperate. Whenever you're in a dangerous or life-treating situation, you'll be able to think faster and more clearly, and your physical abilities will be doubled.

13.42. **Harmony (Generic First Jump) (400)**: Sometimes, the things you are collecting will clash with each other or are difficult to use together. That is no longer the case. You could safely use both the Dark and Light sides of the Force, channel both divine and demonic energies,

wield conflicting forms of magic or energy, mix radically different technologies or biologies, even keep your entire harem in one place, and they will all get along with each other. They will get along with you as well. None of your abilities, possessions, Companions or anything else that belongs to you in some way will be able to harm, corrupt, or alter you against your will.

13.43. **Hard Work Pays Dividends (Generic First Jump) (400)**: Being the best takes work. You have to spend the time and put in the effort to maximize your potential. Thankfully, the time and effort you require is a bit less than for most people. Any form of training or advancement works five times faster for you than it otherwise would.

13.44. **You Have Been Reborn (Invincible) (400)**: You have somehow been caught in a time machine accident, and have been reconstituted with molecules from millions of years in the future. Thanks to this you have you have become better than you once were, far better. You have gained slightly beyond peak human physical and mental attributes, and neither your body or skills ever degrade in any way due to the passing of time or lack of exertion. Given time and effort you could easily win the entire Olympics if you'd like, break world records daily, become the greatest Chess Master in the world, these are all now possible for you. Beyond this however you have gained a minor ability to use Telekinesis. Able to use Telekinesis to lift a maximum of 10 lbs currently, though should you train enough this ability will quickly grow seemingly without limit. Given a year or two, you might be able to lift houses with no effort. More than this however these future atoms seem to have had an interesting effect on your existing abilities and will operate as a Capstone Booster on all capstones.

13.45. **Watch Out! (My Hero Academia) (400)** "With great power, comes great responsibility! You must always take care of your surroundings when you flex your might in the pursuit of justice!" Upon purchase you and your abilities will become more apt for heroic usage, dramatically reducing collateral damage and allowing you to better think of way to benefit from your environment instead of feeling inhibited by it. You'll be able to stay aware of your current options and positions even on the fly so you don't hurt bystanders or damage buildings. Abilities in general seem more likely to bend, sway or flow away/around structures or individuals you aren't targeting. You won't be able to make everything work, all the time. Detonating a massive blast in a confined space with allies or non-targets will still probably hurt them. But even the most mild of caution will allow you to undertake clean hero work.

13.46. **The Name Means To Protect (Bleach) (400)**: Only for the sake of others, do you find your truest power unleashed. Being exerted through the soul, Reiryoku naturally increases as emotions burn hot but more than most, you find your power running wild when you fight for the safety and happiness of another

person. Spiritually, mentally and physically, you find your power growing temporarily while directly in need to protect another, with this benefit increasing depending on how closely bonded you are and how desperate the need for help is. A stranger being beaten up by bullies might only inspire increased confidence in your own abilities than any true growth in power. The same strange about to be slain by a hungry Hollow, desperately calling for help? You could fight on even when exhausted as energy temporarily fills you to a little more than your normal limit. But something like a dear friend begging for you to stand up and fight again, their one saviour to whom they entrust their heart, could even bring you back from the dead and force you to an entirely new level of strength. The power gained will leave once the danger ends and too much power gained at once can leave you tired, drained or even unconscious for a while.

13.47. **Demolition Man (Campione!) (400)**: You'll have to forgive others for the title, given you could very well be mistaken for an avatar of destruction with how much ruin lies in your wake. The bright smile you have on your face the more damage you dish out doesn't help either. Seemingly predestined to destroy all you touch; your actions and powers have a talent for causing more damage than reasonably possible with every step. While this doesn't help in direct combat, the surroundings come apart with frightening ease such that even a simple exchange between equals could leave a noticeable scar on a city or an all-out brawl demoting it to village status. Of course, you can reign over the amount of collateral damage in any fight you partake on, from none to destroying the roman colosseum in a friendly spar.

13.48. **Instinct (X-Men Evolution) (400)**: It's a bother to train superpowers to make them stronger and figure out what makes them tick. This isn't the case for you anymore as you can instantly master any power no matter the complexity without need for training and can draw out the full potential of any ability immediately. The instinct isn't just limited to general powers but for anything else you may have such as special skills, innate abilities/energies, biological powers, etc. This instinct comes with having a perfect understanding of all your powers from every little quirk, nuance, strength, and weakness that your powers possess. Due to this you have perfect control over every single aspect of your powers and abilities that will not be affected by internal or external forces. Powers will never go out of control or anything that you find even slightly inconvenient. This control allows you do crazy things such as throwing an insanely hot fireball that melts through your enemies but bounces off surfaces and doesn't harm even a single blade of grass. Collateral damage is now forever a thing of the past as you'll always know how to best utilize any power for whatever situation and will know just how much power needed to put into things like knocking someone out or going for more drastic measures. Whether you're combining powers, coming up with new uses, or even something else entirely you may be able to use a power in a situation in just the right way that can mean the difference between life or death.

13.49. **Jamming Immunity (Toaruverse) (400)**: There are many things like magic or technology that exists to disrupt or weaken everyone's abilities especially for Espers but unlike them you are far too dif erent. You are now immune to any supernatural ability and technology that would try disrupts, weaken, nullify, erase and manipulate your abilities or powers making you always able to use your abilities even in a no power zones or in the presence and contact with the Imagine Breaker. This also applies to technologies that you wield that things that would normally disrupt or make them malfunction would not take effect.

13.50. **I Want To Be A Hero (RWBY) (400)**: You've always dreamed of being a hero, and now it's time to become one. Your training yields extreme results, allowing you to learn new things at a rapid pace. A fighting style that takes years to master? You'll be competent in a week and a master by the end of the month. This also speeds up your physical training to match, giving you the ability to quickly reach your true potential so long as you dedicate time to training. This applies to anything that you put effort towards making stronger.

13.51. **With Great Power Comes Great Leisure (Chronicle) (400)**: The power you have at your disposal is enough to make you untouchable to most anything you might encounter, true. But even you have weaknesses. If you don't concentrate to keep up your defences, or aren't quick enough to raise them, you are just another human, with all the vulnerabilities that entails. But no more. Pondering over this problem, and possible solutions to it, has caused you to gain quite an interesting skill. You no longer need to focus your concentration on abilities you wish to use. Wanna spend your whole life being surrounded by a forcefield without ever thinking about it? Why the hell not, as long as you can take the strain. You don't even need to be conscious for your power to keep on working: if you wanted to, you could set your cruise speed to a comfortable tempo, fall asleep, and wake up having flown to the Bahamas for a quick vacation. You can also set up your powers to do some more complicated stuff, such as making a camera fly around and film you or automatically repelling everything within a set distance of yourself. Do keep in mind that all this is simply you unconsciously directing your abilities, so they will still cost whatever they usually do: take care not to die because you forgot to turn off an exhausting ability. But if you play it smart, you'll find that it'll at least decrease the chance of getting shot in the back.

13.52. **Skill Sharing (Generic Isekai) (400)**: Whenever you kill something, or, if you are merciful, merely beat them within an inch of their life, you may gain one of their skills for yourself. This may be anything from their Sword Mastery or their Singing. If you did not kill your victim, you may choose whether you steal their skill or merely copy it. This effect can only be used once per individual. You may also temporarily copy every skill and ability you have to a single other person, by

touching them. They will have all your powers, and know everything you know about how to use them. This wears off after one day, unless you refresh it.

13.53. **Experience Booster (Generic Gamer) (400)**: It's not uncommon for a story to have its main character progress in power rapidly, far faster than anyone ever has. In the Gamer and the stories it's inspired, this trope is actually built into the main character's power. You'll have access to that even without this, but if you're looking to make even that look like chump change, then this is the Perk for you, as whatever development or training you undergo becomes a hundred times more effective than it otherwise would be.

13.54. **Growth Cheat (Generic Isekai) (400)**: Whether it's a product of reduced experience cost, increased experience gains, or a combination of both, this perk alone makes you grow at 400 times your normal rate.

13.55. **Most Powerful, Most Beautiful (Akame ga Kill) (400)**: You have become both incredibly powerful(physically/spiritually), and incredibly beautiful, what's more the two things have become linked. Meaning that, while this is a small effect, the more beautiful you are, the more powerful this will make you, or the more powerful you are, the more beautiful this will make you. You may also see a small benefit as you grow in power, or beauty, such that the other grows, though you may have to double(or triple) one or the other to see a noticeable effect.

13.56. **Slipping Chains (Campione) (400)**: The greatest power in this world have conditions to their use. Anything from standing in sunlight to being at death's door to fight back depending on which Authority you hold. Oftentimes just setting things up to begin fighting could leave you dead on the ground if everything doesn't line up just right. In your case the chains that bind have been coated in grease. Sunlight could be replaced by electronic lights in great enough quantity, or perhaps a ludicrously sized fireball. Defending a fair maiden could become defending anyone, and one the verge of death could become grievously wounded. The core idea remains the same, but achieving them becomes far easier. You'll find this slippery nature applying to any conditional otherworldly abilities you come to possess, should you have them at all.

13.57. **Hard Work Overcomes All (All-Star Superman) (400)**: You may not have superpowers. Indeed, you may be dwarfed in comparison to the Kryptonian or just the many heroes of planet Earth. That's fine. Humans got where they did with hard work and dedication, not innate power. You will fin efforts you make to improve your body through training, your skills and abilities through pushing them to their limits or experimentation, and more will yield results more quickly. Should you be a studious or a creating type, you will find science and studies will open the way to breakthroughs a bit more quickly than they normally would for you, as well.

13.58. **Do You Stop Believing in the Sun When the Moon Comes Up? (Rise of the Guardians) (400)**: A Spirit's, and particularly a Guardian's, power is tied not only to how many people believe in them, but also to how much what they represent is present in the world. Pitch takes advantage of this, kidnapping fairies and stealing teeth to weaken the Tooth Fairy, but also destroying all of the eggs to weaken the Easter Bunny, not only erasing the children's hope and their belief in them, but also removing their ability to recall happier times. And, in doing so, he makes the Guardians no better than mortals. Luckily, you don't have to worry about that. If you have power tied to how much people believe in you, or even how much of some particular concept is present in the world, then your power may stall, but it shall never wane. Even if you had no believers, you'd still be able to access maybe a tenth of your powers. But even if you went from millions of believers to none, you would be unaffected, because once you have a certain amount, no matter how high, your power will always treat that as the new minimum. Though, if you want to increase your power further, you'll need to get back up above that new minimum.

13.58.1. **Capstone-Boosted (Free with Guardian)**: Ordinarily, this Perk would only take into account believers and the prevalence of your Center in your current world, but boosted in this way, your power shall count even those from previous Jumps. There is truly no limit to how strong you may grow.

13.59. **Link Box (Pokemon Mystery Dungeon) (400)**: The Humble Link Box, an item of… arguable usefulness. Normally only useful to link two or more moves on the move, allowing them to be used rapidly during battle, this one is special. Not only does it not break apart when used but it can "Link" your various perks, creating more powerful ones from the hybridization with linear improvement. Meaning for example that speed increasing perks will add their kilometers per hour onto one another. Another function of this item is that you may link two attributes, such as intelligence and strength, to one another, which results in them gaining a bonus equal to their opposite's base stat. Note that Perks can only be combined with similar or related perks and a perk that has been made from linking two or more together may not be used to link with another for one year.

13.60. **Resistance from Effects (Tate no Yuusha no Nariagari) (400)**: You're not a shikigami but you have abilities similar to one that can help your companions. Any type of curse from abilities, magic or items fails to take hold on you as like a shikigami's you become immune to curse. That's not the end of it, you even become resistant to all negative status effects like debuffs, poison and etc... even the ones come from the cursed series and mitigate those that manage to bypass the resistance. The best part is you can resist and mitigate the effects of the cursed series of other heroes from affecting you. Even raph-chan needs physical contact to grant this protection to another person but since you're a Jumper you

can extend this immunity to curse and resistance to negative status effects to your friends, companions or pet by just them being your party members.

13.61. **Unlimiter (Generic Naruto Fanfiction) (400)**: Your potential knows no bounds. Even with everything that chakra can do, other ninjas eventually reach a limit on how strong or fast or agile they can be, how much chakra they can store or channel, etc. But not you. Never you. You have the capacity for limitless growth inside of you breaking all of the natural limits on the human body, mind, or soul. With enough training you could eventually grow to equal the gods and then to surpass them. Furthermore, your potential stands unlimited in another way as well. Normally, gaining a skill or ability changes people. Muscles develop along a certain way, the nature of their chakra changes, and a thousand and one other things. The point is that this tends to reduce the extent to which they can learn other things. With you... that just doesn't happen. No matter what you learn and what you train in, your ability to master other skills remains completely unaffected. It doesn't even matter if it's somehow a requirement for you to toss aside other arts to progress in one, you can ignore that and go right ahead all the same. This applies to any skills you have already acquired as well. Time, atrophy, curses, nothing short of jump-fiat can make you lose an iota of your ability, come hell or high water. Even deliberate attempts to cripple your capacity will always fail short of actual destruction of the relevant body parts. In case the last does happen, you can be assured that while this does nothing to speed it up, you will heal from such damage. Finally, you yourself are also protected from the effects of your arts, such that even the most dangerous techniques or abilities you ever use can only do temporary damage at worst, even if said damage is an intrinsic part of their function.

13.62. **MASTER OF THE MIND AND BODY (Medaka Box Abnormal) (400)**: An Abnormality is in a sense, just another part of your body, controlled by you as if it were another limb. For some it grows to be a little more than that, though still most definitely a part of you. You're able to set your powers to operate automatically and independently of your own mind, giving them a limited awareness of your body and the area around you. These powers still draw from you for any costs but will otherwise act automatically to protect and serve you. You may set as many powers to this state as you wish and reverse it at any time. A power to control the elements could form into shields or attacks against those hostile to you for example. These powers can only sense for a few feet around you on their own but otherwise act as if you were controlling them in regards to speed of reactions and skill of use.

13.63. **Concept Ball (Medaka Box Abnormal) (400)**: When two combatants reach a certain level of power, fighting becomes a bit pointless. When both of you are Immovable Objects and Unstoppable Forces, you're just going to be pointlessly nudging against each other. Well, if you were equal you would be. But you're Not

Equal. Whenever your own abilities that are meant to be without peer come into conflict with another such ability, yours trumps theirs. A blow that can pierce anything will tear through a defence that can block anything when you are using it. Your absolutes are more so, simply for the fact that you are the one using them.

13.64. **Humor Contrast (Medaka Box Abnormal) (400)**: Never accept that someone can outmatch you forever, not when you are what you are. While being unequal to someone else might sound fitting to them because of what you are, you're just not the sort to accept that. When you find yourself facing someone that is stronger than you in a fight, you'll also find that your level of power begins to steadily rise to match theirs. This increase is permanent and the rate is quite fast, though it does not scale up as your opponents get stronger. The stronger your opponent is in comparison to you, the faster you will grow but this increase gets less and less the stronger your foe is.

13.65. **Killer Queen (Campione!) (400)**: Once Pandora's binding fades from the minds of the Divine Ancestors, there can be only one thought that crosses their mind. To reclaim their missing power. Thus far, there have been only mild successes, with most failing altogether or worse, coming down with a severe case of inbound Campione. Should you find something lost to you, sealed away, stolen, or something else altogether, you will find it far easier than it ought to be to either reclaim that missing power, or to steal something equal in value from another. It should also be noted that you also possess the skills at politics and backstabbing to gain assistance from other Divine Ancestors, and that your attempts are always more successful - and rewarding - than theirs. In fact, why don't you go ahead and calculate the interest on this forced loan? Because that too will be yours in time. In short? The farther you fall, the farther you rise.

13.66. **S Or M (KonoSuba) (400)**: A woman that can't hit the broadside of a barn if her nose was pressed against it or a man that gets taken out of the fight from an idle slap. Neither sounds terribly useful in the long run and yet each have their own unique uses. You're able to take on either of these traits at will, changing from your normal level to one of these extremes and back again with just a few seconds of concentration. You can give up all of your offensive ability to multiply your defensive abilities several times over or vice versa. It's a whole lot more attack or defence but it will come at the cost of the other, so only use it when you're sure it can pay off.

13.67. **Full Power (Generic Fist Jump) (600)**: Despite the need for control in the ring, your training and perfected technique can also allow you to unleash your full strength, even with what most spectators would think are weak blows. This allows tricks like the famous one-inch punch. Also, this is your true full strength,

which can considerably exceed your normal limits. You can easily learn to do this with any other form of attack you possess.

13.68. **Hyperspecialization (Generic Gamer) (600)**: There's focusing in a few specific areas, and then there's this. Select a single skill, ability, power, Perk, whatever. At base, two things happen. A: the chosen ability progresses as if you're training with it all the time, even when you're doing nothing; if you were to actively train with it, the rate of growth would be effectively doubled. B: the rate of growth and development for the chosen ability is multiplied by a hundred. Now, keep in mind that that's just at base — both of these boosts increase gradually but exponentially the longer you focus on a single ability. Give it a few days, and the rate of growth will be multiplied by two hundred; a month, and by a thousand. You can change what ability you're focusing on at any time, at the cost of resetting the boosts.

13.69. **Master of All (Generic Gamer) (600)**: Specialists focus on depth at the expense of breadth; generalists focus on breadth at the expense of depth. But what if you could focus on a single ability and have it benefit all of them? When you train one skill, ability, or power, that training and development applies not just to it, but to all of the skills, abilities, and powers you possess.

13.70. **ABNORMAL GROWTHS (Medaka Box Abnormal) (600)**: Abnormalities disappear, usually anyway, once the user reaches adulthood. They grow out of ending such silly delusions and become properly grown adults. But until that point, the Abnormalities grow stronger and stronger as the children grow nearer to maturity. Your powers do the same as well now, slowly growing in power and utility as you age. They'll improve in power and effectiveness, possibly even gaining new side abilities or uses as time goes on. However, any innate drawbacks to the power, if it has any, will grow alongside it. Thus, you may choose which powers will grow with age and when to stop this growth effect, though it will not stop any of them disappearing with age.

13.71. **[Jumper System] (Medaka Box Abnormal) (600)**: Mighty as an Minus can be, it is only once they move beyond just swimming in their own despair that they become truly strong. Whether it be growing as a person to be more than just a negative or to expanding their powers to more than just a single instance, growth remains the most vital. You're able to simulate the latter at least, through the creation of Systems. Groups of two or three powers working in step with each other. This allows you to partially combine those abilities, sharing traits between them. Combining an ability that allows you to automatically react to and block attacks with one that allows you to control an element such as fire or earth would then let you have your elemental power automatically act to defend you.

13.72. **Lifting Yourself Up (Chronicle) (600)**: The powers you have gained here work just like an invisible muscle. Ignore them, and they will stagnate. But actively use and train them, and you will see just how far dedication can take you. And now, all other abilities in your repertoire gain the same potential. Exercising your powers will increase their strength, no matter of what nature they might be or how mighty they already are. Unlike normal exercise, where after a certain point further progress becomes simply impossible, you will always see the same gains if you keep on putting in the time and effort. Don't neglect you real muscles, though. Playing superman is only fun if you also look the part.

13.73. **Highway to Hell (Campione!) (600)**: For all the power of the Heretic Gods, they are limited in harsh ways. Whatever power they gained in their worship, whatever names they took and causes they championed, are now their chains. Rumor, myth, and legend give them power, but a power without one of those is one they cannot possess. Even the queen of the divine ancestors, Guinevere, accidentally created a new god during an attempt to empower her king. You might know him as Arthur. Rebelling against their own story, or perhaps more importantly, the fact that it is over, caused the gods to transition from truly divine to ‘heretic’. You, however, have actually succeeded. You are capable of growth even when growth ought to be impossible, of changing your nature as a God without becoming [Heretical] in the process. This power bleeds out to the rest of you, letting you overcome any set limit, like striking twice with a weapon only usable every ten years, or maybe something as simple as learning a skill that you do not meet the requirements to learn. Your continual growth might as well be a fact of existence.

13.74. **Hero (That Time I Was Reincarnated as a Slime) (600)**: Heroes are the Human or humanity/good aligned equivalent of the Demon Lord, meaning they are equal existences through the eyes of the Voice of the World. They are the opposites of the same coin. Unlike Demon Lords, however, their existence is extremely rare, even more, rare than a True Dragons that number only three or four. They are said to be an existence that appears only once in a thousand years. Perhaps due to this reason, newly born Heroes are also possibly stronger than newly born Demon Lords. Also unlike Demon Lords, Heroes are always Human, meaning they are a human-specific existence. But I’ll allow you to buy it as a Humanlike race. To become Heroes, a Human generally needs to have a selfless and caring person even if they have a particular goal in mind that they are chasing after. If so, as long as the person is strong enough and has done many acts of good, out of the good of their heart for the sake of humanity, the Voice of the World will grant them the Hero's Egg. The Hero's Egg is a skill which is also not a skill. It has no other purpose but to awaken its bearer into a Hero once the conditions have been met. It gives no additional abilities nor skills but it does protect its wielder from attack prediction abilities. Afterward, the only step remaining would be to 'hatch' the egg. Although it sounds simple, it is actually more difficult a task than the Demon Lord's 'collection of 10,000 souls', since the Hero's Egg seems

to only hatch by the strong willpower and conviction of the bearer. The person needs to truly know right from wrong and believe that what they are doing is a righteous act, and also be willing to face death for that conviction. Your egg has already hatched and your body has been reconstructed and your lifespan was increased, you are immensely stronger than before and a skill of your choosing has evolved to its next level. You receive a discount on a purchase of Ultimate Skill.You may eventually evolve into a Demi God, an existence on par with True Dragons.

13.75. **Realis Phase (Is It Wrong To Try To Pick Up Girls In A Dungeon?) (600)**: You've developed the same unheard of skill as Bell Cranel, driving your rate of advancement through the roof. Every purchase of Excelia is discounted and you can take ranks of SS and SSS in your Basic Abilities. There is a requirement to this skill however. You must set yourself a goal, and you must chase after that goal without fail. It could be as simple as 'make the best sword I could possibly make' or as difficult as 'reach the bottom of the Dungeon... the hard way''. So long as you are striving to complete the goal you will advance at an astronomical rate. Naturally this skill is a result of you having the drive to actually pursue such a goal, so it also comes with some pretty decent willpower and determination to ensure you're willing to go out there and get it done. If you complete a given goal you may select a new one, and indeed you must select a new one or the perk won't work.

13.76. **The Hero Curve (Invincible) (600)**: You, my friend, are a hero, and it wouldn't do to lose time that could be spent saving people on studying for a math test. It may be the rays that have empowered you, the radioactive liquid that you drank, your inhuman genetic code, or something else entirely but your brain and body have been supercharged. You learn, grow, and master things incredibly quickly. This boost has resulted in you growing, learning, and mastering things at a hundred times the speed that it took you before. Physical techniques, knowledge, philosophy you learn anything at this speed. Don't worry about that math test, a thirty second skim through the textbook, and you'll get marks like you studied for about an hour. Learn something for a day and it is like you spent two months mastering it.

13.76.1. **Capstone Boosted (Free With You Have Been Reborn)**: These atoms seem to have really boosted how quickly you learn and comprehend things. Now you learn facts, skills, and knowledge at ten times the prior rate, or one thousand times what you could do before. But, you have an added boost: you have an instinctive mastery of every tool that you pick up from the moment that you pick it up. Pick up a gun and shoot like a pro, grab a plow and till the fields like a master. While this alone would not make you a master surgeon, as you still lack the knowledge required to know where and what to cut. Picking up a scalpel would allow you to

use it as accurately as a neurosurgeon, a needle and suture material would allow you to stitch like a master plastic surgeon.

13.77. **Put Your Back Into It! (My Hero Academia) (600)** “Chips are down, you’re in serious trouble, against the hardest fight in your life. What do you do? Are you going to let the people down!? I didn’t think so! Even if you only have one last move left in you, you’re going to give it everything you have!” This perk allows you to dump every ounce of stamina you have into one, big, final coup de grace attack. Even if you’re exhausted and on death’s door, this attack would be as strong as if you were in top condition during your prime. When you’re not exhausted though, actually in perfect condition and well rested? This attack would be greater than even the best of what you can normally put out, many times over actually. After this coup de grace attack, that’s it though, you’re going to be running on empty and likely out of the fight completely. Whatever you’re throwing out, you better make it count. Important to note, this perk can be used with other things you can spend a personal resource on and overcharge, such as magic and a spell, but will exhaust you completely no matter what it is you’re using it on due to its all or nothing nature.

13.78. **Power Surge (X-Men Evolution) (600)**: When your powers just aren’t strong enough for a situation a little more oomph is a lifesaver. You can now forcibly ‘evolve’ your powers to make them better than before for a few hours at the start. This surged mode makes you astronomically stronger many times over and better in every conceivable aspect from powers, skills, intelligence to even things like luck and everything else about you. Whether your hair is flowing like you’re in a hurricane, have golden hair and lighting, glowing tattoos, or something else you’ll have some sort of visual cue that you’re now getting serious and the fight is only getting started. This significant and exponential increase in power doesn’t come without a minor fault. When you come out of this mode it’ll require a small period of time before you can enter it again at least in the beginning. With enough time you’ll increase the time you can remain in the mode and eventually will get to the point where you can remain indefinitely in it. Lastly, like any good transformation the stronger you get while not in this surged state the more effective, better, and all around greater boost to your abilities you will achieve when you enter it.

13.79. **Amplifier Node (Toaruverse) (600)**: Normal humans only has one brain but unlike others you have an extra one in a form of a node that grows beside your original brain and quite different from a certain project that needed a lot of time and maintenance. This node has a special function that amplifies all of your powers strength, ef ectiveness, utility and range by ten times at bare minimum, and you’re Esper ability can exert strength, ef ectiveness, utility, range and powers one level above you’re current Esper level but has no effect on a level five other than amplification. You can also connect this power with others

allowing you to amplify their powers and Esper ability like yours with no limit on how many you can connect or how far they are from you as the connection once set is unbreakable and you can also forcefully connect with someone through prolong physical contact without their permission to control or calm their berserked abilities or powers and this also applies to you which passively increase you control to all of your abilities and powers. This also allows you to know the location and conditions of those connected with you.

13.80. **Strongest Esper (Toaruverse) (600)**: Being the strongest doesn't mean anything even you have the most powerful ability if ever existed if you don't know the extent, limits and applications of the said ability. But no more you now know the exact limits and applications of all abilities that you have and gain a preternatural ability to use them in a creative and innovative ways that others think that its impossible to do that along with the ability to create variations of every application that you manage to invent for your abilities. Like the strongest Espers your abilities that you gained here are now upgraded to have the strength, utility, ef ectiveness and range befitting a level five along with giving you perfect control at generating and manipulating your abilities. This also applies to your other powers both old and new ones in the future that are not on the level of a level five Esper will receive a upgrade making it equal to a level five ability in strength, utility, ef ectiveness and range but those stronger than a level five would not receive any instant upgrades. The abilities that are on level five or stronger would receive an accelerated growth in strength, utility, ef ectiveness and range with combat and at very least one percent growth at every battle or per hour on prolong battles but it needs to be at very least somewhat threatening to you.

13.81. **Ability Wings (Toaruverse) (600)**: Wings made of Esper ability are a common usage for level five's along with helping them using their abilities a lot better and faster. You gain the ability to allow you to form wings based and related on your Esper ability where it automatically calculates the needed process and steps to use the ability for you and makes it instinctive and easy for you to use. Its ef ect on other abilities are removing their limitations no matter how hardcoded it is li making you capable of using spells and magic that normally needed incantations and imaging instantly as it does all the incantation and imaging for you along making any magic system that you use from rigid and inflexible to smooth, flexible and easy to use. Another is the wings automatically block attacks no matter how fast it is and is as durable as steel which can be increased with no upper-limit as you gain more control and experience using your ability. The wings can also be used for flight with the flying speed of one hundred meters per second and you gain a scaling reaction time and thought of process to fully utilize your flying speed and with experience and training the flying speed can be increased with no upper-limit. Even as a level one you can form these wings and maintain it for a long time without problem.

13.82. **Number One (Bleach) (600)**: Potential, what a terrifying concept. In every human soul, there is the potential to change the world. It may only be through little actions for some but for others, like you, your potential marks you as someone with the destiny to make great changes. In regards to war and spiritual power and the innate abilities of a race, as well as all things connected to these concepts, your potential is almost infinite. Matched only by Ichigo Kurosaki, you are able to make what might take most Shinigami decades or even centuries in just months of work. In regards to unlocking your own hidden potential, discovering abilities not yet available rather than furthering your mastery of existing powers, your potential grows to even greater extents. The result is that you will extremely quickly, perhaps in just half a year, gain access and capable skill with most of the racial abilities and techniques available to you. Progress beyond that will still be astonishingly fast, unbelievable to all but a prodigy and threatening even then, but not quite so swift as before.

13.83. **Fires of War (Bleach) (600)**: The crucible of war is where mankind has often made it's greatest advancements. In power and strategy, science and technology, even in growing as a moral species. Perhaps you're something similar, on an individual scale. Far more than most, conflict brings out your full potential. Not only in combat but any competition or battle in which the stakes are high, you are able to grow and learn at a far greater rate than is normal for you. Ordinary battles to the death will quickly sharpen your abilities but fatal fights that are also for the sake of others you care for will greatly increase the benefits as the stakes rise higher. From huge bounds in growth to potentially discovering entirely new powers, you can even use this conflict- derived growth to push past normal limits or caps on your potential and continue to increased your abilities. The benefits are potent but will begin to drop off as the stakes keep rising. For the sake of a world, you could bring forth unheard of potential, but beyond such global stakes you'll find little more increases to be had.

13.84. **Combat Ready (RWBY) (600)**: You're one of the best in the business. Very few can match your prowess and experience. You can move faster than the eye can track, are strong enough to casually smash through stone walls, and are skilled enough to fight nearly any opponent on any battlefield. You have over a thousand battles under your belt to draw from, and you have a lifetime of experience with all of your skills and abilities, a testament to your impressive career. This affects all powers and perks you have and will grant you the same level of experience with abilities bought in future Jumps when you enter the Jump you purchased them in.

13.85. **Bullshit the GM (With This Ring) (600)**: There are two ways that complex systems and objects come into being: evolution and design. Both processes create general trends in their products. Your innate supernatural powers gain the

benefits of being evolved: robustness and flexibility. You are incredibly capable at adapting your powers to different uses than what are considered normal. Using enhanced hearing to learn echolocation is easy for you, as is using infrared vision to learn to read emotions from someone's body heat. With moderate difficulty, you could leverage control over lightning into control over magnetism. With great difficulty you could leverage control over electromagnetism into Unified Field Theory and gain control over all four fundamental forces of nature. If your powers rely on a specific context, you'll find the requirements of that context are a little more fuzzy than expected.

13.86. **Resistance Ignorance (The Elder Scrolls V: Skyrim) (600)**: In many ways mages are on top of the world power-wise. After all, someone can only get so good at swinging a sword or hammer before things sort of just stop getting better. Magic isn't limited like that, someone can go from throwing a fireball that engulfs a tree or two, to casting grand spells that can change the world or lay the groundwork for apotheosis. However, there is one primary issue with magic as a whole, and it can be summed up in two words: magic resistance. The power to rip someone's soul out is only good if it works, and it'd be quite unfortunate for you to attempt something of that nature, only to have some meathead barbarian bash your skull in with an axe because of some amulet or innate resistance. Now that's no longer a problem. An absolute resistance to magic is now nothing before you. Your spells and magical items do damage like they weren't even there to begin with, and that's if they had a full immunity. For those unfortunate enough to have less than full immunities, or none at all, they'll see your offensive magic becoming that much more effective against them.

13.87. **Segunda Etapa (Bleach) (600)**: Resurreccion is the true form of an Arrancar. The powers and traits that were sealed away when they gained human form return, enhanced significantly by their increased power. In this stage, their mask expands, coming closer to the original form it had before they became an Arrancar. The mask once removed is redonned for more power, the same reason it was taken away. But there are rumours that a Hollow has more potential than this. How could this state, a return to the past and the mask once cast aside, be a fitting finale to the supposedly endless evolution of a Hollow? For those that search it out, there is a step beyond. Segunda Etapa is a state beyond Resurreccion, wherein the mask of a hollow is fully removed. Not even a fragment remains. And this is when that hollows true power is shown. Both the unique abilities they had as a Hollow and their power overall is vastly increased. As an Arrancar, you possess this form, or can easily unlock it once you become one. Unlike a normal Resurreccion, which can easily be maintained for long periods of time if not forever due to being a natural state, the Segunda Etapa is very much a costly form. Less so for you, where it performs efficiently as part of your mastery of the form. Having unlocked and understood the state, you are also able to slowly guide other Hollows to the same realisations that unlock it,

freeing them from their masks entirely for a time. The same potential and knowledge that led to the Segunda Etapa state can also be applied elsewhere. Other transformations, releases and forms of power can reveal a final additional step beyond what is normally considered possible, provided you have access t the forms and spend the time to unlock it. Each will have their unique requirements to reach but all will focus on finding the true form fitting to themselves.

13.88. **The Final Getsuga (Bleach) (600)**: The true power of a Zanpakuto comes not from immense Reiryoku or total mastery of technique. It comes from the heart. The understanding you develop with this piece of yourself, the bonds you forge and the loyalty between two comrades. There is where true power can be found. Forming such bonds with spirits or intelligent sources of power within your being allows you to increasingly improve the power of your bond. The closer you grow with your Zanpakuto, the more powerful their abilities will grow, the easier they are to use and the less costly their release is to maintain. Truly deep bonds can even reveal entirely new powers. The two of you coming together as one to discover new sides of yourselves and in doing so, uncovering similarly new abilities. Obtaining a deep level of intimacy, an intense bond and acceptance of each other, would make you far superior to an otherwise equal opponent that lacked this camaraderie with their blade. Once a true and full bond is created, you will have the opportunity to truly become one. Known as a Final Technique, undergoing this process will destroy the gap between the two of you and create a new being. Your dear ally does not die from this even if you can no longer perceive them as separate, instead rejoining you to become an integral part of who you are. The final release gained from this, for a Zanpakuto's Final Technique, would be similar to a greatly enhanced version of their Bankai state. Unlike the few Zanpakuto who can perform similar techniques as a desperation measure, the complete affinity you and your sword forged will allow you to retain this state and your spiritual powers. The state itself is not permanent, acting similar to your previous releases, but it can be entered with a moments notice. It may even leave some changes on your body outside of it, a sign of the part of you that has rejoined the whole. This above process is not limited to pieces of your own soul. Any being that has a connection with you and exists within your being is open to it. It requires a genuine and sincere bond from each side, failing if either side knowingly falsifies it in some way. But even a Hollow or a Demon could become one with their host. The changes you experience from this combination are likely to be much more significant if used with a being that was not originally part of your own soul, as a fair warning.

13.89. **Halfway There (Petals of Reincarnation) (600)**: You really are new to this, you've not even fully completed your Reincarnation yet. That's not to say that's a bad thing. In fact, you seem to have a shocking amount of power already and more room to grow all over. As you use your Reincarnator power, you'll slowly go

through evolutions that severely increase the power it offers you and likely grant you some visual alteration when using it as well. Depending on the power, it may be two or even three different stages before it reaches its maximum level of progress through this ability, with each stage granting a hefty power boost. Unlike normal, this will apply to any Reincarnator power you buy in the later Powers section, despite them normally being unable to grow further, and also to any other power that you may possess, including ones that cannot normally grow in this fashion. They are subject to the same limitations as Reincarnator powers are through this perk however.

13.90. **Simply Perfect (Petals of Reincarnation) (600)**: An old hand at the whole reincarnation thing, are you? You're a genuinely Perfect Reincarnator, having become able to maintain the transformation for as long as you want. Unlike other Perfect Reincarnators though, you don't need to have any visual changes in this state and can retain the powers despite having a normal appearance. You'll still feel the urges of a Reincarnator however. Achieving this Perfect state has also shown you how to slowly grow other transformations towards a permanent state as well, making them last longer and longer as you use them more and more until you never need to shut them off again. Once they reach this stage, you can cancel any visual changes like you can with the Reincarnator form, though any other side effects will remain.

13.91. **I Will Become The Most Powerful Jedi Ever (Star Wars: Attack of the Clones) (600)**: Think you should be more powerful? Well, if you have the motivation to accomplish that, you will find you also possess the talent and potential. You learn far faster than others and grow in power with equal speed. You don't seem to have an upper limit to this, though the more power and knowledge you gain the more effort it will take to continue to grow at the same pace.

13.92. **Kami no Shinobi (Naruto) (600)**: Maybe one day. All those who hold this title are or were monsters of all things ninja related. They mastered in days what would take others months. What would take others lifetimes would take them less than a decade. They made progress after progress in mind, body, and chakra far quicker than ever thought possible, and you are now one of them. Your sheer overwhelming talent and natural skill in the ninja arts all but guarantees you a place in history alongside those known as the Gods of Shinobi.

13.93. **Peerless Prodigy (Arifureta Shokugyou de Sekai Saikyou) (600)**: For people here, every level is harder to obtain than the last, fitting for this kind of system. Each increase in power is more difficult to gain, requiring more training, more time and higher walls to overcome. Each point in those stats is more difficult to gain than the previous one. Not for you. This will make grinding a thing of the past, as you don't have that escalation of difficulties when obtaining greater

power. Making you able to reach hundreds of gains with the time and effort that would take others to reach a dozen or so. For you, the escalating walls to obtain power are all flat and equal. The same is applied to your skills and other powers, a pace fast enough to make the gains of a decade of hard work in some days with little effort on your part.

13.94. **Tangent Skill Development (Akame ga Kill) (600)**: You have become incredibly talented at, improving your talents, you can train yourself to the limits of your abilities far faster than is reasonable. While this might allow you to find applications that you had no knowledge of, you won't be able to break past the limits of your abilities, though you will likely reach whatever limits your abilities have at a startling rate. Your abilities may also become much easier to use as you develop them, more so than they would have otherwise.

13.95. **I Am The Power! (Justice League Unlimited) (600)**: Absorbing deadly amounts of energy and combining yourself with incredibly dangerous forms of technology or magic actually doesn't kill you but instead grants you a massive power boost. You could merge your body with mysterious alien nanotech, absorb the central power battery of Oa, or become irradiated by a meteorite and gain incredible new powers or have your existing abilities greatly improved. Depending on what it is you merge with you could get anything from a boost to your strength and durability, to several new powers that would let you take on the entire justice league at once.

13.96. **World Of Cardboard (Justice League Unlimited) (600)**: A hero has to be careful. As they often have great power and potential. Enough to shatter the world to pieces like fine china. And because of this you have taken great pains to limit yourself when around those who lack your power. You can carefully navigate life despite the great power you possess having incredible self control. Your subconscious locks, keeping everything in check. However once you unleash those safety the explosion of power is far greater than expected, almost like it became pressurized in its limited state.

13.97. **Protagonist (Rune Factory) (600)** This is really more of a capstone booster than anything else, so allow me to explain to you what this does. Automatically this gives you a greater history. If you were a soldier, then you have the fame of doing things like taking out a tank with a watering can, or if you are a blacksmith, you are renown for creating some of the greatest weapons in the world, you may even gain a great reputation or legends associated with your name if you are a drop in. Aside from the fame this provides you, which you have the ability to refuse, this grants you some other things as well. You immediately have access to all of the skills from the rune factory games at level 1. While this may not sound impressive at first, this basically allows you, as an amateur, to successfully cook dishes or craft armor and weapons while only knowing the basic

components, and you automatically know how to use weapons, farming tools or elemental staves with the proper techniques employed. While this may take a lot of energy to do, you will never need to practice swinging a sword or cooking food in order to know how to do it, but every time you perform an action, you increase your experience over time until your skill level reaches level 99. If martial arts were a skill in the system, level 1 would be slightly above the skill of a white belt, while level 99 would be equivalent to mopping the floor with a dozen 10th degree black belts without breaking a sweat. The higher level you are, the less energy you use when performing an activity. In addition, your body can level up, giving you increased health, energy reserves, and your base stats: strength, vitality, intelligence, agility, and elemental affinities and resistances. In future jumps, all abilities you have or skills you could learn will be counted in this system. The level cap will be removed post jump.

13.98. **Supernatural Savant (Chronicle) (600)**: People have all sorts of talents. Some are good at sports, some have amazing voices, some are great at computer games, and some are ridiculously good at using their superpowers. Wait, scratch that, the last one is just you. You have an inborn talent for using any extraordinary abilities you might have in your arsenal, and coming up with new uses for them. In just a few weeks, you could go from only being able to use rudimentary telekinesis for the movement of small objects to creating barriers with it, easily shaping and moving gases and liquids, affecting things you cannot perceive with your senses, diverting and controlling energies such as lightning, and feeling your surroundings through telekinetic feelers. One might even wonder if the original power was capable of such feats, or if you invented them yourself. But there's no need for wonderment: if you diligently train and experiment with your abilities, you will see yourself able to use them in ways impossible to grasp for any others, pushing both the power and yourself beyond their limits. So long as you are creative, the various tricks and specializations you invent this way will allow you to advance your power in ways beyond just raw strength, and perhaps topple even giants with the metaphorical sling

13.99. **A True Hero (Dragon Ball Z) (600)**: You might get called a lot of things, because for a lot of people out there Hope and Love are weak and without merit. They're things that can't give strength, strength to defeat your enemies and protect these fragile emotions. But you know that they make you strong in the REAL way, strong in ways they can't even imagine. When you're fighting to protect or for the sake of someone(or multiple someones!) you truly love, you could go from a normal man to someone who could shape and shake the earth with your strikes. Not only strength, but your clarity of thought allows you to bring out an inner focus and competence you may not have even known was there. If the people important to you needed you to move mountains...by god, one way or another you'd get them moving. In addition, the more 'stage presence' you have...the louder, more flamboyant, or hot-blooded...your combat abilities rise with your

gallant performance, letting you truly become a larger-than-life fighter even if you seem little more than a hooligan or a dandy at a glance. This won't always suffice against foes far stronger than you, but it may give them a harder battle than they anticipated. And if you do both of these together? You will truly earn the name 'hero'.

13.100. **Ordinary Man (Fate/Grand Order) (600)**: You weren't born with magical powers. You didn't discover a mighty artefact. You didn't have some magic old man to make you a king. You had yourself, your own human body and whatever weapons you could find. In a world of legendary heroes and terrible monsters, the odds say you should have died. Yet here you are, having earned your spot in the ranks of mankind's legends. How? You got so damn good that you made the mundane become magical. Your ordinary fists went so far beyond the limits of human possibility that they became weapons of legend. Your skill with a gun, so awe inspiring that the World itself can't comprehend it as not being magical. Your swordsmanship literally warps space and time to try and keep up with your skills. You've got no limits on how far you can take any skill and the further you take any skill, the more magical it becomes. Become a great enough master and you might even see those ordinary skills forming into Noble Phantasms in their own right.

13.101. **Infinite Jumper Works (Fate/Grand Order) (600)**: While the Origin may be the core of being for those in these worlds, you're just a little different from them, eh Jumper? A little more adaptable. So when you found a secret art, a way to imbue your Origin into your attacks, you were able to make it fittingly adaptable to you. You can imbue any of your powers into your attacks to use them at range or combine their special effects with another method of delivery. A classic example would be combining the ability to create swords with a bullet to create swords from within the bodies of those shot by the bullet. Physical blows could be combined with elemental magic to grant them similar auras and even positive effects, such as healing magic, could be transferred through a quick smack or long ranged attack. A massive increase in adaptability for your methods of combat and abilities, it's fitting for you Jumper.

13.102. **More Than a Myth (Rise of the Guardians) (600)**: Spirits are creatures of belief, and even though they may be able to do some cool stuff even without believers, it's nothing compared to what they can do with them. So, you gain power for each child (and non-child, post-Jump) that believes a being matching your general description exists, and an extra boost on top for how much of your Center you inspire in them or that they associate with you.

13.102.1. **Capstone-Boosted (Free With Guardian)**: You also gain a much smaller amount of power proportional to how much of your Center there is in the world in general, related to you or your believers or not. After all,

Guardians are protectors of all children, even the ones who don't believe in them. That's not all, though. No, your Center has become too complex to define as any one concept. It expands to cover adjacent and related concepts as well. Fun expands to Joy and Excitement. Wonder expands to Awe and Admiration. Dreams expand to Creativity and Imagination. Hope expands to Bravery and Aspiration. Fear expands to Paranoia and Anxiety. And so on. And all the Perks here that rely on your Center? They take that expansion into account.

13.103. **Praise Me, Revere Me (Flow) (600)**: The gods of this realm can grow weaker or stronger depending on how many people worship them and now you too receive this benefit. Your powers, physical and mental capabilities, and everything else about you will be boosted. The more people worship you the greater every aspect of you will be boosted. Worship in this sense has a very loose meaning as someone merely has to feel an emotion towards you. This can be respect, fear, hatred, anger, or any other emotion you can imagine. Humans are not the only ones who can come to worship you as anyone can do it so long as they feel any emotion. They can be aliens, fictional, in separate dimensions, or anything really so long as they can show emotion towards you. An entire city coming to worship you will result in a large boost in your capabilities. An entire world coming to worship you will grant an unfathomable boost to all your capabilities surpassing even the gods of this world. Who knows you might turn into if you manage to gather multiple worlds of followers.

13.104. **Fit for Survival (Re: Monsters) (600)**: Where humans rely on equipment and training to defeat their foes, monsters rely on their inherent strength and power, but, for some monsters, this simply isn't enough and they must either grow or die. You chose to grow. Your innate abilities grow with you, as your level increases, as your strength grows, so do your abilities and skills grow to match them. Your magic affinities will expand, your poison will become more potent, and your hide will grow tougher, along with many other effects. Of course, this is entirely based on abilities and skills inherent to you, not learned skills.

13.104.1. **(Free With Protagonist)**: If you possess the Protagonist perk, this goes even further as improving in one area, such as physical strength, will naturally improve other areas as well, such as durability and speed. When your physical capabilities improve, all of them do, though this is not necessarily a one to one growth, but focusing purely on physical strength will not leave you clumsy or easily winded. You may choose to have your physical capabilities not manifest changes in your appearance if you so choose (so you can get stronger but not put on more muscle than you already possess).

13.105. **The Strongest Wielder of X! (High School DxD) (600)**: You are a prodigy when it comes to using magical items, Jumper. You can draw out the maximum potential of any object which you use over time. Have a magical sword that can shroud itself in flames? Now it can launch super-hot fires towards your opponents, as long as you are the one holding it. Spend a long enough time with it, and the sword would be able to do that even without your presence. If you have a sacred gear, then it would already have a sub-species unlocked, and the spirit inside it and you are extremely compatible. Furthermore, if there are any prerequisites for using a magical item, then you count as having fulfilled it. Wield a magical blade which can only be used by humans as a devil! The longer you spend time with the item, the stronger it grows.

Ever heard of the phrase, “sword as an extension of the arm”? That is now true for you, in more ways than one. If you hold a magical item in your hand, then you would be able to use its effects throughout your body, as if the item was a part of your body. If a sword can wreath itself in flames, then you can too, as long as you hold it that is. If you have a sci-fi weapon then you can use it without fiddling with its settings, with no chance of it blowing. Whichever item you use becomes a part of you as long as you have it on your person. Holding a supercomputer would allow you to do calculations as fast as it can, while a shield would make your body as durable as the shield itself.

13.106. **Hollow Vessel (Fate/Stay Night) (600)**: You were born for a purpose. To be a weapon, one that would kill any target for the right price. And a weapon has no need for petty things such as likes or dislikes or quirks. All that you needed was the ability to adapt to any situation and to understand your targets. Learning new concepts, such as skills or languages or entire cultures, is as easy as breathing to you. You did in a day what took others five, no matter the subject. And when they became jealous of your speed, it was not something you could not understand. Your incredible understanding of emotions and people letting you know what a man felt just by what his face looked like, with only the most tightly controlled being able to mask their emotions from your eyes. This attention to detail assists you in other endeavours too, from near instantly sweeping a room for anything that could be used as a weapon to picking out individuals from crowds of thousands, your skills of perception lie unmatched.

13.107. **The Original Curse (Tate no Yuusha no Nariagari) (600)**: The curse series is a series of weapons unlocked in the legendary/vassal weapons based on the seven deadly sins. Which are gluttony, lust, greed, wrath, sloth, envy, and pride. At the point when a blast of feelings equal to the obliteration of one's heart is conjured, a power coming from the curse series is unlocked. While these weapons hold great power, they also degenerate the personality of their user. On the rare chance that the cursed is overwhelmed by positive virtues within the user, the blessed series is unlocked. Since you’re paying cp here upon

purchasing this you unlock all of the seven cursed series from the start. Giving you abilities based on the seven deadly sins that suit your personality and greater stat/attribute boost when using its weapon form. The mental corruption/influence is completely negated but using the abilities of the cursed series more than 7 times in a short time would subject you to a curse. The curse is based on the 8th cursed series form that you used and it would take months for it to be dispelled completely. While you can still be subject to the curse of the cursed series when used more than 7 times, but you're immune to all types of curse that doesn't come from your own cursed series. With a proper perk or item you can weaken or remove the curse even prevent it from affecting you from the start as it's not fiat-backed. There are two ways to turn the cursed series into blessed series, one is to overwhelm the cursed series by positive virtues, two is to unlock and master the 4th tier/rank of the cursed series. Upon unlocking the blessed series, you nullify the curse of its counterpart and gain abilities based on the seven heavenly virtues and dramatically increase its previous abilities. Your blessed weapon forms have both the abilities based on the deadly sins and heavenly virtues without the drawback and usage limit. Naturally your party members gain these benefits but you can grant other heroes, companions the benefits of this perk without them joining your party.

13.108. **Going Nova (All-Star Superman) (600)**: Thanks to the incident on the sun, Superman is now stronger and smarter than he's ever been - and it is killing him as a result. Such 'overcharging', even if beneficial, can be incredibly dangerous. So naturally, you can do it, too. You've found out how to supercharge your mind, body, and superpowers to a level unheard of, threefold their normal potency and potential. Some more 'fluid' powers could even spontaneously generate new abilities and techniques that help with the situation you're currently in, though only within reason. The downside? What comes up must come down. This state lasts for up to a day, and depending on the powers used, you may find yourself exhausted and depowered. A human but brilliant scientist who used this for an all-nighter may find themselves bedridden with a cold and a migraine the next day. A Kryptonian running around using all of their powers at once will find themselves depowered and likely comatose the entire next day. Unlike poor Clark, this won't kill you, but you'll likely be out of action and helpless once the heights of your power have burnt out, unconscious for a day or even two with your own abilities exhausted if you pushed yourself to your limits constantly. You will regain your lost or 'burnt out' powers gradually over the course of up to a full day, or no less than an hour if you used this very briefly. The backlash is measured by the amount used, not possessed.

13.109. **Demon Slayer Crest (Demon Slayer) (600)**: At the Zenith of a Demon Slayer's power, in one of the most intense battles of their life, they may awaken a power not seen since the creator of the Breath of the Sun, the original Slayer fighting style: the Demon Slayer Crest, a scar-like marking on your face or neck which

stylistically matches your fighting style. Simply possessing the mark puts your strength, agility and endurance in line with the strongest of the Upper Moons, making you one of the most formidable Slayers in the Corps bar none. Additionally, you can see beneath the skin to the blood flow, joints, and muscles of those around you, granting you the keenest of insight into their movements, and the world seems to slow down around you, allowing you to react to attacks the instant your opponent's body begins to follow through. Lastly, you can ignite your weapon with a blazing crimson aura. While not literal fire, this glow is an amazingly powerful tool against creatures with regenerative properties because it substantially slows their regeneration down; enemies which would regrow limbs in seconds take five times as long to repair damage done by such attacks. All aspects of this perk - the appearance of the mark, the increased physical abilities, the "see-through world", and the crimson blade - can be toggled individually. Also, some people might think that bearing the Demon Slayer Crest shortens your lifespan; this is false. Taking this Perk will not negatively affect your lifespan.

13.110. **Phases of Divinity (The God of Highschool) (600)**: All High Gods, the third highest rank of God and the one directly above you, possess additional forms that they may take on when they require more divine power. Whilst not yet a High God in rank, you have gained this innate ability and mastery over both of these new forms. You are able to take on the Second Phase and the Third Phase form. Each grants a progressively more massive boost to both your physical abilities as well as your life energy powers. The Second Phase grants you a more divine form, fitting to your own personal theme, whilst the Third Phase twists this into a monstrous visage, more akin to a wrathful God then an ordinary divinity. Whilst each of these forms drain your energy faster than normal, you excel at managing this cost and can stay in the Second Phase for hours at a time and the Third Phase for close to a single hour, much more than any of your elder brethren.

13.111. **When the Chips Are Down (The God of Highschool) (600)**: Things have come down to the razor wire. The doomsday clock has hit 11:59. The world is about to explode. You've never felt better. The bigger those odds, the more confident in yourself you get. This isn't arrogance or overconfidence. This is an absolute, ever growing self-surety of what you can do and what your friends can do. More than that though, when those odds really start climbing, you find that your strength starts climbing too. It's never going to scale to match, it's not a heroic tale if you beat these odds with ease, but the greater the opponent and the disaster you face, in comparison to you, the stronger you'll become. Find yourself facing a few dozen priests at once? Your body seems to miraculously restore its stamina at the start of the fight and you can push yourself just a little harder. A Bishop standing in your way? Your body will feel stronger than it should possibly be and you'll find wells of energy you didn't think you had. And if Zeus himself, or another High God, descended to stomp you into the ground? You'd be able to

pull out every single bit of power and effort you had at least twice over to try and give yourself a chance. There is a limit to this however. You can only withstand so much of this boost, even against the great odds you might face, and if you try to draw too much power from you, you might irrevocably damage your body or spirit. What's the point of beating the bad guy if you die in the process and never get to see your happy end?

13.112. **One Hundred Times My Own Power (The God of Highschool) (600)**: The enemies of Nox are cowardly and sneaky. Rarely will they fight you straight forward as a man should, instead they'll will scuttle along in the shadows, trying to strike where you are weak. Some of them will even try to turn you against yourself, stealing your blessed powers and using them against you. No more will they be able to commit these disgusting affronts to your being. If it originates from you, it cannot harm you. Your own powers will not scratch your skin if reflected back at you, abilities stolen from you will not work against you and energy drained from you will fail to empower foes when they use it to strike against you, leaving them with nothing but their own power. Those thieves will be unable to even use the weapons you wield if they take them from you. So long as it is yours, it will serve them not. If they want to fight you, they'll do so honourably and with their own power.

13.113. **Shazam's Chosen (DC – Kingdom Come) (700)**: The Wizard Shazam was forbidden from interfering in the current troubles by cosmic entities, but it's not exactly interfering in these affairs if he makes a new hero and offhandedly asks them to check up on Billy Batson and perhaps help him out if he's in trouble, yes? If you do this favor for him or not is up to you. He can't exactly take away your powers now if you just disobey him. You have a powerful form you may call upon by shouting "SHAZAM", manifesting in a great and powerful display of nature. Such as whirling sands or a great burst of fire, or the classic lightning bolt. You may still use this manifestation of nature to heal or harm as you wish, and it is magical in nature. You may also share this power with others who are worthy, however expect yours to decrease in strength when you share it until you get your powers back. Your power is derived from the very gods themselves. With great strength and speed that threatens Superman, you are a power to be feared. Possessing the Wisdom of Solomon, you have eidetic memory and a vast intellect. Excelling at war tactics and mathematics among other subjects. You may also comprehend and speak in any language you encounter, including magical ones as Solomon was a powerful wizard himself. The Wisdom of Solomon also enables you to gaze upon all possible angles of a situation and figure out how to turn disadvantages into advantages. You can fly at fast speeds. You also have a vast well of willpower inside you. You also lack the need for food, water, or sleep. You possess infinite endurance and stamina. You also resist powerful magic, such as Zeus's lightning bolts, but you also possess great magical talent. (You start out with no skill in it, however. You'll need to refine your

powers.) Only the most potent of magic found here could harm you. Finally, you have been given access to the Rock of Eternity, an interdimensional prison where you may lock up any magical being you desire. Created from two rock formations from Heaven and Hell, it may hold up to great magical beings such as the Three Faces Of Evil. You can also teleport to this place at any time. This will be dragged with you from place to place, and you must be able to defeat them before you can lock them up with you.

13.114. **The 42nd Supreme Being (Overlord) (800)**: There were 41 players that came together to form the guild known as Ainz Ooal Gown (the name Momonga, the guild leader, eventually took as his own) and then later took over and remodeled the Great Tomb of Nazarick. Well, there were 41 of them. Now, however, there are 42. You are the final member of Ainz Ooal Gown and alongside Momonga you are the only one of the 'Supreme Beings' that remained behind. You are considered to be a god by the NPC's of Nazarick and they all swear their undying loyalty to you, and to Momonga. You will have full access to the resources, facilities, and services of Nazarick and may freely command any of the NPC's within it to do basically anything you tell them to do, the only one who can challenge your authority is Momonga himself. You additionally have your own luxurious quarters on the 9th floor of Nazarick itself.
Since Ainz Ooal Gown was originally founded upon the idea of group decisions you will always have a say in the general direction that Nazarick takes in regards to politics and the distribution of resources, but your own vote is no greater or lesser than that of Momonga himself so you will likely need to compromise on particularly divisive issues. Taking this option automatically overrides your location roll. You automatically start in the throne room of Nazarick alongside Momonga, with events prior to your appearance having played out as they normally would have (such as Momonga editing Albedo, and taking into his possession the Staff of Ainz Ooal Gown).
Additionally you will gain memories appropriate to being a member of Ainz Ooal Gown (you can not be a Drop-in with this option), and you will find yourself having an extremely strong attachment to the NPC's, such that you'll find yourself forgiving of just about anything they do that isn't blatantly and obviously a screw up on their part, as well as possessing a strong desire to protect them (and Nazarick by extension) and a towering anger at anyone that would dare to lay a hand on them.

13.114.1. **Level One Hundred (Free)**: You've hit the pinnacle. There is no higher level, not within YGGDRASIL at least. As a Player you have hit level 100, not exactly a surprise since most Players had done that, and represent the absolute peak of personal power and ability. If you're a Local then you're quite frankly a freak of nature and are probably seen as a god by any other locals that actually know what you're really capable of. Literally, by the way, the Slane Theocracy actually worships as gods a group of six

level one hundred Players that appeared to them in the past, though virtually no one still alive outside the highest echelons of the Theocracy itself actually knows that. All level one hundred individuals possess high-tier nullification defensive abilities. This means that individuals won't be able to even hurt you that aren't, at the very least, within the fabled 'Realm of Heroes' and even then they'd have to be a hero among heroes to manage it, and they'd still have to get past your normal defenses even if they manage that much. The only hope they'd normally have is if they possessed access to some magical artifact of sufficient power to get past your defenses. That said the high-tier nullification is an all or nothing ability, either it works or it doesn't. Your physical and magical statistics are absolutely mind boggling as far as the locals are concerned. Even magic casters, if they're level one hundred, will possess physical strength and defenses on par with a warrior that is 'only' in the 'Realm of Heroes', and warriors can expect to be far far beyond even that. Magic casters actual magic power is enough that it could literally bring even the greatest human archmage to his knees in awe and shame at his own weakness, were he to actually witness your true strength. Even warriors that only dabbled in magic would still be on par with magic casters in the 'Realm of Heroes' at the very least. The abilities of a Generalist, both physical and magical, will outstrip everyone other than their level 100 peers by a tremendous degree. As a warrior you are capable of annihilating armies of tens of thousands of regular men on your own, and likely wouldn't even notice them. It would take legendary heroes or beasts to actually make you break your stride. You'll possess skills that will let you nullify certain damage types outright, perform swings of your weapon that can hit dozens of individuals at once with air pressure alone, and provide you with a myriad of defenses against magic casters that would seek to stymie you and prevent you from closing the distance. You are literally a one-man army killing machine. As a Warrior you additionally possess 'super moves' that can do things like grant temporary invulnerability to virtually anything, allow you to strike everything in your line of sight with a single powerful blow at the same time, or hit one opponent dozens of times with a single strike. As a magic caster you are capable of casting spells of every tier up to the 10th Tier. This is a tier of magic that only a bare handful of people in the entire world even know exists, with most believing that 7th tier is as high as it goes. 10th Tier magic is the stuff of legends, capable of healing armies or slaying them, resurrecting the dead en mass, permanent teleportation circles, 'buffing' or 'debuffing' entire armies, summoning forth creatures of legend as servitors, and so forth. As a Magic Caster you'll also be capable of 'Over-rank Magic', also known as Super-tier magic, that exceeds even that. Singular spells that could slay 70,000 men in one go and then also summon massively powerful eldritch nightmares under your command at the same time,

destroying entire cities with rain that infects those it falls upon with an undead plague, conjuring forth miles upon miles of enchanted forest that responds to your will and will empower you while you are within, or spells of similar such scale and effect. Unlike normal spells 'over-rank' spells don't actually cost mana and are more akin to skills, they always have a long casting time, usually a minute or so, and you must stand still and can not do anything else while casting them. Additionally you can only use them a few times per day. If you are a Generalist there really isn't a question of 'can you do something' so much as 'how do you do it today, and will you do it differently tomorrow'. You're not quite on the same tier of skill as the warrior at combat, or the magic caster at magic, but you're just below both of them. Magic of the 9th tier is yours to command, and while you're not the combat beast a warrior could be you find that your command of both the physical and magical aspects give you a range of utility and versatility no one else could boast. As a Generalist you don't benefit from super moves or over-rank magic but in compensation your statistics are significantly better overall in the areas where the other origins would be weak. You do have one area however where you particularly shine. You are blisteringly fast. You could run circles around the warrior even if you couldn't beat him at swordplay, and you can certainly close the distance (or run away) from a magic caster in the blink of an eye. You've also picked up a penchant for sneak attacks, and opponents that don't see you coming rarely get the opportunity to learn from that mistake.

13.115. **The Legendary Hero (Medaka Box Abnormal) (1200)**: You were born as a being with the power and destiny to both save the world and to destroy it. Your physical form is far beyond any humans. You have the power to destroy the moon in a single blow, to travel faster than light with just your own two feet and several more unique powers on top. The first, imbuing your power into other objects. With this you can use your full power through anything you pick up. A flicked rubber band would hit with the greatest amount of power you could put out with a punch. You could poke someone with a pencil and blow a hole clean through them. Even the air around you can be used, a puff of air turning into a wave of destruction when it originates from you. The second, a great defence against all powers. No supernatural or superhuman ability, no matter how strong or strange, can affect you unless you allow it too. From simple super strength or attacking with the elements to the esoteric, such as warping reality or attempting to delete the concept of your existence, you are utterly unaffected. The sole exception are powers based in the power of language, spoken or written or signed abilities that work solely by being spoken or written or signed. The Styles of this world are one such example. In addition to this, once you have seen an attack against your person once, excepting one that is based in language as a Style is, it becomes useless and ineffectual against you, as you cease to

recognise it as an attack. Obviously, if it failed to kill you the first time, it is nothing more than a bug sting. The final, the irreversible action. Any action you take or change you make or damage you deal can be made permanent and irreversible by your will. Wounds you make will never be repaired or healed or changed at all, no matter what is attempted to change them, though language based powers will bypass this too. If you were to break someone's will, it would remain broken for all eternity. You may reverse this at any time as you will, though it will automatically do so upon your death. This also has a secondary use, in that any attack that hits you will be broken permanently. Swords will be shattered, arms left twisted, techniques rendered powerless and so on. The greater the attack, the worse it will be broken. An ordinary sword might only be left bent and rusted but an indestructible sword of arcane might would be reduced to a pile of dust.

14. Reality Domain (102 Perks) [Top]

14.1. **Good Fortune (Generic First Jump) (50)**:You are luckier than most people. Not to the extent that people will be shocked by it or that you could rely solely on this to keep you alive, but random odds do tend to tilt in your favor. Also, you will not experience any fate that could end your chain solely because of bad luck.

14.2. **Normal Days (Sekirei) (50)** People have an odd tendency to ignore the strange and unexpected when you're around. If you start brawling in the street, passersby shall just blink and move to avoid the flying bodies, instead of scream or call law enforcement. Any peculiarities about your companions are likewise ignored, even if they're walking about half naked and still smoking from that battle five minutes prior

14.3. **Auto Mapping (Pokemon Mystery Dungeon) (50)**: This special skill allows you to create working maps of your surroundings. If you explore an area you haven't been to before or which can be considered a labyrinth, building or cave of any sort. If it has a clear layout this perk will activate, creating a map in your mind which slowly updates as you explore.

14.4. **Personal Inventory (Overlord) (50/100)**: You have gained a personal inventory. It is nebulously large, enough to store several tens of thousands of pounds at least, and while you couldn't store a house in it (or living beings) you could easily store plenty of suits of alternate equipment, weapons, potions, piles of coins, food, and other such things. Taking things out of your inventory requires reaching into it, which will make it appear as if you are reaching your hand into a dark hole in mid-air. For an additional 50 CP the inventory is arbitrarily large and can hold as much as you feel like putting into it, so long as no individual item is larger than a normal house. No matter how big your inventory you'll always draw out the

things you intend to, and will instinctively know what is in it. Items held within are in a sort of beneficial semi-stasis. Food or drink won't spoil and neither will anything within decay or rot, however if an item inside would benefit from time progressing (such as a magic item regaining expended charges on a set schedule) then it will still do so, to whatever extent is most beneficial. These effects are active no matter what level of Personal Inventory you purchase.

14.5. **Simple Convenience (Generic First Jump) (100)**: Some worlds do not have the modern amenities that we are used to having, making everyday life a little less comfortable. You no longer have that problem. Your clothing, personal equipment, and body are always clean, and you never need to visit the little extra-dimensional adventurer's room. This can be toggled on and off at will.

14.6. **Secret Identity (Batman: the Animated Series) (100)** Oddly enough, it seems that people have trouble putting two and two together when it comes to your "civilian" and your "costumed" identities. Even if you're the only person who fits the physical profile in the entire city, you can conceal your identity by playing dumb, wearing glasses, or even just slouching a little. This won't help if they have irrefutable proof of your double-life, but otherwise they'll just think it's a funny coincidence.

14.7. **Let's Have A Clean Fight (DCEU) (100)**: When two living gods go to war with each other, can the little people really expect that they will escape unscathed? At least when it's you fighting, they apparently can. Any fight you take part in, the participants will never cause collateral damage unless they specifically intend to. Even if you are hitting with the force to shake entire countries, you won't crack a single window or even knock a bystander over from the shuddering blows you deliver to your enemies. They too will be under this effect, preventing them from doing collateral damage unless they specifically aim to destroy the people and objects that are around your battle. Hopefully you finish fast enough before they decide they only want to make you miserable.

14.8. **Heroically Unimpeded! (My Hero Academia) (100)** "What's that? How does my hair and cape always flow perfectly in the wind? Don't you know!? Heroes don't have to worry about such things!" On purchase you've become gifted with the ability to ignore all manner of common inconveniences that may get in your way or prove dangerous when fighting crime. You never seem to trip over rubble or loose stones, wind always accentuates your coolness instead of blowing your hair around or turning your cape into a hindrance, clothing doesn't catch on anything even if it's loose and so on. You just worry about doing your job right.

14.9. **It Might Be Destiny (My Hero Academia) (100)** You don't have to be an adult or someone big and important to leave a lasting impression on someone, and you don't need to be a hero to help people when they need it. You have a way of

landing chance meeting with or running into people during formative or troubled moments in their lives. They might be complete strangers having a bad day, or an old acquaintance looking for a fresh start and no plans. Whatever the case may be, it's in your hands what you do with these chances. Befriending someone when they're looking for a friend, hurting them when they're vulnerable or simply giving them a bit of direction. These meetings happen often and you'll always know when it's happening.

14.10. **Painting the Battlefield (Demon Slayer) (100)**: Let's be honest - the thing that makes KImetsu no Yaiba such a masterpiece, at least in its anime incarnation, is the fight scenes. More specifically, watching the Demon Slayers at work, with their awesome visuals attached to their stylized Breath Techniques. This perk, provided free for the duration of this jump, not only lets you see this amazing stylization, but also lets you distinguish between different fighting styles with a moment's glance! So you know why the Fire and Insect Pillars are actually called those things and demonstrate the fundamental truth that you can look like you're swinging a sword the same way as your friend with a different style, and those swings are completely different. Besides, if you know an enemy's style, you can be better prepared to counter it, right? For 100 CP, you get to keep this perk for other jumps; it may not be as awesome when you're fighting a bunch of gun-toting goons, but any character who has their own way of fighting will have amazing visuals ot go with, and just a few attacks will be enough to paint a picture of their general style. The effects of this perk can be toggled.

14.11. **Isn't It Past Your Bedtime? (RWBY) (100)**: Your enemies always seem to underestimate you for some reason. No matter how often you prove yourself capable, they will almost always look down on you. Though this could give you an opening to end a fight before they realize how strong you really are... This can be toggled on and off at will if you ever need to intimidate someone.

14.12. **Infinite Ammo (DC – Kingdom Come) (100)**: Any gun you hold has infinite ammo/energy. That's just how it is. You also know how to rig up any ballistic weapon on your body to fire when you will it. If you want a shooting crotch gun and have it be an efficient design feature, that is possible. If you want jack in boxes that shoot guns when they pop out, that's fine.

14.13. **SUPERHUMAN DESIRE (Medaka Box Abnormal) (100)**: You always wanted to be special and that want was itself so strong that you really did become so. Whenever you are subjected to a procedure that will improve or beneficially alter you with a chance of injury to you, death or even just the procedure failing outright, it will instead have a guaranteed chance of success. Risky operations will always go off without a hitch, shoving an energy source into your own body will have it combine with you successfully if there was even the smallest chance of you not dying.

14.14. **Miniskirts and Cigarettes (Full Metal Alchemist) (100)**: Ok, so maybe it is a bit strange that you make all your female subordinates wear miniskirts, or that you chainsmoke every day, even during important meetings. However, it's never really been a problem for you has it? Your superiors have always seemed to be fine with your conduct as long as you met the minimum level of competency and success required to do your job. In fact, when you go above and beyond, they do more than just tolerate your behavior, they have the common habit of actively laughing along at your antics. As long as it isn't blatantly treasonous, or active sabotage, you're probably fine.

14.15. **Darn Mages They Ruined Skyrim! (The Elder Scrolls V: Skyrim) (100)**: It's a sentiment you're going to experience quite a bit in these parts nowadays, especially if you're not Human. Regardless, ever since the fall of Winterhold and the destruction caused by Red Mountain's eruption mages have been seen as less than desirable by many Nords, despite the invaluable services they provide to the province as a whole. Normally this would be a pain but for some reason you seem to be exempt to this prejudice. People will judge you based on your actions and unless you act in such a way that would make you a menace or undesirable you'll face no discrimination from others despite factors that normally would bring it on you.

14.16. **Dire Need (Pokemon Mystery Dungeon) (100)**: To be a Rescue Team means to be on the scene as fast as possible, to save the lives of those caught in an accident or catastrophe. Yet even Rescuers need help sometimes. Thanks to this perk, should you be seriously injured you will instead of dying be knocked out and put into a pocket dimension. A distress beacon will be set up and your companions have 10 hours to search for you, and if they succeed you will be healed completely. If they fail, well, chain end.

14.17. **Gacha Bitch (Fate/Grand Order) (100)**: Another five star gold? Damn, you're making me jealous here. You manage to get just obscene luck when it comes to gambling games. Be it casino gambling or rolling the gacha on a mobile game, you'll get the result you want 9 times out of 10. If people start cheating against you, your luck might start to not be enough but long as things are fair, you can really rack up the goodies. As a minor side benefit, you also happen to have a quick understanding of how game rules work and a sense for when you are in a game yourself.

14.18. **Brothers in Arms Across Worlds (Fate/Grand Order) (100)**: Myths are always getting changed and mixed up. A popular book series coming out in the modern day and becoming a worldwide sensation could radically alter how a Servant appears to be once summoned. You're a little less alterable in this way. People remember you as you are, unaltered by popular stories and when it comes to

specific people, they may even remember you if it’s not even them remembering you! If you’ve met and fought alongside King Arthur in your legend or in these coming battles here, you’ll find yourself remembered as a fighting partner by any version of King Arthur. This’ll never be enough to make them consider you an ally on the spot but these fond memories of you will make people you’ve met before quite a bit more amiable towards you.

14.19. **Interesting Times (Highschool DxD) (100)**: Who is that weird redhead you keep bumping into? How about that loser who got caught breaking into the girls’ locker room? Or that box with the weird, ominous chanting in it? You’ll find that with no real effort on your part, you will quickly get roped into plots and major events in some fashion. You will usually be treated like a side character and left alone, but even this can be a little dangerous...at least you won’t have to look far to find main characters, or those with untold and unseen stories. It doesn’t automatically make anyone like you more or less, mind. This can be toggled on and off.

14.20. **This is My Absolute Territory (Fate/Stay Night) (100)**: The sad reality of all those fabulous clothes you see some people wearing is that there are certain sacrifices to be made. Things like how utterly freezing your thighs get when your socks only go to your knees or how gross and sweaty your chest gets after you've been running around in a steel breastplate all day. I guess it's lucky you don't stick to reality in this case because you'll never have to experience either of the above two things. No matter what you're wearing, as long as it is not actually harmful to you, will feel like the most comfortable, well-fitting clothes you've ever gotten to wear, regardless of their actual shape, material or quality. Go ahead and wear all the leather, spandex and metal you want.

14.21. **Good People Have Good Night’s Sleep (Fate/Stay Night) (100)**: First times usually aren't like what you read in romance books. Think less sensual and more awkward. Of course, there's always the exceptions. The lucky few like you. You'll never be awkward or nervous when you're laying with someone and you'll always perform exceptionally well with a partner when you're having a tumble in the hay. I'm sure you'll be popular. But hey, even if you're alone, this'll also make sure you'll always get a good night's sleep, even on rocky ground or a cold floor.

14.22. **Divine Protection (Rising of the Shield Hero) (100)**: Rather than protection bestowed by a divine being, this perk gives you a kind of ‘immunity’ from divine influence. While it certainly does not protect you from a direct divine smiting, you will find most subtle influences will not gain traction on you. Great for avoiding divine meddling in your life, hint hint.

14.23. **Please Return! (Generic Naruto Fanfiction) (100)**: People are incapable of denying to themselves or failing to realize when something you’ve done has

helped them. This doesn't necessarily mean they might not still express ingratitude or scheme to use you for their own benefit, depending on what kind of people they are, but it does mean that even your worst enemies will still acknowledge your true value. This perk can also act as a general leadership buff because your followers will always truly see how your decisions and deeds have acted for their benefit; no amount of enemy propaganda can spin away your accomplishments. Your people will always know in their hearts when their leader is truly worthy of their trust. This effect obviously does not help you unless you actually are a good leader, mind you. Fortunately, it also doesn't broadcast when you've been a bad leader; people will have to find out about your errors or misdeeds on their own.

14.24. **Protection (Generic Isekai) (100)**: Birth control? Condoms? It can be rough living in a fantasy setting. You can now reduce your fertility to zero whenever you want, and even prevent your own periods. You're also immune to STDs or anything unwanted supernatural effects that transfer through sex.

14.25. **Reward the Child (Campione!) (100)**: Favoritism is the name of the game and you're a natural at it. Wherever is because good impressions, some fortuitous coincidence or pure dumb luck, you seem to receive more blessings than you should get. For example, winning some small lottery would give you also a secret prize, buying an old magic book could come with some extra teachings inside and if you ever become a Campione, you can bet that the [Authorities] you get will be a cut above others.

14.26. **Teach Me (Flow) (100)**: People are willing to teach you anything you wish to learn about and merely asking someone is enough to get an entire lesson. It's a bit too easy really as almost everyone is willing to teach you not only subjects they're good at but how to use powers, techniques, and everything they know. Even super secret abilities are ones they'll teach you even if they would never do it for anyone else. This extends to people you fight against as they are strangely giving you advice on how to improve the way you fight, better utilize your powers, and general life advice. Your most hated enemy will offer up sagely words of advice while trying to kill you.

14.27. **Seek And Ye Shall Find (Generic First Jump) (200)**: When it comes to tracking down what you need for your collection, you are quite lucky. In fact, you are lucky anytime you try to find something. You are much more likely to find clues or leads that will tell you where to locate the object or person you are seeking. You are also good at putting these clues together, making you a talented investigator and tracker.

14.28. **Vacuum immunity (Sonic the Hedgehog) (200)**: The void of space is no longer a threat to you. Instead of the freezing cold, and lack of pressure you'll feel

comfortable and everything breathable. It's as if you never left the earth's atmosphere. This effect spreads to companions and even stasis pod tag-alongs. (This universe has an odd rule of space being non-lethal to everyone, if you want this to extend beyond this jump you HAVE to purchase this perk)

14.29. **Extra Credit (My Hero Academia) (200)** For every dreamer or hard worker that becomes a hero, there's dozens, maybe hundreds more that fail to qualify. It might not even be their fault, simple luck of the draw with Quirks and a bad matchup with tests or hurdles. For those who don't test well, there's this. As long as you show potential and initiative, there will always be more ways to prove yourself and reach what you've been working so hard to achieve. Fail a test? There are ways to earn extra credit. Seeking to prove yourself someone and it relies on something you're horrible at? There will be other ways to earn their approval. Your efforts will not go unrewarded.

14.30. **What Are Your Plans, You Rogue!? (My Hero Academia) (200)** "-and then I said 'What are you up too, deviant!?' and he just started monologuing! Works every time! Hm? How do I do it? Just give them the chance and they'll do the rest for you, my fine compatriot!" Like any good hero, you now have the ability prompt your enemies into dramatically monologuing about their plans or intentions, planting that compulsion in your head via an interrogative question. Those who naturally do things like that anyways are easy targets, while those strong of will and attached to keeping secrets may be able to shake off the effects of this perk.

14.31. **Lucky (Rosario + Vampire) (200)** things just tend to go your way more often than they should. While you may not win the lottery bad things tend to happen to you less than other people.

14.32. **A little help from your friends (Rosario + Vampire) (200)** Whenever you are badly hurt or in grave danger your nearby Friends and Companions combat effectiveness greatly increases as they try and protect you.

14.33. **Violence Solves Everything (DC – Blackest Night) (200)**: There is no need for restraint, for all will know your anger soon enough. Your attacks and acts of violence inflict greater damage on your surroundings, dramatically increasing the collateral damage you inflict on the environment. Broken windows turn into broken buildings, and a small fire turns into a raging inferno. This effect can be toggled on and off.

14.34. **Darcy Time (Marvel Cinematic Universe Vol. 1) (200)**: One of the most iconic and well-known species of this world, Asgardians have made their mark on Earth as Nordic gods while the Nine Realms see them as protectors and enforcers of peace. The average Asgardian is strong enough to lift around ten tons and could even train to lift up to twenty, while possessing significantly greater durability,

reflexes, and coordination than humans would. Asgardians also possess an innate affinity for battle and war that sees them performing beyond almost all the other races in regards to combat. Along with healing faster than normal, it is little wonder that they are seen as among the strongest of the Nine Realms. Should you desire, you may instead be one of their genetic cousins, the Vanir.

14.35. **Breaking Bindings (Sword Art Online) (200)**: Programs have limitations in what they're capable of normally, just like humans, caps on their processing speed, resource allocation and access permissions for various parts of the file system. These tend to be absolute, much like how quickly humans can react or use their muscles, but you also share humanity's ability to break these on occasion. When so desired or unwillingly restrained in some manner you can throw off any restrictions placed upon you, whether that's being physically bound by chains or mentally bound by compulsions and spells. This can cause physical damage in exchange, depending on the strength of the restrictions, although never more than enough to badly injure you.

14.36. **What's Mine Is Mine (Naruto) (200)**: Poor Hashirama Senju. Decades after his death and people are still desecrating his body and implanting his cells within them. God forbid something like that happen to you. Imagine people like Orochimaru possessing your biological abilities by gaining access to some of your cells, or even cloning you! I'd say that would be hard but, in this world, it really isn't. It's a worry, or it would be, but there is something about you or, more precisely, about your DNA, something that actively works against all attempts to decipher it. The smartest beings in the universe could try for a million years to gain access to your DNA and they would come out with nothing. The greatest scientist could spend centuries trying to clone you and it wouldn't work. Your cells could be implanted in thousands of test subjects and not one would acquire any of your abilities. Now, if anyone manages to gain access to your DNA it would give them no benefit whatsoever, including technology that would scan your biology and DNA, so no Omnitrix scanning you. You can toggle this on and off as you see fit.

14.37. **The Force Of Will (Star Wars: Attack of the Clones) (200)**: Or do you want to forge your own path, break free of any shackles of predestined events? Your actions will change things regardless of precognitive abilities, destiny shaping effects, and other forces that try to ensure that things go along a specific path. For better or worse, canon can be derailed with your influence.

14.38. **Chosen by the Relic (Pokemon Mystery Dungeon) (200)**: There is a McGuffin Jumper, an artefact that is key to the fate of this world. It will only respond to a certain kind of people, and that sort of people are you. No matter what the normal conditions would be, artefacts of technology or magic will never question your worthiness from today onward. Even if you are the most unlikely of people to be

the chosen one, even if you're a coward too scared to enter a guild because someone shouted from below at you, your heart is pure and that is all you need.

14.39. **Beyond Faker (Fate/Grand Order) (200)**: You're a legend among legends, everyone knows that. You're undeniably you in your very own place. That's why it's so very easy to tell when you aren't you. People who try to copy you, no matter their normal level of proficiency with that art, just fall flat. Disguises are shoddily made, voices are horribly off, attempts to pretend to be you see the imitator forget vital information you should know. Even trying to copy your techniques or abilities will at best result in these same pale imitations they get elsewhere, with weakened abilities or entirely missing ones. Anyone who had actually met you could spot these fakes in a moment and even those who have never met you can tell that something's up.

14.40. **Memorable Occasions (Fate/Grand Order) (200)**: There's no way to be a protagonist if you're stuck fighting the rank and file. It's a lot more dangerous but the only way to really make a difference is going straight to the top. The guys who have names people actually know and remember. You'll never find yourself stuck in a conflict against the unimportant guys. Whether it be a war or just a competition, you'll clash against the important, the strong and the named guys. They're usually a lot stronger but they also happen to be a lot more important in the long run. You'll also find yourself meeting potential allies this way too, important people that might be on your side or able to be convinced to your side.

14.41. **Musashi Malfunctions (Fate/Grand Order) (200)**: It'd be awfully anti-climactic if a hero in the making like yourself just got winked out of existence with no chance to defend yourself. Wouldn't it be better to live to fight another day, even if that day was taking place in a different world? Attempts to kill you by erasing the world or time that you are in fail to work. If the universe is destroyed with you in it, you'll find yourself rather roughly flung into a new universe or timeline that is similar but different from the first. People can still blow you up, they just can't erase you by destroying the space-time construct that you exist in. If they want you dead, they'll need to do it directly. Or just blow you up from afar even still. Maybe invest in some good shields?

14.42. **Big Damn Lolis (Fate/Stay Night) (200)**: The way you just happen to always arrive right on time to stop the villain getting away or foil the hero's dastardly plot to ruin your evil plans, some people think you're really just waiting in the wings for something to happen. You're not quite that good of a planner though. Really, you're just lucky beyond belief when it comes to arriving at the most dramatic time. As long as it's not straining belief more than a little for you have gotten to some place quick enough, you'll always arrive to any heroically or villainously appropriate situation at the most dramatic time possible. You'll get to your captured friends just in time to block the executioner's blade or arrive just as the

hero thinks they've finished one foe off for good and has let his guard down. Just remember, stretch reasonable timeframes too far and you'll just get there late.

14.43. **Bad End Night (Fate/Stay Night) (200)**: Some days it seems like death or worse awaits around every turn and behind every door. A man could go mad at the constant paranoia and fear such ever-present death might impose. You though, possess a sixth sense of sorts. As death approaches, you gain a vague sense of impending doom. The closer your death approaches, the greater this feeling grows, until it feels like your heartbeats are blocking out all other noise. This gives no indication of what the danger is or where it comes from.

14.44. **I'm Here To Help (All-Star Superman) (200)**: You're probably used to strange or unusual powers being met with all sorts of emotions - terror, apprehension, disbelief. Calling upon extraordinary or otherworldly abilities can bring out the worst in those who lack such a thing, as they see you as a monster. But not here, not anymore. When you demonstrate new and amazing abilities unique or rare to the world, others judge you not on how you appear or what your powers are, but your deeds towards the rest of the world. Someone who sits in the middle is accepted for who they are and little more, but a true hero is seen as an amazing marvel and someone to admire for what they use such fantastic abilities for. However, particularly hateful or jealous foes can still hold you in contempt for such powers...just as Lex Luthor despises 'The Alien' to this day.

14.45. **Even Bad Guys Need Sleep (Chronicle) (200)**: Sleep is one of the best things in life. The ability to just turn off your mind for some time and escape the woes of life often goes awfully underappreciated, not in the least because it does have its drawbacks: one is left completely defenseless when asleep, and the mind is addled with more than a few problems if you lack it. That's why your body decided it'll just do away with those negative aspects. Whether you're asleep, unconscious, or in a drug-fueled haze that renders you unable to act, it is guaranteed that no harm will fall unto you. You enemies may still bind you to prevent your escape, but you won't get hurt, either due to you waking up in time before anything happens or nothing happening at all. And since you are able to rest without fear, you'll also do so restfully, with all sleep being entirely enjoyable. You won't even be groggy in the morning anymore!

14.46. **Now We Can Fight to the Fullest (The God of Highschool) (200)**: You have the ability to create small, overlaid pocket dimensions around yourself. Within this pocket dimension, which looks exactly like the environment around you before you activated it, any damage or destruction dealt to the surroundings will not carry over to the real world and living beings other than yourself and your opponents cannot be harmed from within the pocket dimension. The dimension will cover a few city blocks at first but as your power grows, so too does the size

of this ability. Perhaps you will one day be able to carry out entire wars within one of these bubbles, preventing the precious land from being torn up by the fighting.

14.47. **Workaholic (Sonic the Hedgehog) (300)**: Sometimes you wonder how some geniuses are able to build entire armadas within days or weeks of their last defeat. You become a walking factory of production. Building in masse is something that comes without issue to you. That one bot that took a week to build? Now that one bot is now 5. Or roughly 3x the size it was before. How do you even have the resources to build so much you say? The hell if I know.

14.48. **Changer of Fate (Sekirei) (300)** It's stated that an Ashikabi brings about a 'change of fate' for Sekirei. Now you can bring about that change to anyone else that might feel trapped or in danger by forces outside their control.

14.49. **Hammerspace (Demon King Daimao) (300)**: With this you can effectively summon from your Warehouse anything that you're strong enough to lift that can be affected by teleporting. You may also put it back. This just teleports things about while there.

14.50. **[Amateur Amazing] (Medaka Box Abnormal) (300)**: They thought you were too freaky to touch as a child, so they decided to pelt you with abuse and rocks from afar. At first you just thought they had shit aim, when they started missing. But then you realised that even when you stood right in front of someone, they couldn't hit you from a distance. You've become immune to attacks from range, impossible to hit from a distance. No matter what the attack is, it always seems to miss you, be blocked by something else, suddenly aim for something else or even just whiff entirely. The only ranged attacks that can get around this are those that don't target you directly, such as a bomb's explosive wave going off nearby or an attack that was targeted at someone else but you were within range.

14.51. **Ride The Rails To See The Sights (Generic First Jump) (400)**: Maybe you want to help blow up the Death Star, or fight on the walls of Gondor, or fight off the Agent Smith virus. For those events to happen, events before them kind of have to go a certain way. This is your guarantee of that. Now, as long as you do not deliberately cause large scale changes, the canon plot of a Jump's setting will proceed as expected, adjusting for minor alterations you might have caused. This can be toggled on or off, but once turned off, the butterfly effect may make a return to canon events impossible.

14.52. **Lucky Son of a Gun (Generic Fist Jump) (400)**: They say it is better to be lucky than good. Hopefully they are right, because now luck will be on your side. This is never blatant or extreme, but fortune tends to favor you, and bad luck always

seems to miss you. Your luck never runs out, but it might fail in the face of overwhelming power or skill.

14.53. **Racial Taboo (The God of Highschool) (400)**: The Taboo laid upon humanity is nigh absolute. Even the strongest human to ever live, Taejin Jin, a man who erased part of a country during one battle and could split mountains in two with one kick, could only lightly harm a Nephilim rank God with his strongest attacks. Once the taboo was lifted, that same man could kill those same Nephilim with a lazy slap of his hand. As a God you benefit from the Taboo laid upon humanity but in the coming years it is likely to be broken, one way or another. You will retain it however, in this world and any future ones. The taboo is now an innate part of your divine being, applying the same reduction to any attack against you that originates from a human being. Some attacks will damage or even kill you, depending on their power or special qualities, but anyone below the level of the monstrous Special Human known as Taejin is unlikely to even scratch you.

14.54. **Luck of the Devil (Battle Through the Heavens) (400)**: There is a saying in this world, that luck is a type of skill too. Those who are lucky are extremely skilled and you happen to be a master. Expect to have many lucky encounters with rare plants, or unique maps to hidden treasures. A dangerous poison you consumed by accident may end up helping you break through a bottleneck. This could alternatively be called ‘luck of a xianxia protagonist’.

14.55. **This Will Work (Flow) (400)**: Whether you’re genetically engineering something, stuffing a god’s sou into a corpse, creating life itself, or similar mad science most don’t get it on the first or subsequent tries.This is no longer the case for you anymore. Any experimentation or modification you do on any being will always work with no negative side effects unless you want them included. It is impossible to fail on any sort of modification or experimentation, even if it something impossible such as sticking multiple gods souls into a corpse. Whether it’s genetic, spiritual, or something else entirely nothing is impossible when it comes to applying science.

14.56. **Uncivil Servant (My Hero Academia) (400)** You might be trying to do good in your own way, you might not be, but either way you’re working outside of the law. That means you’re a bit bereft of resources and contacts, at least without this you are. Through the power of this perk you’re able to summon a copy of all kinds of private records at your discretion. Police reports, financial history, medical records, psychologist observations and more. You can pull up police and autopsy reports to help you solve cases on your own. You can cross check medical records with details on a suspect or victim to follow up hunches. Everything an enterprising vigilante could want and more. Just make sure you keep it on the down low since this isn’t exactly legal. To use this, simply focus on the kind of

record you're wanting and the power will do the rest. The files will disappear when you're done with them.

14.57. **Outnumbered (RWBY) (400)**: Quality trumps quantity every time, and Huntsmen are the embodiment of this idea, often facing hundreds of Grimm at a time. It doesn't matter if you're fighting ten foes, or ten thousand. Whenever you face a group of foes, their superior numbers grant them no advantage beyond moral support. As long as you would've been able to defeat them all individually, you'll have no problem dispatching them in a group.

14.58. **Gaia Power (Duel Monsters - Shadow Realm) (400)**: The Wild is your home, and it gives you strength. Your physical capabilities are at their peak in "Wild Places", uncivilized and untouched by society. You can 'make' locations into "Wild" places, and as long as you are within a wild place you can move and attack unseen, a master of guerilla warfare. Become the nightmare within the forest…

14.59. **Administrative Access (Sword Art Online) (400)**: Normally electronic devices have a series of access levels upon them, things a particular user can and cannot perform due to what tools and programs they can use. The average user of a laptop can surf the web and watch videos, but only an Administrator can install new programs, for example. This grants you those self-same Admin permissions, allowing you access to the debug and editing tools used to create the software, even if those weren't shipped with the user-end edition. Even if the world of a game is randomly generated, you are able to tweak the results in a local area as you desire, by temporarily modifying the algorithm's parameters. Want to render yourself invincible to all damage? Disable enemy AI? Change your avatar's appearance, spawn items and objects or give yourself a massive pile of money? With this, you can do all that and more, provided you're interacting with computer software. This perk is restricted during the duration of the death game, limiting you to only altering the virtual world's code if you find an Admin console somewhere within the environment, as well as failing to work on your NerveGear at all.

14.60. **Lucky (Naruto) (400)**: You are obscenely lucky with a capital L, random events always go your way, you trip over treasures and fortunes others would sell their soul for and your enemies always seem to suffer from something or other every time they come across you. This isn't a win button, however. If you piss off a being too powerful compared to you, you will be lucky enough to probably make it out alive if not in one piece, but that is better than most people get.

14.61. **Better Part of Valor (Final Fantasy 7 Remake) (400)**: When you're on a mission, you can't afford to die in a heroic last stand. This perk amplifies your ability to avoid catastrophe and ultimate destruction. You know when and how to

escape trouble should defeat seem certain, and almost always manage to save enough of your allies and resources to rebuild. Only the most complete and total defeats will leave you with nothing.

14.62. **People Believe in Me (Rise of the Guardians) (400)**: It can be tough, starting in a new place. If your power depends on how many people believe in you, then going to a world where no one believes in you is a pretty startling shift. And there will still be some of that, but at least this Perk will mitigate it. You see, with this Perk, in future Jumps you will Insert into each setting with a popular folktale legend based on you and a decent chunk of the world population — about 5% — already believing in your existence. It may not be as much as you had in the previous Jump (though maybe it'll be more), but hey, it's a start. Additionally, should you happen to have purchased any residential areas from other Jump Docs, be they as small as neighborhoods or as big as entire galaxies, then all of its resident citizens automatically believe in you and always will.

14.62.1. **Capstone-Boosted (Free with Guardian)**: It's all well and good to say you start off with a certain amount of people believing in you, but what about getting more? Should you gain power from how much a certain something is present in the world, be that an emotion or concept or simple belief that you exist, then you will be able to spread that certain something with your very presence. Or rather, events will just so happen to work out as to logically push them into it; it won't be instant, and with skeptics in particular may take some time, but just being around others seems to guide them into believing in you and what you represent.

14.63. **Like the Rising Moon (Rise of the Guardians) (400)**: The Guardians, both as a group and as individuals, did not come into being ex nihilo. The group was founded by the Man in the Moon, and its members became Spirits because of the Man in the Moon as well. When you share a goal with someone, you may gradually feed them energy to make them stronger and better able to accomplish the goal. The more they're devoted to the goal, the faster their growth. Eventually, after enough time has passed, they will evolve into a Spirit, and their growth will have gained enough momentum that even without your influence it will only be a century until they gain the power of a Guardian. This can apply to even the souls of the recently departed, though they will not be able to interact with the world until they are Spirits in full. Usually it would take a few years of regular interaction with a person to get them to the point of evolving into a Spirit; who knows how short it might be if they could be fed energy even when far from you?

14.64. **Anti-Discrimination Aura (Battle Through the Heavens) (300)**: Unfortunately this world's society has some deep rooted prejudices. People will often discriminate against other people due to their parents, status, or gender. When

people look at you though, they seem to miss or ignore all those little voices that tell them to look down on you for whatever reason. They will be completely neutral to you until you actually act.

14.65. **Protagonist (Re:Monster) (400)**: You possess a weird sort of luck, one that makes sure you always have a fighting chance and will generally have the tools necessary to survive any encounter you get into. Rarely will you find yourself overwhelmed, and if you are, it will be when you won't die from such a loss. You still need to recognize and capitalize on such advantages, and you will sometimes be pushed to the limit, but you will never be without the means to claim a victory. This will not save you from sheer stupidity, such as challenging an opponent so far beyond your ability you can tell you'd have absolutely no chance with what you have on hand and not taking the obvious hint to walk away. This will not make you instantly have a chance against such an opponent.

14.66. **Outside of Time (Pokemon Mystery Dungeon) (400)**: Don't you hate those time paradoxes? Yeah, me too. Travel into the past, change one thing, kill one mosquito, stop time from being broken by Darkrai, and boom! You're fading away within a few minutes. Well, that may have been until now. From this day forward, with this perk, you are exempt from any and all changes to the past that would negatively affect you and even guarantees that you being stuck in a world if you time travel will no longer work so long as you did it for the betterment of others.

14.67. **Never Too Late (Pokemon Mystery Dungeon) (400)**: Ever wonder how Rescue Teams manage to, time and time again, save Pokemon from perilous situations without being too late to save them? Me too, buddy. However, thanks to this you have now no longer to worry if you will make it in time, as long as you put in the genuine effort you will always arrive on time to save lives, stop atrocities and interrupt the evil plans of your nemesis. Mind you, you can't rely on it delaying the horrible fates forever, so hurry.

14.68. **Uncle Urahara (Bleach) (400)**: It's hard to explain just why so many famous men and women seem to think you're the apprentice they most desire. Maybe they just really like an excuse to mess with you, maybe your parents just knew everyone important in the world. But fact is, you have quite the habit of drawing unique but powerful mentors to help you out, especially when you know you have a challenge ahead you're not yet ready for. They tend to rely on dangerous training methods, sometimes even life risking ones, but they're incredible effective and you'll recoup results far beyond what might normally be possible for you. As long as you can survive. While some of these teachers might wander on their own way, others could be willing to help you out if your goals coincide or you really end up bonding with them.

14.69. **Power of Friendship (Bleach) (400)**: The hero doesn't fight alone, not these days. There's no reason that the friends he fights for can't give it a go themselves to help him out, especially not when they're in your presence. Your close friends and trusted allies grow stronger alongside you as you fight and continue to adventure, provided they're joining you in your struggles. To a lesser extent, they can take advantage of the speed at which you grow if they also make efforts to improve, likely to greatly increase their efforts. What makes you special in particular is the ability to awaken entirely new abilities in those around you, sometimes as a direct result of energy you project and sometimes as a coincidence of being wrapped up in the same schemes you're trapped in. The result is that normal friends or those too weak to really keep up in the struggles you face are able to develop powers that help bring them nearer your level. They might discover sudden Fullbring heritage to save themselves when you couldn't reach them or suddenly unlock a supposedly impossible transformation to recover lost power as a Hollow. Once they have their new powers, they'll be able to progress them as if they were truly inherent abilities.

14.70. **Protagonist (Re: Monster) (400)**: You possess a weird sort of luck, one that makes sure you always have a fighting chance and will generally have the tools necessary to survive any encounter you get into. Rarely will you find yourself overwhelmed, and if you are, it will be when you won't die from such a loss. You still need to recognize and capitalize on such advantages, and you will sometimes be pushed to the limit, but you will never be without the means to claim a victory. This will not save you from sheer stupidity, such as challenging an opponent so far beyond your ability you can tell you'd have absolutely no chance with what you have on hand and not taking the obvious hint to walk away. This will not make you instantly have a chance against such an opponent. This acts as a Capstone Booster.

14.71. **Refined Form (Re: Monster) (400)**: Those native to this world are not as inherently versatile as those that reincarnate, unable to draw on the expanded range of knowledge and potentially unique abilities possessed by these individuals. Instead, they refine what they know, make it better, and dedicate themselves to it. When you focus on something, be it the use of a specific weapon, the skill necessary to mine ores, or even the study of magical theory, you can slowly internalize this focus and make it a part of you, allowing it to shape your development and skills in a way that aids you more than it otherwise would. This will naturally make you more suited towards the skills related to what you've internalized and ease any restrictions on you for learning such skills. Over time, you may be able to enhance an existing focus to be stronger and offer greater benefits to you, especially as you Rank Up or gain associated Jobs, even unlocking new ones based on your foci. Alternatively, you may gain the ability to instead internalize a new focus, on top of the existing one, which will shift your affinities to overlap with it. This is easier to accomplish if the foci internalized are

related. An example of this is E, a goblin that grew fascinated with spirit stones and started to mine them regularly, developing into an affinity for earth that allowed her to eventually evolve into an Earth Lord, giving her great strength, durability, and the ability to control the earth itself.

14.72. **Human Ingenuity (Re: Monster) (400)**: Tools, weapons and armor, an equalizer for races that do not possess the innate strength and defenses of monsters; even with the more human-like monsters picking up the use of such equipment, humans are the ones that benefit most from such equipment. Physical equipment you utilize, whether that's a weapon, armor, or a tool of some sort, is more resilient and can handle greater forces put on it than normal, based on your own overall ability and skill with the piece of equipment. More than this, equipment you use is overall better in your hands than it is for others based on your skill with it. A sword will act as if it were sharper the better your skill as a swordsman, armor will provide greater defense the more used to it you are, and a hoe would be better at turning the soil the better you are as a farmer. Additionally, skills that rely on equipment, such as Slash or Bash, are more effective.

14.73. **Is This A Bad Time? (Justice League Unlimited) (400)**: You have incredibly good luck when it comes to attacking your foes. Whenever you're about to have an important battle you'll find that your enemies will always be inconvenienced or hindered during the fight. Maybe one of your earlier schemes prevented some of their backup form arriving, or maybe you just so happened to escape and enact your revenge right when your archenemy was helping save people from an erupting volcano? Whatever the reason, this perk will ensure that you always have at least a slight advantage during any fight where you'd need one.

14.74. **I Wish To Live As A Man (Fate/Grand Order) (400)**: God himself could come down from the Heavens and tell you your purpose...and you'd be able to tell him to jog right on. Your life is your own, not bound to anyone else's' desires or beliefs about how you should proceed. Your fate and destiny is unalterable by the unnatural influence of any other being, even He Himself, and you are free from any feelings of obligation that you do not willingly take on. Merely having abilities that grant power will never make you feel like you should need to use them nor will anyone ask for you to do so or expect it. Everyone around you understands that the actions you take will be those you decide to do and that the only way to change that would be to forcibly take control of your mind or body away from you.

14.75. **Eternal Sunshine (Fate/Grand Order) (400)**: When you walk in the room, it lights up everyone's faces. Unfortunately it's not your winning personality at work but the shining sun that follows your presence. Or perhaps another feature entirely. See, when it comes to conditionally activated powers, you've got the blessing of not really needing to worry about conditions. As long as you need to

satisfy a location or time based condition to use an ability or item, that time or location will overlay itself on you and your immediate surroundings. Need it to be noon to use your powers to their fullest? The sun will constantly shine down on you as if it were noon. Require being in a specific building to have your greatest abilities accessible? That building will overlay some of its features in the ground around you to ensure you can simulate being there just fine. There are some limits however. Time based conditions that do not occur at least once a year will not work for you through this and location based ones must be places you have been to and that are currently accessible in your current jump.

14.76. **Larger Than Life (Young Justice) (400)**: You truly lead by example; whether you're heroic or villainous, your actions have a profound effect on others, especially when witnessing them directly. Others will see your actions, and how you treat others, and seek to emulate them. This doesn't mean that they'll try to punch out someone with super strength or try to fly, but they will strive to be more like you in ways that are possible for them. What's more, others will see those that emulate you, and will emulate them in turn.

14.77. **The Duel with Honor (Tate no Yuusha no Nariagari) (400)**: To a hero sometimes honor is everything and to others it's useless but to a duel it's very important. So when you challenge someone to a duel with an equal bet should you win, your opponent would likely follow the rules and fulfill their end of the bargain. If by chance your opponent didn't follow the rules and cheated you of your reward fate and coincidence itself would conspire to give you the reward one way or another. The other benefits of this is if your opponent is using this duel for evil or injustice to others or yourself and the more the scale of the bet leaning towards your opponents the more likely you would win and gain even more rewards.

14.78. **Luck Above All (Tate no Yuusha no Nariagari) (400)**: Being a hero on top of being protagonist the shield hero is very lucky to help him in sticky situations. As the protagonist of this jump it would be bad if you die quickly as you begin so your fate, luck and coincidence combined their forces to keep you alive. No assassinations in your sleep, poisoning your food, destroying dimensional passage and etc... to kill you. Making it that no underhanded attacks and assassinations would kill you, hinder you probably but killing you is impossible. There's a downside for great things the more heroic and epic the battle the weaker the effect of this protection. The impossible to be killed by underhanded attacks and assassinations becomes possible but still heavily leaning towards your favor in keeping you alive. As a bonus, events or games of chance lean towards you, making you likely to win more than usual or arrive in time for events to happen.

14.79. **The Reformation of the Territory (Tate no Yuusha no Nariagari) (400)**: Building a territory needs manpower and time but with this say goodbye to those pesky things. This gives you the ability to move, place, remove, create and combine things in your territory. Normally you would need offering points but you only need to spend MP to perform this. This allows you to move, place and remove objects you're touching, inside of your warehouse or with the cursor in your field of vision when this ability is activated. You can create items with the recipes that you know and materials that you have in your warehouse and place it in your territory. Even combining two objects into one and gain the effects and abilities of the two objects. You don't need the supplementary skills of the legendary/vassal weapon in combining objects like the plant modification. It even allows you to modify the objects or buildings like a monster stable adapting to the specific type of monsters you want to rise in it. You cannot move, place, remove objects or buildings with occupation in it.

14.80. **It's Gonna Be Me (Flow) (400)**: It always seems that there are rare items, abilities, talents, energies, and many other things which can only ever be held or done by someone special, have a will of their own, or can be bonded to only one person. This is a silly limitation which is why you can ignore any requirements for anything. Nothing is too unique, cursed, or special in any world that you can't safely wield or use without drawbacks. You can use any weird enchanted objects, magic, power, and any selective McGuffin that is picky about who uses it. Things bonded to a single person will immediately recognize you as their true owner and jump ship. You'll trivially draw out the full potential and powers of any ability or object as they won't fight you on anything.

14.81. **Improbable Crafting Skills (Generic Isekai) (400)**: You're an expert at recreating modern technologies with atypical resources. Even if you don't know the full mechanics or manufacturing process for a particular item, you'll be able to craft it with local materials or supernatural abilities through experimentation or sheer magical power. Post-jump, you'll also have a much easier time interchanging materials and processes for technologies not native to your original world.

14.82. **The One Moment (Campione!) (400)**: Timing. It's all about timing. Asking out a girl, trying to score a new job, getting in a fight with the law. The results may completely depend on the timing of your actions. That final slash to your archenemy, that cool entrance just in the nick of time to save the princess, or when you try to have a heart-to-heart with your friend. Get it wrong and your archenemy survives, the princess dies and your friend are estranged. Failure is not an option. For you it never shall be again so long as you actively work towards making it on time.

14.83. **Polymorphization (The God of Highschool) (400)**: A trick you picked up after watching one of your co-workers' Charyeok turn into a cute girl, you're able to enact Polymorphization on any Charyeok or other like entity, including summons or familiars. This lets you grant these things full, human-level intelligence no matter what they are, and those already gifted with sapience will find their minds sharpened even further, and a humanoid, human-like form. What this form will look like is not up to you but in general, it'll be an attractive body that closely resembles their original form. Of course, just being human-like and aware of themselves won't make them disloyal to you and you'll find that beings that did not originally possess human intelligence and have been Polymorphed are much more affectionate with you then they normally would be.

14.84. **Pentakai Bench (King Arthur) (500)**: Just as every king has his followers, all drawn to him by numerous reasons. You have your companions. Whenever one of your followers are near you, both of you get a small boost of power, around a tenth of your or their base power. This increases with the amount of followers you have around you each getting the boost as well.

14.85. **Not Quite Dead (Rosario + Vampire) (600)** You are one hard person to kill. Not necessarily due to toughness but fate also seems to be dead set on your survival When it comes to matters of your survival your luck is Exceptional. You will just be knocked unconscious by fatal attacks as they just miss your vital organs. If you are alone, gravely wounded and bleeding out someone will find you and save your life. You have exceptional luck for surviving things that you shouldn't. However if you rely on your luck too often it will run out. This perk will not save you if someone checks to make sure that your dead. Nor will it save you if there is no possibility of your survival.

14.86. **Xianxia Protagonist (Generic Xianxia) (600)**: This is it. You're the star of your very own Immortal Hero novel, and you have all the upsides that grants! As such, just about everything will be easier on you. You will benefit more from training, becoming much more potent and advanced than other students. You have a knack for finding long-lost items of great power and mentors of awe-inspiring might that can let you grow more powerful significantly more quickly. Techniques and training methods that are potent, you shall show great talent for. Fate smiles upon you, for your enemies tend to have a more difficult time dealing with you. You will never be permanently killed by anything so mundane and pathetic as a mere fall down the stairs or choking on your food. Your plot armour is ridiculous, letting you walk away with stuff that would maim or ruin normal people. Lastly, you gain some insight into the nature of your enemies; it will help you when confronting them.

14.86.1. **Secret Technique Scroll (Free with Xianxia Protagonist)**: There are many hidden combat arts throughout the long and storied history of the

realm, and this scroll is but one of them. With successful study of the scroll, training in line with its instructions, and meditation on its deeper meaning, you will obtain a unique skill, one that will likely aid you in future training and provide you with unique options in combat. What the effect is is ultimately up to you but below are certain examples; Increasing the weight of an object the more spiritual energy you put into it. Being able to separate your spirit from your body. Concentrating all of your spiritual energy into a single point. Granting you control of all parts of your body, even your sweat and hair. Or maybe even making your skin become as hard as metal when you flow your spiritual energy through it. Or maybe cutting your enemy with your blade the instant before it actually connects. Ultimately, what this technique is and how it manifests is up to the buyer, but two things will almost always be true of it. The first is that it will always be limited to what a highly advanced practitioner of martial arts could do (or at least what they claimed they would be able to do in the distant past). And secondly, that it will improve and become more effective the longer and harder that you train with it.

14.87. **Natural Genius (Petals of Reincarnation) (600)**: If you were going to be as lazy and half-hearted as to give up all hope and rely on your ancestors for a free ride in life...well, you'd probably just have killed yourself a while ago. You're no Reincarnator. You're a natural, modern day Great Person. Whatever ability you may have gained from the Ancestor section is instead an innate power unique to you, always active and free of any compulsions to act in any way you do not wish to. It's your power, not borrowed from someone else. Amazingly enough, despite already being the sort of person to one day be used as an Ancestor, you're able to develop even more powers. By accomplishing great things, you can have those accomplishments turn into incredible abilities. For you, the greater the accomplishment, the greater the power you'll receive from it. Strangling a few hundred people and becoming well known for it may just result in supernaturally strong arms while changing the entire world with your discovery and popularisation of easy electricity use may leave you able to tear apart entire cities with lightning bolts sent from your fingers.

14.88. **Those who don't have the conviction (To Love-Ru) (600)**:Anybody that doesn't really want to kill you just won't be able to. This means you won't die from someone accidentally running you over or in a friendly spar, as well as protecting you from someone who is being mind controlled, manipulated, forced or similar. A person has to really want to end specifically you for any chance of success. This also protects you from becoming collateral(e.g. when the town you're in gets nuked), as long as it wasn't created/used specifically to kill you. This won't protect you from anyone or anything wanting/created to kill you(mindless minions and the like included), even if you were to use mind control or something similar to attempt to change their disposition. Like the reverse, controlling them will not

change the disposition - only actually changing their minds without force will make them incapable of killing you again. Yes, this protects you against Tsunderes.

14.89. **Under the Same Moon (Rise of the Guardians) (600)**: It's great being able to support your friends, but it's hard when all of your supporting abilities only work when you're nearby and you're nowhere to be found. Fortunately, the Man in the Moon doesn't even need to be on the same planet to lend his support, and neither do you. If you have Perks, powers, spells, or abilities that in some way support or strengthen others, but only in a limited range, only if some specific condition is fulfilled, only if triggered or activated, or only for a short time, then your allies and Companions will still receive the benefits of all of those abilities no matter the distance between you, even if an ability would normally only be able to affect a select amount of people. (If a beneficial effect might not always be desirable, such as invisibility, then the recipient may suppress these effects at will.) Of course, you won't be able to stack these benefits twice.

14.89.1. **Capstone-Boosted (Free With Guardian)**: Supporting your friends is nice. But many strangers are just friends you haven't met yet. If there is someone who you would approve benefitting from a supporting ability you have, then they do, even if you haven't even met them yet, even if you don't even know their name. This Perk has a certain amount of prescience; you need not fear these abilities benefitting someone who you approve of now but wouldn't later on. And for the people you already considered allies? Even more barriers are broken down. Previously, your supporting abilities could benefit someone almost anywhere, so long as they were in the same universe. But now? So long as they are someone you consider a friend or ally, they will benefit from your abilities even in different universes, even if they stay behind and you move on to a new Jump.

14.90. **Master Craftsman (King Arthur) (600)**: Thanks to being taught by faeries anything you make by hand is a great deal better than anything regular human can make. Armor is nearly indestructible and lighter than it should be, blades are sharper, blunt weapons have more force behind them, bows and crossbows can shoot farther and are easier to pull back. Even mundane items like baskets work better, though you can't give items mystical powers without being a wizard or something.

14.91. **I See Your Potential (Dragon Ball Z) (600)**: Your allies and companions may lament that they simply cannot match you. They can't hope to catch up, to be the behemoth of power and skill you may potentially become...or already are. That fear is now unnecessary. When you train someone in a skill or ability that is possible for your new student to learn, and one you know yourself, you will find

that the gap is quickly closed with enough training and effort. As long as you're personally teaching your student one-on-one, they will quickly race to the heights of skill you yourself currently rest at, able to make a student into a master with enough time. This only works for one particular set of skills (combat, a particular technology or science, knitting, etc.) at a time, but you'll find the top won't be so lonely anymore. Be warned, some people who know of this teaching prowess may take advantage of you and work to ulterior motives after learning what you know...use caution when choosing your students.

14.92. **A World with a Yellow Sun (With This Ring) (600)**: Something about your new home makes you stronger than you should be by a great deal. You are stronger, faster, more durable, and heal faster than you should. While on planets other than your home-world, all supernatural powers you have are an order of magnitude stronger than normal. In future jumps limited to a single planet, the same effect takes place in nations that your origin was not born in, with drop-ins having their starting location count as their "home" for purposes of this jump.

14.93. **Lucario's Legacy (Pokemon Mystery Dungeon) (600)**: Once upon a time there was a great Rescue Team leader known as Lucario. His deeds are so great and remembered with such reverence to this day that the highest rank of Rescue Teams can achieve was named after him. With this perk you won't instantly be as legendary as him, or have the Lucario Rank, but instead any great deed you have performed in this, past and future jumps can, at your discretion, become a known legend based on fact and people will associate, if you so wish, that legend with you. Not only does this give you incredible bragging rights, but your foes will be extremely reluctant to cross you, even those who could have a chance against you, and your allies will fight harder, march longer and be filled with the bravery and knowledge that you are with them, allowing them to overcome all fear and perform feats of legend. What's more, this perk also grants you another bonus: Any training, studying or other way of improving yourself, will now be 10 times more effective and never cease to bear fruit for you.

14.94. **Rolling With The Punches (Young Justice) (600)**: You've got uncanny luck when in combat that causes most projectiles to simply miss you, and the ones that do hit are extremely unlikely to hit anything that would cause you permanent damage. When you get struck dead on by someone stronger than you, there's a greater chance that their blow will glance off; still knocking the wind out of you and sending you flying, but not crushing your ribcage like a tin can. This effect is increased the more skilled you are in comparison to your enemy.

14.95. **Power is Power (Generic Worm Fanfiction) (600)**: There are forms of power. Economic, political, personal... and so many more. They all have their own uses, and their own significance... unless you have this perk, in which case it all starts to blur together, a bit. Put simply, all forms of 'power' you have now grow

together. The stronger you get in one way, the stronger you get in all the others. While the details of how doing more push-ups pads your bank balance are left to you, it does so all the same. Increasing your territory, getting more people in your faction and boosting your laser eyes are all tied together in ways no one quite understands, but everyone can see. In addition, it is a truism of life that the easiest way to get more power is to have power. For you, your powers are now a training booster not just for each other but also for themselves. The more powerful you become, the faster you can learn, train, and improve both yourself and things and people that are yours. This doesn't let you violate existing softcaps by itself but from now on you are not only immune to diminishing returns in your gains but actually see increasing returns.

14.96. **Fated Encounters (Fate/Stay Night) (600)**: You've got a habit of sorts, one of running into surprisingly powerful people that all seem rather happy to help you. A new friend made at school turns out to be a powerful young heir to an ancient magic family, for instance or a teacher who has a secret past of being a powerful enforcer for the supernatural dark side of the city. You'll frequently encounter these people, ones with special abilities or incredible skills, as you go through life and find that most of them are easily befriended or allied with by you. While often powerful or in possession of useful skills, these people would not change the course of the world on their own. Not without you there to push them into action.

14.97. **Within My Own Territory (Tate no Yuusha no Nariagari) (600)**: It's normal for a villain to have advantage when fighting within their territory. Even more so if staying in your base makes you powerful. By owning a territory even if you bought it, given to you, inherited from your family or stolen from others. When you're within your territory you receive a stat multiplier that multiplies all of your stats/attributes. The multiplier depends on the size of the territory. A village at bare minimum doubles all of your stats/attributes. The larger the territory the higher stats/attributes multiplier you would receive. Owning a country will multiply your stats/attributes by several times but owning a world will multiply it by tens of times. If your territory isn't functioning as intended, sheltering the people. The stats/attributes multiplier would only give you half of its effect. Like a village territory would only give you 50% stats/attributes boost. Yes there is no limit to the boost it gives but remember this is only effective if you're within your territory and going outside the limits of your territory would remove this boost.

14.98. **Gotta Have Power To Get Power (Medaka Box Abnormal) (600)**: Once you've had a taste, you can't help but want another and another and another. Power is an addiction, one that the world seems all too happy to feed into you. The more power you gain, the easier and faster it will be to gain more power. Personal power, supernatural power, political power, financial power, any sort of power or influence on the world around you will become easier and easier to gain as you gain more of that sort of power. At the early stages, this can be as simple as

growing faster or finding more sudden bursts of inspiration but later on you may find yourself gaining powerful mentors, finding great riches every day or even, eventually, just spontaneously developing new powers now and then.

14.99. **Plot no Jutsu (Generic Naruto Fanfiction) (600):** Are you even taking this seriously? It's like you're treating this world as your own personal playground or something. How many fortunate coincidences can one ninja benefit from, anyway? You're obscenely, ridiculously lucky. Bad luck never touches you, random events almost always go your way, you practically trip over things that you go searching for or will need later, and your enemies keep suffering from convenient attacks of stupidity, such as helpfully explaining how their powers work so you understand how you'll "never" be able to defeat them. This is not an "I Win" button. If your stupidity reaches the point where you are outright begging the universe to come smack you, it will. Still, the amount of crap you can now get away with before you reach the 'too stupid to live' threshold is downright mind blowing.

14.99.1. **Jinchūriki Boosted (Free With Jinchūriki)**: It turns out that luck and probability are like a cloth, and people are but insects walking on it. You were already a stone that pulled both towards you; now, with the weight of your beast added, it's grown really rather ridiculous. You are now the eye of Fate's hurricane, completely immune to precognition, postcognition and any similar abilities. The beast's might has brought you outside of even Fate's reach, and unless you will it, no binding of fate, prophecy or destiny can stay your hand when you want to do something. Furthermore, your luck reaches beyond yourself to cover even your plots and desires now; it's almost as if there's an omnipotent author out there who is warping causality to help ensure your success. Even your most half-assed lets-hope-we-get-lucky decisions are karmically boosted, to the point where the vast majority of the time they'll work just as reliably as an actual well-made plan! And if you're actually competent at plans, then your enemies will need either the keikaku doori of the gods or else a plot armor/armor-piercer of their own to match you.

14.100. **Hanyou (Generic Naruto Fanfiction) (600)**: Okay, you're special, Jumper. And everyone realises this! You find that people around you tend to practically fall over themselves to grant you artefacts, powers and abilities, be they superpowers or letting you summon their servants as your servants, or something in between. This happens most often with beings of great power and age, demons and demon gods, spirits and plain gods, but affects just about everyone. They never seem to care what other powers you have, even if they come from their enemies. Nor do they have much restraint in handing out the good stuff, making you among the most powerful ever empowered by them at a minimum. They do this most often through letting you share their bloodlines, or

souls, or something in that vein, granting you power that won't fade with time but instead only likely improves, though the latter is far from automatically assured. The bloodlines and powers you recieve in this way never harm you in any way, shape or form, and they always play well with each other, even if it makes no sense.

14.100.1. **Jinchūriki Boosted (Free With Jinchūriki)**: While the benefits granted by other gods can be great, nothing quite matches the beast sealed in you. Nonetheless, your beast has much to say and do about these blessings, including some really neat stuff. First, your jinchūriki regeneration has also been boosted, to the point where it can restore lost limbs and return you to full health from anything short of being ground into hamburger. This also affects more subtle things like diseases, poison or even aging, granting you eternal youth and health. Second, not only do your many blessings and boons play well with others but they now play off of each other, synergising and interacting positively wherever possible. The demon's power also strengthens these bloodlines, meaning that they tend to start growing stronger and richer with time. This can take a long, long time indeed, dependant on the nature of the power and the being who granted it, but it can be sped up massively through certain methods and techniques your beast can guide you through. So thorough is this increase that it's just a matter of time before your powers match the being who granted them to you, and slightly longer before you cross them and stand at the very epitome of their whole race or species, unless they were already there, of course. Even at this point, while the beast has no more advice for you, you can still keep improving if you can figure out how.

14.101. **Changing Destiny (Flow) (600)**: Fate, Destiny, whatever you wish to call it has sway over everyone and any resistance against it is often met with failure. You, however, are beyond fate's grasp making you one of the few who can say they truly have free will and as such no one can set you on a different path than the one you wish to be on. Fate's grasp on you is so futile that even if your future-self traveled to the past to tell you what you were doing is pointless it wouldn't matter for the future can be changed no matter what prophecy, time loop, divine sight, or anything else says. Those who seek to turn you and are protected by the fates or have prophecies about them will find their protection means little as they are killable just like any person. Prophecies, danger senses, those who see into the future and past, divination, and similar abilities that attempt to view or detect your past, future, or even present self will never work. There is nothing by supernatural/magical/technological means that can view your secrets unless you want them to. This immunity makes your presence alone able to disrupt any plans that were foretold or are in the making as merely by existing no one can plan around you. Nothing can ever be considered absolute or certain as you're the ultimate wrench in everyone's plans. You're even able to extend this effect to

those who you consider your allies allowing you to free people from the shackles of fate and become truly free while also granting similar immunities.

14.102. **Erwin Schrodinger (Petals of Reincarnation) (1000)**: An Austrian Physicist famous for his studies into Quantum Physics, particularly his experiments with felines. The Schrodinger's Box experiment resulted in a particularly scary probability based power being passed onto you. At all times, you know the probability of success of all actions you may take in that moment and with a thought, you may choose to enforce whatever possible route you see. So long as a particular event is possible to happen, you are able to force it to happen. A firing squad would miss every shot at you, even if you stood still and let them take a hundred retries. Similarly, you could kill every one of those men with a single bullet even with no shooting skills of your own. If an action or event is impossible however, you will be left helpless with this power against it. Schrodinger also makes his Reincarnators have the heads of cats when they turn into him.

15. Tools Domain (127 Perks) [Top]

15.1. **Inexhaustibly Mundane (Justice League Dark) (25)**: A pack of cigarettes that always has a few more smokes. A lighter that never runs out of fuel. A wardrobe with two or three dozen new outfits every week. With this option, you'll get an appropriate container (no larger than an average refrigerator) whose contents continuously refill every few hours or so. Besides this infinite refilling nature, these items don't have any other magical property. It won't work on anything alive and nothing gained this way will be anything close to nutritious. Additionally, you won't be able to use anything from this option as reagents in any potions or rituals. Finally, the container for these items is what's enchanted, not the items themselves. If you break the container the items come in, you'll have to wait until the next jump for it to restore itself.

15.2. **Wardrobe (Generic First Jump) (50)**: You possess an extensive wardrobe that will always include the perfect outfit for any occasion. This includes all accessories required, but is limited to mundane clothing, not armor or any form of supernatural clothing. This clothing and accessories all disappear if you attempt to sell them.

15.3. **Smartphone (Generic First Jump) (50/100)**: You have a top-of-the-line smartphone that never needs to be recharged or maintained, will instantly repair itself, is immune to malware and hacking, and always has a signal, along with unlimited data and memory. This smartphone can never be tracked, except by its own GPS app and its signal is completely undetectable. For the duration of this jump, it will assume a camouflage appropriate for the level. For additional 50 CP it will always upgrade to match the best equivalent device in each new jump, and

will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

15.4. **Training Suit (Generic Fist Jump) (50)**: This set of clothing, of whatever type you choose, has a positive effect on any training you do while wearing it. Your training will be twice as effective as it otherwise would be. The clothing will also self-clean and repair overnight. You can choose to change the nature of this clothing at the start of a new jump. Sweat suits and karate-gi's are traditional.

15.5. **Turbo Healing Potion (Overlord) (50)**: A blood red potion in a masterfully crafted glass vial. When used it banishes physical fatigue and restores half of your health instantly. Removes burns, scars, and can regenerate lost limbs (potentially). It also removes physical fatigue.

15.6. **Turbo Ether (Overlord) (50)**: A blue potion that seems to shimmer with an inner light in a masterfully crafted glass vial. When used it restores half of your mana instantly and removes mental fatigue.

15.7. **Magic Charger (Overlord) (50)**: A small hourglass shaped gem that can fit in the palm of your hand. When used it reduces the casting time of any one spell to zero.

15.8. **Ring of Sustenance (Overlord) (50)**: A golden ring that will resize itself to fit your finger. While wearing it you do not need to eat, drink, or sleep. You can still become mentally tired and need to rest, however. This item does not fade with use, but neither do you get extra copies of it. If lost, destroyed, or stolen it will reappear in your Warehouse in one day. Additionally it can not be worn on the same finger as a different magical ring. If you purchased a crafting class alongside this item then you, uniquely, know the process needed to make more.

15.9. **Hooded Cloak (Generic Harry Potter Fanfiction) (50)**: This is a hooded cloak for you to wear, in a colour of your choosing. Looks stylish, and it can change to any other hooded garment at will. The main thing about this, though, is that it makes it very nearly impossible to figure out who you are. Your voice is changed, your face hidden, and your build is non-distinct. No mundane methods can pierce this secrecy, no matter how advanced. Among magicals too, only those who are the very best at these things stand a chance. If you took the Unspeakable drawback you get one of these for free, since it's your work uniform, but the free version doesn't have CP backing so if you lose it or it gets destroyed you'll have to replace it yourself.

15.10. **Next Gen Watch (Arrowverse) (50)**: This wrist watch, developed by Harrison Wells of Earth-2 alerts you to the presence of metahumans & Speedsters in close proximity. Additional capabilities include voice recording and of course

telling time. Outside the jump it goes off when near the presence of anything supernatural.

15.11. **Musical Style (Medaka Box Abnormal) (50)**: A musical instrument of your choice. It's a high-end model, whatever it is, and very sturdy too. What makes it special is that anyone playing the instrument can perfectly translate the emotions they feel into the music the instrument makes if they desire, with the quality of the music rising alongside the depth and breadth of the emotions being channelled into the instrument. The audience will be able to almost tangibly feel the hopes and dreams that go into your music if you feel strongly enough.

15.12. **Laptop (Generic First Jump) (100/150)**: You have an absolutely top-of-the-line laptop. It never needs to be recharged or maintained, will instantly repair itself, and can always connect to Jump-Chan's Wi-Fi network, along with possessing unlimited memory. It also has perfect antivirus/malware protections and cannot be hacked. For the duration of this jump, it will assume a camouflage appropriate for the level. For additional 50 CP it will always upgrade to match the best equivalent device in each new jump, and will automatically upgrade to have all the abilities of any similar device that you purchase with CP.

15.13. **Security Pass (Generic First Jump) (100)**: This name badge will alter itself to be the appropriate credentials to bypass any security. It does not create any background records or add your name to exclusive lists, just provides a perfect fake credential. How else are you going to get to meet your favorite characters?

15.14. **Fist Weapon (Generic Fist Jump) (100)**: This weapon, which can be anything worn on the hand, such as brass knuckles, weighted gloves or a spiked gauntlet, will always inflict some harm on any target struck, no matter how tough or even invulnerable it normally is. This weapon can be a set, such as two gloves or gauntlets, and can be merged with the Handgear if you purchased that item as well. You can change the nature of this weapon at the beginning of a new Jump.

15.15. **Upgraded Weapon (One Piece: New World) (100)**: Perhaps basic weapons are not enough for you, in which case this upgrades any weapon you own with Sea Prism Stone, able to affect even Logia Devil Fruit users. For ranged weapons, you get a refilling stock of Sea Stone Bullets. Post-Jump allows the weapon to hit opponents or objects that are usually intangible or immune to the weapon's normal effect.

15.16. **The Good Stuff (Generic Medical Drama) (100)**: You like the drugs and the drugs like you. This is a pain killer without compare, available in both pill and drip form that banishes pain and clears the mind. It carries absolutely no risk of side effects, addiction or dependency beyond using it to alleviate chronic pain. You begin with a modest supply, and have the formula to create more.

15.17. **False Certifications (My Hero Academia) (100)**: Contained within, a variety of licenses, cards and official looking papers that can help you get away with most illegal activities if you don't attract too much attention to yourself or said activities. Keep your operations on the down low and people will let you operate as normal, such as if you want to do a bit of vigilante heroism while trying to look legit.

15.18. **Passport (Rosario + Vampire) (100)**: You have a valid passport and may travel freely between countries. This is something most monsters have trouble with. In other worlds you will always have valid travel papers to get from one place to another.

15.19. **Alchemical Ingredients (The Elder Scrolls V: Skyrim) (100)**: Sometimes it can just be such a pain to go searching for a specific flower, or monster's organ in some remote part of Skyrim. Well now that's no longer the case! You've got a satchel or backpack of some sort that's just loaded with high quality ingredients useful for potion making or other magical pursuits. While you won't find anything incredible in it this will make sure you never run out of the basic materials you need.

15.20. **Healing Nanites (The God of Highschool) (100)**: You receive a small case, within which are 10 syringes. Each of these syringes contains a small number of short lived nanomachines, designed to heal the wounds of injured humans. Just pop off the cap of one of these and poke it around the wounded area on someone and cuts will quickly seal up, bones will mend themselves and even bruises will fade. It's not that great on serious, late stage diseases or healing something on the level of a cut off arm or leg, but less than that and you'll be good to go just a minute after injection.

15.21. **Cape Database (Generic Worm Fanfiction) (100)**: This indestructible tablet contains an intuitively-searchable database of all publicly available information about capes. Nothing secret or classified, but if it was ever mentioned on the Internet or public news media about them then its been obsessively collected, indexed, and cross-referenced here for your convenience. The archive also stays up to date on published world, national, and local news and media involving capes. Furthermore, it's all been vetted for accuracy. Misconceptions and false data might still exist here, but only if the general public as a whole has been deceived about something. This database was compiled from only the highest-quality information available from either mainstream media outlets, bloggers, or social media. In future settings this updates to become a database on whatever 'important figures' might exist.

15.22. **Durable Super Suit (Invincible) (100)**: You have a beautifully designed super suit tailor made for you so that it fits perfectly. This suit is extraordinarily strong

and will even hold up during super powered combat without ever disintegrating. While it is durable, this suit does not increase your defenses: it simply survives through combat.

15.23. **Ear based telepathy communicator (Invincible) (100)**: This device also slides into your ear where it bonds with your skin and begins to allow you to communicate telepathically to others. This device allows you to broadcast your thoughts to others but not to read others minds or alter them in any way. While useful to communicate in a vacuum, the other person needs their own telepathy communicator to reply back into your mind without resorting to charades. This communicator does not affect your sense of hearing in any way.

15.24. **Field Survival Supplies (RWBY) (100)**: A basic assortment of items useful for survival that renews daily. Enough food for a group of four, basic medical supplies, camping gear, and various other sundries.

15.25. **Thieves' Tools (RWBY) (100)**: An assortment of small tools necessary for your--ahem--particular line of work. Lockpicks are just the tip of the iceberg. You have a tool for nearly any and every situation imaginable. All tucked nice and neatly into a folding leather case. Any lost tools will be replaced each night.

15.26. **Bag of Tricks (RWBY) (100)**: A variety of useful items for turning a fight in your favor or escaping from one unscathed. Smoke bombs, blinding powder, caltrops, ball bearings, steel wire, and so much more, all organized by type in the compartments of a small satchel. It will automatically refill itself with useful items as you use them.

15.27. **A Certain Card (Toaruverse) (100)**: In your pocket would be a certain card when showed to any staf of a hotel or apartment they would lead you to your room which is apparently rented and paid advance along with monthly fees by a mysterious benefactor as long as you intended to stay there. Also no one of the staf would stop you from bringing suspicious persons or opposite genders, they also tight-lip and doesn't gossip about you at all.

15.28. **Strange Juices (Toaruverse) (100)**: A dozen of variety of strange juices of strange name and color while some of them taste from ordinary to delicious but beneath that is a juice full of vitamins, nutrients and calories that is beneficial to maintain a person's body along with making it healthy. You gain additional one dozen per day or once you drunk it all.

15.29. **Smart Weapon (Toaruverse) (100)**: A gun with some automatic functionality which used infrared rays to accurately measure the target's composition, solidity, and distance. It could then mix the powder that would cause the most appropriate level of destruction, at which point the plastic would instantaneously harden to

form the bullet. It could then shoot through a steel plate or it could leave the bullet in a piece of tofu.

15.30. **Materia Set (Final Fantay 7 Remake) (100)**: Though SOLDIER gets access to the finest materia, thousands of Gaia's citizens take advantage of the convenient mako crystals every day. Everyone from Shinra's grunts to the freedom fighters of Avalanche rely on materia to stand a chance in this dangerous world. You've now acquired a set of materia orbs to give yourself an edge, and may choose three known materia to add to your arsenal. The orbs you select will change size to fit your given equipment. Only exceptionally powerful materia, like those of Holy and Meteor, cannot be purchased here.

15.31. **Buster Blade (Final Fantasy 7 Remake) (100)**: There are many things that set SOLDIERs apart, but the most obvious is their choice of weaponry. Many SOLDIERs, from Sephiroth to Zack Fair wield impossibly large blades as if they were lighter than a kitchen knife. Now you have an equally distinct blade. You may choose any style of sword that you wish, from a 7-foot katana to the classic chisel-shaped buster sword, and your blade will have three in-built slots for materia enhancements. If you're going to bring a sword to a gunfight, you might as well make it big.

15.32. **Comms Network (Petals of Reincarnation) (100)**: A set of a dozen modern smartphones, all linked to each other. No matter how far each phone is from each other, they'll always be able to communicate to any other of the set, though they may not be able to do so with outside phones or devices. The transmissions cannot be interrupted or jammed but it is possible to intercept them if you don't take means to prevent that yourself. It's also very easy to keep your attentions on your surroundings when using the phones.

15.33. **Soldier Do (Petals of Reincarnation) (100)**: The latest and greatest in military clothing. This all black, full covering combat suit is the best money can buy when it comes to stealth and defence in the modern world. Built in armour that doesn't hinder movement allow bullet proof vest like protection across the entire body whilst remaining just as firm against edged or pointed weapons. Softening most noises made in movement and even coming with a range of high tech eyewear for night or thermal vision, you've got everything you'd need for an infiltration mission, save for actual weapons. Aside from the weapon that is your body.

15.34. **Treasure Box (Arifureta Shokugyou de Sekai Saikyou) (100)**: Etched into a piece of jewelry, this is a powerful artifact that contains a small pocket dimension attached to it. As useful as can be to store things that you can't carry around normally. When called or desired the objects will appear at arm's length from you. If you want, it can be something like a bag or something else, although jewelry is the default for a reason.

15.35. **Masterwork Weapon (Mushoku Tensei: Jobless Reincarnation) (100)**: A sword is the soul of a warrior, especially a finely constructed one's. This sword is a master crafted by the best blacksmith of the kingdom and its qualities are that the sword that is ten times more durable and sharper than any mundane sword and has the properties that it never dulls its edge. It also has defensive measures that only you and those that have your permission to wield it as if not the sword would increase its weight that even a supernaturally strong person can't lift it. You could import existing weapons to gain these enchantments.

15.36. **Magical Staff (Mushoku Tensei: Jobless Reincarnation) (100)**: While relying on your own body to cast magic it would be better to have a magic staff to assist your magic casting a lot easier and faster. This Magic Staff's body is made from an especially rare magical wood and the magical stone is made from an especially rare magical beast. Making this staff really attuned to your magic and amplifying your spells of the magic systems that you have access with by five times more powerful while needing a lot less mana to cast or maintain. The staff is durable enough to take quite a certain amount of beating and you may import existing items or equipment to gain the effects of this staff.

15.37. **Elixir (Overlord) (100)**: A potion of swirling and shimmering chromatic color in a glass vial best compared to a work of priceless art. When used it fully restores health and mana instantly, cures all diseases whether physical or mental, removes poisons, removes curses, and heals burns, scars, and completely recovers missing limbs.

15.38. **Gate Token (Overlord) (100)**: A small coin of burnished metal that seems to shift with strange and eldritch colors when seen from the corner of your eye. It is inscribed with arcane runes that form the picture of a door. When used it allows you to cast the Gate spell. A Gate can open a portal to any location you have ever been to or have a reliable description of (a picture counts). This Gate can cross dimensional barriers (but will not let you travel to or from other jumps) and appears as a shimmering dark portal in the air. It lasts for five minutes and anyone can pass through it in either direction. If the location you desire to go to no longer exists, or never existed in the first place, it does not activate. Powerful wards or technologies against teleportation, such as those in an Yggdrasil guild base, can prevent it from working but it will ignore lesser protections.

15.39. **Wand of True Resurrection (Overlord) (100)**: An ornate golden wand, inlaid with precious gems and delicate filigree. Those that see it can't help but think it's an item that's capital H Holy. It has ten charges of the spell True Resurrection imbued into it just as the name would imply. This spell can bring back anyone from death with no loss in strength or levels, doesn't require a body, and doesn't really have a time limit on how long they've been dead. Only extremely high-tier

effects, such as Over-Rank Magic, World Items, or similar could prevent this wand from bringing someone back from the dead... or, alternatively, if the person doesn't want to come back they don't have to, though given how little cognitive thought souls are capable of it's unlikely they'll turn it down unless they're truly terrified of returning to life (for example, if you've been killing them over and over and bringing them back to kill them some more). Expended charges refresh a week after use. You do not get extra copies of this item.

15.40. **Divine Weapon (With This Ring) (100)**: You receive or import a weapon of your choice as a divine weapon. It can be considered an extension of your meta-physique, allowing greater control or synergy with your magic or domain, and grows stronger as your soul or divinity grows. Additionally, this weapon strikes more effectively than a mortal weapon, and is potentially capable of bypassing certain mundane immunities depending on the strength of your soul, such as cutting ethereal foes or weakening supernatural defenses. A sword, spear, bow, gun, sausage or other weapon may be chosen at your discretion (but a divine artillery piece is just asking for trouble), though weapons that require ammunition will drain arcane power or stamina to use. It should be noted that Power Rings already count as divine weapons for arcane purposes.

15.41. **Super Vehicle (Justice League Unlimited) (100)**: Whether it's an armored car or a bug shaped mech, this unique ground vehicle will definitely catch a lot of attention if you decide to take it out onto the streets. It comes with a set of front facing guns equipped with lethal and non-lethal bullets, a jet booster, and a computer with a video screen and communicator. You'll also receive a replenishing supply of fuel and spare parts for repairs. Finally, this thing should be able to shrug off most types of bullets your enemies fire at it, but high-caliber projectiles and RPGs can easily tear through it's armor or blow it to bits. If you have an existing ground vehicle then you may import that to use instead, either granting the existing vehicle the properties of this option or making the new vehicle an alternate form of the imported one. Can be purchased multiple times.

15.42. **[Normal] Quality Item (Re: Monster) (100)**: This item is a [Normal] quality item, on par with the Estocs Rou uses after Ranking Up to hobgoblin or the standard equipment possessed by Rubellia and her fellow humans when first captured.

15.43. **Feast for the Party (Tate no Yuusha no Nariagari) (100)**: As they say you can't fight with an empty stomach. In every meal you are served this high-quality and nutritious food enough for 12 people. Leftover food is preserved and stored inside of your warehouse. No matter how much eat you won't grow fat and become obese but rather it help maintain your fit form. The served food is varied enough that there won't be any repeated serving. It helps purify and detoxify the toxins and improves your resistance to it.

15.44. **Purified Hero Water (Naruto) (100/400)**: A specialized liquid from Takigakure with special properties that is produced once every hundred years from the giant tree that hides the village. You have a small container of such a liquid. This can be drunk to temporarily boost someone's chakra by a factor of ten, without any loss of control. Normally boosting your chakra by an order of magnitude would have a steep cost, shortening the drinker's life by an order of magnitude as well. Yours has been purified by the power of Jump-Chan, however, and only makes the drinker exhausted for several days after the effect ends. This container normally refills at the beginning of each jump or every 10 years, whichever comes first. Anyone else who drinks this without your permission gains no benefit from it. In that case, or if it is lost or destroyed, you will find a full container in your possession the next morning. For 400 CP, this container is always full, but no single person may gain the benefit of drinking hero water more than once every ten years or each Jump, whichever comes first

15.45. **A Whole Lotta Gems (The Elder Scrolls V: Skyrim) (200)**: Soul gems! You have a replenishing supply of each type of Soul gem ranging from the least to the greatest, let's say you get ten new ones or so of each type to use a week. Also it should be noted that they're filled so no worries when it comes to filling them.

15.46. P**SYCHO MASK (Medaka Box Abnormal) (200)**: A pale white mask in a design of your choice, perfectly fitted to your face. This specialised mask works to filter the air you take in, like an advanced gas mask that never needs replacement, while also focusing any mental powers that you possess. It's not going to multiply their power too much but you'll definitely see a fair boost in effectiveness and range when you are wearing the mask as opposed to when you are not.

15.47. **Everstocked Quiver (Generic Xianxia) (200)**: In this quiver lies an infinite amount of mundane, regular, yet high-quality arrows, crossbow quarrels, sling bullets, and throwing weapons of knives, shuriken, axes, darts, and bolos. Meant to aid hunting more than anything else, nonetheless you can still send an endless hail of projectiles down on your enemy - and your shots may still be not entirely mundane if you have such a capability. No more heavy than an empty quiver is.

15.48. **Divine Armor (With This Ring) (200)**: You receive or import a suit of armor of your choice as a divine defense. It can be considered an extension of your meta-physique, allowing greater control or synergy with your magic or domain, and grows stronger as your soul or divinity grows. It has increased resistance against arcane, divine, and supernatural attacks. At its base, it can endure a single lightning bolt thrown by Zeus without being damaged, though it can grow without upper limit as you do.

15.49. **Slush Fund (Invincible) (200)**: You now have access to a slush fund, all of the money in this fund is yours, and as far as any government or other organization

is concerned fully above board with all pertinent taxes paid. This fund contains 2 billion American Dollars in buying power circa 2017. All money in this fund can perfectly convert into whatever the local currency is. Money can be withdrawn through cards the fund generates if you wish (debit or credit) or into physical and legal currency by simply willing it to appear. This fund has an additional 2 billion added once per year at midnight on New Year's Eve. This fund can be accessed through whatever the standard is for your locale. If bought multiple times each additional purchase of this perk increases the base amount of the account and annual amount refilled by .5 billion. (E.g. buy it twice get 2.5 billion, buy it three times you have 3 billion base + 3 billion added to the account per year.)

15.50. **Space Racer's Bike (Invincible) (200)**: You have received a perfect copy of Space Racer's space motorcycle. It is a flying motorcycle that can fly extremely quickly, fast enough to keep up with a young Viltrumite, and is able to go FTL at the speed of full on capital ships.

15.51. **Robot Suit (Drone or Armour) (Invincible) (200)**: You have a high tech suit of armour, or drone on the level of those created by Robot Rex in his final confrontation with the Viltrumite host. This suit is almost good enough to fight on par with a veteran Viltrumite in the hands of a skilled user. It is immensely durable and fast, and it augments the user's senses and reaction times. It is chock full of high tech weaponry of essentially every kind (lasers, plasma, missiles, etc...) and if destroyed is replaced in 24 hours.

15.52. **Supersonic Passenger Plane (Toaruverse) (200)**: A private plane that you can summon or stored in any airport and it is the usual passenger plane with the size of eighty meters long. The plane can fly at seven thousand kilometers per hour and ignores the G force making every passenger comfortable at riding it even it's flying at that speed. It also has an auto-pilot function that can go anyway that you want and sophisticated enough to dodge missiles and bullets along with it having infinite fuels.

15.53. **Heavy Meteoric Blade (Battle Through the Heavens) (200)**: A large unbreakable black ruler like blade. This was forged from fragments of a meteorite, and originally obtained by Yao Chen. The blade has the effect of suppressing Qi, even that of the wielder, and as such makes for a great training tool and a strong weapon. Its weight grows to always be a challenge to lift.

15.54. **Heroic Gear (Arifureta Shokugyou de Sekai Saikyou) (200)**: When the summoned heroes appeared, both the kingdom and the church made sure that they had the best equipment at their disposal to battle the opposing demon forces and the monsters roaming around the world. This is a complete set of that gear, perfect tailored to your measurements and enchanted to take maximum advantage of your job.

15.55. **Snow Globes (Rise of the Guardians) (200)**: These may look like ordinary snow globes, but actually they're so much more. By shaking one and saying the name of a place, then tossing the snow globe against the ground, you can make a portal open to the place you named. You get three, and any used ones are replenished at the end of each day.

15.56. **A Technical Machine (Pokemon Mystery Dungeon) (200)**: This is a TM, a single one yes. However, this TM can not only be used infinitely, but can be any move known to exist in Pokemon Mystery Dungeon and can be taught to anyone regardless of whether they can learn it or not. The only restriction is that it cannot be Transform or the signature move of a Legendary Pokemon.

15.57. **Illusionary Ring (Mushoku Tensei: Jobless Reincarnation) (200)**: Sometimes you want a day off but you are too recognizable for clothes even if you wear plain clothes. With this magic tool it would allow the user to take the shape of another person. This magic tool took the form of two rings: a green ring, and a red ring and the person wearing the green ring would become identical in facial features and hair color to the person wearing the red ring. Unlike the original this changes the users height, build, voice, and the eyes colors making them indistinguishable to others without detailed probing or analysis.

15.58. **Box of Dials (One Piece: New World) (200)**: A large box of shells with a variety of uses, these can allow a normal person to stand toe-to-toe with powerful opponents given enough planning and skill.

15.59. **Anima Book (Flow) (200)**: This large blank book contains limitless amounts of pages for drawing, journaling, and anything else and can be summoned to your side at a moment's notice. This relic has the power to store an infinite amount of abilities and along with the power to supercharge them. A person could put in a spell, curse, elemental ability, or any other special power that can be projected on the outside world. When these abilities are stored in the book they are supercharged making them much stronger than normal. The longer these abilities are stored within the book the stronger they will be when released.

15.60. **Black Pills (Flow) (200)**: This large suitcase is full of of little black pills that refills itself whenever empty. If swallowed the pills allow anyone to gain the powers contained within the pill. Originally one could gain a fraction of the power of the Black Turtle, however, your pills can be modified to gift a power from any one of your abilities. It could be an innate power, from one of your gods, magical, or something else entirely. Whatever the case once swallowed these powers are a permanent part of the person although they will never reach the level you have with the power.

15.61. **Mother Box (Justice League Unlimited) (200)**: An alien computer connected to the Source capable of interfacing with a wide array of machinery, projecting holographic images, providing information about topics known to the people of New Genesis or Apokolips, and creating portals between planets vast distances apart. This device is so advanced that it could reprogram a machine on par with Brainiac, but you have to directly attach the Mother Box to whatever it is you want it to interface with in order for it to work.

15.62. **HUD (Young Justice) (200)**: Your costume's headpiece, if you choose to have one, now incorporates a head-up display. Your HUD automatically maps out what you see, providing a mini- map of the area's you've visited, and is capable of multiple types of vision, including thermal and X-ray. It can also connect to the internet, and incorporates facial recognition technology making it capable of feeding you information on your target if it exists.

15.63. **Weapon Cache (Fate/Stay Night) (200)**: It pays to be prepared. You'll gain a large briefcase containing an assortment of grenades and flashbangs, explosive charges, a submachine gun, an assault rifle, and a collapsible sniper rifle. All the ammo and grenades replenish at the end of every week.

15.64. **Holy Vestments (Fate/Stay Night) (200)**: A notably powerful holy artefact, this enchanted priest's cassock is one of the better protections the modern magical world has to offer. Covering everything from the neck down, its holy protections are enough to fend off anything short of a high powered sniper rifle in terms of mundane weapons, with anything lesser being lucky to deal bruises. It also has strong protections against unholy weapons, significantly reducing the power of any evil or unholy attack or spell used on you whilst wearing this. If you have a particular outfit of clothing in mind already, you can instead transfer these magical protections to it.

15.65. **Standard Consumable Items (Tate no Yuusha no Nariagari) (200)**: A hero can't always rely on their magic and skills to pull their way out of battle. Sometimes there are places that prevent magic from activating. This provides you medicine and potions of excellent quality for curing illness, treating curses, recovering hp/mp/sp and etc... It is stored directly inside the warehouse in a separate room with it being organized and categorized perfectly in chest/box and warehouse shelves. This provides a dozen bottles/pieces per medicines and potions. On the bright side, this item is generated weekly and nothing is preventing you from stockpiling it for your personal use or just selling it later.

15.66. **Utility Belt (With This Ring) (200)**: An adventurer's toolkit, containing smoke-bombs, lockpicks, some incendiaries, handcuffs, and whatever other minor preparatory gear a vigilante could buy or make and fit in this handy utility belt.

15.67. **Legendary Gear (Generic Naruto Fanfiction) (200)**: Well, this isn't exactly what one would call recommended Ninja Wear, even in this world of ninjas being battlemages instead of shadowy assassins. But all the same, it's good stuff, and it's yours. This a full set of equipment, with full armour, and one two-handed weapon, two one-handed ones, or a weapon and a shield. Each of these is one of the finest pieces of it's type in the world, capable of laying low S-Rank Ninja and even doing serious damage to beings like the Bijuu. Moreover, they needn't remain at this level forever. Indeed, each piece of this gear improves in all fields of quality right alongside you, always remaining as much better as its base state is to a normal academy graduate.

15.68. **Crafting Materials (Generic Isekai) (200)**: You have a collection of respawning supernatural crafting materials from this world.

15.69. **Scholarship (My Hero Academia) (200)**: Some schools may have difficult tests and entrance exams to weed out unwanted or those not cut out for their classes, but certain people can skip this process. You have this nifty scholarship which you can use once per Jump on whatever school you may be applicable for, suddenly gaining a solid recommendation from someone trusted by the staff or leadership of the school and whatever tuition is needed to attend. In this Jump, you could use this to bypass the testing phase even for somewhere upscale like Yuuei or its rival schools just like Yaoyorozu. A special note though, adults can't suddenly get back into middle or high school, but they could still use this to get into and attend various colleges and universities both here and in later Jumps.

15.70. **Devil Fruit (One Piece: New World) (300)**: One of the rarest treasures in the seas, you have come into possession of a Devil Fruit. It's exact nature is up to you, but keep in mind there can only be one of each kind, and even the weakest of powers granted are an incredible boon. Unfortunately, the price of eating one of these is the loss of your ability to swim, and becoming weaker when submerged in any kind of water. Post-Jump this weakness to water goes away. Can be taken multiple times.

15.71. **Supreme Grade (One Piece: New World) (300)**: Much like Dracule Mihawk and Edward Newgate, you now own one of the 12 Supreme Grade Weapons, the very pinnacle of what weapons should be. Having been drenched so much in Armament Haki, they are able to bypass any supernatural defences or immunity even in the hands of a novice, and cannot be destroyed by any means known in this world.

15.72. **Talisman (The God of Highschool) (300)**: Hanging around your neck is a pretty piece of jewellery. Could be a golden cross, a string of pearls or just a nice little amulet with a picture of someone precious to you. This necklace is able to draw in the life energy that flows through your body, with no upper limit on how much it

can store and no level of decay in what is stored within the item. At any time this Talisman is on your body, you may reach into its stores of energy and draw out as much as you want, up to the limit of what you have put in over the time you have had it. Store a little bit every day and you could find yourself with a huge emergency reserve after a few years. Why, you might even be able to crush one of the Gods beneath your feet if you let those years of gathering go in one shot.

15.73. **The Elder Wand (Generic Harry Potter Fanfiction Jump) (300)**: Possibly the most powerful wand ever made. Made either by Antioch Peverell or Death, no one wielding it can be beaten in a magical duel by anyone who is in death's power. That is, no one who counts as a mortal can beat you in magical combat while you have this. This wand doesn't protect you from thieves or assassins, and if lost in such a way, will not return until the jump is ended unless you go take it back yourself.

15.74. **The Resurrection Stone (Generic Harry Potter Fanfiction Jump) (300)**: This is a small black stone, about the size of your average pebble. This too, was made either by Death itself or by Antioch's brother, Cadmus Peverell. Turn it over three times while thinking of the name of any dead person, and you may summon the shade of the person to you. The shade has no powers, but the exact same memories, knowledge and personality the person had in real life. One thing to take note of is that while you may summon anyone and they will come, they are not bound to answer any of your questions or tell you anything. You are not their master, after all.

15.75. **The Cloak of Invisibility (Generic Harry Potter Fanfiction Jump) (300)**: This is the third item of the set of Deathly Hallows. Again, made either by Death or by Ignotus, the third Peverell brother, this cloak is a timeless, eternally functional invisibility cloak. In addition, you don't age while you have this on, but only when you have it on completely, meaning no part of your body should be visible. No magic except that cast by the Elder Wand, or of a similar strength can penetrate this invisibility, and attempts to summon this cloak from you fail. In addition, you can always see it unless you want otherwise.

15.76. **Wakandan Armory (Marvel Cinematic Universe Vol. 2) (300)**: By this point, there are likely questions about Wakanda. Questions on why they would hide such wondrous technology if they had the ability to change the world so thoroughly and elevate humanity into an age of prosperity. The answer is that not every piece of Wakandan technology is applied towards peace if entities like Ultron and Klaue are any indication. This purchase grants you access to such technologies, with things like Sonic Spears that can destroy a tank when it is fired, or Vibranium Gauntlets which can fire energy blasts capable of sending entire groups of people flying backwards and subdue low-level superhumans. There's even cybernetics here that could fire off blasts of concussive pulse

waves that could crush vehicles and disrupt some forms of nanotechnology. Please be careful with who you arm with this. You may apply a discount to this if you instead take only one item each.

15.77. **Legendary/Vassal Weapons (Tate no Yusha no Nariagari) (300)**: Be it the legendary or vassal weapon they are powerful spirits in the form of weapons meant to save the world. Each of these weapons take a variety of forms, some are meant for fighting while others are meant for support. Pick the form of your weapon, it can be a carriage, scythe, sewing set or something that belongs in a category like hunting tool. You can import existing equipment like weapons, armor, accessories, everyday items or even a set of equipment. Depending on its form most of its abilities and function will be geared towards its form but it would always have ways to attack. The weapon possesses a gem that acts as the functional matrix to activate abilities, this gem persists in every weapon form. The legendary/holy heroes cannot gain experience if they are not 1km apart but it doesn't affect the experience gained by their companions. They cannot equip weapons with intent of using it for battle other than the legendary/vassal weapons. The weapons cannot be removed and if thrown it would appear back to the heroes' hands. It prevents the legendary/holy heroes from traveling between worlds unless they get express permission from powers such as a guardian beast or the spirit of the legendary/vassal weapons but vassal heroes can freely move between worlds. As this is Jumpchain to be fair it doesn't matter if you choose a legendary or vassal weapon all of it gains 4 strengthening methods. Pick a strengthening method in the Notes Below, 1 passive-method labeled as Core and 3 active-methods. Its main power is to absorb the parts of monsters, materials like rope, ore, herbs or items to unlock new forms with abilities based of the absorbed parts or materials. As the wielder of the weapon it removes your level cap that everyone in this setting has aside from the legendary/vassal heroes allowing you to level-up without limit. It has the function to automatically craft items with the limitation that the recipe must be known by the hero and only dropped items or created items by the hero can be used but the result is fixed to normal quality. Upon defeating an enemy, there is a chance that it may drop special items that include weapons, armor, crafting materials, and monster parts. This also makes the heroes immune to slave seals and other control-type curses, and inventory that can be used to store items. Grants a hero-exclusive energy called SP that is used to activate the weapon skills. It provides strengthening methods that drastically improves the weapon forms or the hero. The spoken language is translated to the user's mother language but doesn't translate the written language. When the waves occur the weapons automatically summon the heroes and their respective parties are transported to close proximity to the waves of calamity. Then copy identical forms of the weapon and store them for later access. Even transforming into different variations forms of the weapon that grants you equip bonuses, such as stats, skills, and abilities. The variations can become mastered with enough experience, allowing the user to permanently

retain the equipment bonuses even if they switch transformations, some bonuses remain exclusive. It multiplies the experience that yourself and your party members gain that everyone will reach levels that would normally take years of intense training and hunting monsters in months. Unlike the original, these weapons purchased here are soul- bound to the user, cannot be stolen, dismissed by the legendary/holy wielders, corrupted, severed, sealed, disabled or hacked by any authority, abilities or items. This gives you access to all of the strengthening methods in the Notes Below. As the legendary/holy heroes you can gain experience even fighting near other legendary/holy heroes and it doesn't affect them too. Even equipping other weapons with intent of using it for battle is possible and the legendary/vassal weapons won't prevent it. You don't need permission from a guardian beast or the spirit of the legendary/vassal weapons to travel between worlds as you can travel freely. The automatic crafting only needs the recipe and the raw materials of existing monster parts, ores, herbs etc... can be used for crafting now but the result is fixed from normal to excellent. Even the inventory is now directly connected to the warehouse allowing you to take items via your legendary/vassal weapons or auto-crafting can directly access the warehouse for ingredients. When crafting manually the completed items are recorded to the legendary/vassal weapon with their recipes allowing you to auto-craft them later. The crafting speed of the auto-crafting is based on your level and actual skill making it craft faster and in larger quantities the stronger and skilled you are. The translation even translates the written language to the user's mother language. You are not limited to copying weapons in the form of your legendary/vassal weapon, as you can now copy a scythe even if the legendary/vassal weapons form is a sword. Then unlock a sword form with the stars, abilities and skills of the copied scythe. The experience that yourself and the your party members gain that everyone will reach levels that would normally take decades intense training and hunting monsters in months. Certain locations, items, skills and abilities cannot prevent you from changing your weapons forms or preventing you from teleporting. You can bestow energy to vassal weapons that lost their world to restore it into perfect form and keep it functioning, No matter which version you have both had this function. When unlocked multiple but similar forms it merges into one form that has the stats, abilities and skills of its fragments. Any monsters that you train/raise always turn into a queen/king of their race and count as followers. There's no duplicate bonus abilities from new forms, it can be either an upgrade, new ability or stat bonus. You have three forms of teleportation, 1 allows you to teleport on set locations you've been, 2 allows you to teleport on registered or nearest dragon hourglasses, 3 allows you to teleport on where you left your pins. Then transporting entire armies into waves of calamity provided you register the commander officer of the army into your party as Back-up Battle Formations. After this jump you would unlock all Strengthening Methods that you don't have but its enhancements are only half the potency of the original.

15.78. **Tinker Tech Cache (Worm) (300)**: You get a decent sized cache of Tinker-Tech whose nature is up to you. Whether you want a large variety of computing and programming devices, an armory full of futuristic guns and weapons, or maybe just a ton of Tinker tools for your personal use. There is nothing crazy in here, but even basic Tinker-Tech is far more advanced than anything on modern earth.

15.79. **Police Scanner (My Hero Academia) (400)**: Looking like some completely normal police scanner you'd buy off the internet, this isn't something so simple, and neither are the reports coming through. This police scanner alerts you of crimes in progress in your current town or city, or just in your immediate area. This includes crimes not currently reported, allowing you to rush off and prevent injustices that may have passed under the watchful eyes of the law.

15.80. **Power Pole (Dragon Ball Z) (400)**: A copy of Goku's own Power Pole, now tailored to your use. A magical weapon that can grow to 28 times Earth's diameter from 1 meter, or anywhere inbetween. It cannot be destroyed or broken, but it can be lost. If somehow lost beyond your reach, you get a new one the following week.

15.81. **Experimental Dust (RWBY) (400)**: A very complex and experimental blend of Dust. Tentatively dubbed Annihilation Dust, it seems to unravel matter on an atomic level when activated by aura. Very dangerous, but potentially supremely useful. Hopefully you can make good use of it. You receive a single crate of it which renews every week.

15.82. **Book of The Pagan Heroes (Campione!) (400)**: One of the few Grimoires written by human hands and that possess written spells and magic inside. It contains spells strong enough to harm Gods and Campiones, although mastering them may take a while. It was based in the myths and records of several god-slaying beings in pagan religions.

15.83. **The Level Upper (Toaruverse) (400)**: An audio file stored inside a portable music player when one listen to it, it can turn a level zero into a level one within a week for one hour of listening per day. The abilities of the user gains tends to be the abilities that they want one way or another unlike the original this version of the Level Upper has no nasty-side ef ect and traps and the only downside is it takes time for one to increase their level once they become a level one. Once someone becomes a level one it would take ten years to reach level five with one hour of listening per day as additional hours would have no ef ect and you can also spread the audio file if you want. Post-jump you can use this to give a normal person with Esper ability that they want and they would only need to listen for an hour to become a level one but the time needed to reach the level five is still the same.

15.84. **Big Globe (Rise of the Guradians) (400)**: A large model of the Earth. You may identify a specific grouping of people, such as children who believe you exist, or people with hope in their hearts, or simply people with blond hair, or some combination, and have the globe be decorated with spots of light in each location with a person fitting that description. Updates in future Jumps, should you travel to a place where the geography is different.

15.85. **Soul Weapon (Mushoku Tensei: Jobless Reincarnation) (400)**: This weapon is crafted from a piece of your very soul especially a beautifully crafted blade and scabbard. Its initial qualities are that its unbreakable, sharp enough to cut steel in its purest form and it never dull its edge along with an ability to weaken someone's Battle Aura or Defensive Magic/Abilities. It also grows sharper and stronger the stronger you are as it has the ability to weakened someone's Battle Aura or Defensive Magic/Abilities scales on your level of power, as Saint-Rank Warrior you can bypass a someone at the same level's Battle Aura or Defensive Abilities and weaken a King-Rank's Battle Aura or Defensive Abilities and etc... It also has defensive measures that only you and those that have your permission to wield it as if not the sword would increase its weight that even a supernaturally strong person can't lift it. You could import existing weapons to gain these enchantments.

15.86. **Magical Power Armor (Mushoku Tensei: Jobless Reincarnation) (400)**: A magical armor that increases the wearer's physical capabilities by replicating Battle Aura of a Warrior. Unlike the original and its successors this version is a lot more practical that it's small and thin enough to cover your entire body except the head along with it auto adjusts to your size and build to be worn underneath the wearer's clothes unnoticed. The material is strong enough to take several hits from a God-Rank Warrior or Magician before being damaged and any damage it sustains would slowly be repaired completely within a day. Its main power is to grant the wearer an Artificial Battle Aura that increases their strength, speed, durability, reaction times, spatial awareness and resistance to magic that would rival an average God-Rank Warrior. It also has its own power source and can operate for an indefinite amount of time. You may import existing Power Armor or Mecha that you own to enhance them with this magic array and materials of this magical armor along with any changes and improvements that you done with it would be permanent. On the side-note those who have Battle Aura will be added to the Artificial Battle Aura of the Magic Armor further amplifying the effects of the Magic Armor allowing you to rival the Fighting God with his Golden Armor in pure attributes only.

15.87. **Epic Wand (Generic Harry Potter Fanfiction Jump) (400)**: Now where did you get this beauty? This is a wand, of the very highest quality and power. In fact, it might just be safe to say this is one of the most powerful, best-crafted wands in the world. And it's made specifically for you. Firstly, it is compatible with any and

all systems of magic you can use, regardless of whether or not they normally use foci. And it's not just compatible, but actually amplifies the effect of any spell you cast with it by an order of magnitude, if not slightly more. Even spells that don't exactly depend on power have their effects boosted in whatever way would best make sense. You may choose the boost to be less than the maximum if you want people to be unaware of how potent your spells can be. Finally, magic cast with this wand is utterly undetectable to any means other than someone seeing or hearing you doing it, whether directly or through having been looking at you remotely somehow at that exact time. This does not mean that anything you enchant with this will register as mundane, but rather no one would notice you actually enchanting it. It does, however, make it so that nothing can be traced back to you, scrambling any 'magical signature' you might have. As an extension of this effect anyone attempting to "check" your wand to see what spells have been cast through or with it will be unable to detect any spell use you would not want them to know about. It expands into a cane or a staff at your will.

15.88. **Human Transformation Pill (Battle Through the Heavens) (400)**: Generally at rank 7, a magical beast is able to assume human form. This grants them the advantages of both species. That is why this pill is so valuable. Being a rare tier 7 pill already makes this extremely valuable, but this miraculous pill allows those who consume it to gain the body and cultivation speed of a human. To humans this means little, but to magical beasts it would mean that those who are ranked lower than rank 7 could directly and notably increase their cultivation speed.

15.89. **Bow of Hercules (The God of Highschool) (400)**: The mighty bow of Heracles himself. A single shot from this bow, even from a normal human and with a normal arrow, has the power to split a truck in half and destroy the road behind the vehicle. As the user's power increases, so too will the force they may fire the arrows with, as long as their physical strength is also matching. Any arrows fired are also coated in a weakened hydra's blood, which will weaken any struck target's body over time.

15.90. **Mjolnir (The God of Highschool) (400)**: A super heavy war hammer made for one handed use. The hammer is also able to emit blasts of lightning but it's most special property is in fact the ability of the wielder to absorb the hammer into their body. This allows the user to charge their physical strikes with much greater force than usual, imbue their body with huge amounts of electrical power to attack foes with and continue to use the usual traits of a National Treasure even with it inside their own body.

15.91. **Walmung (The God of Highschool) (400)**: A dark silver broadsword with a bird wing shaped hilt, it covers the users' right arm in plate armour when brought about. This sword is especially strong in how it enhances the user's attack power, enough to make a man ordinarily able to destroy a house with one blow

wipe clean a whole city block with a single slash. It is also able to enter a defensive mode, spreading the plate armour on the user's right arm to cover their entire body.

15.92. **Purest Holy Water (Tate no Yuusha no Nariagari) (400)**: Curses are nasty things and being inflicted by one would be troublesome to cure. But do not fear this holy water is different from the once you can buy in this world. It can instantly dispel weaker curse and mental corruption or anything that can be classified as one. Even the curse and mental corruption received from the cursed series can be removed with multiple dosages from this. Upon purchase you would receive 3 bottles and another 3 every month all directly inside the warehouse. This can be purchased multiple times without discount. In the future world this applies to all types of curse or those can be classified as one.

15.93. **The Key (Flow) (400)**: This key is something that would make most thieves salivate at the mouth for it. If you touch this key against any physical lock, no matter what sort of lock it is, then that lock will open up. This doesn't even stop at physical locks as the key can open up supernatural locks such as a locked personal dimension. Although for these you have to be in close proximity to the owner of said locked dimension or be right next to the dimension itself before it'll open.

15.94. **Draught of Unleashed Potential (Generic Xianxia) (400)**: It has long been known that the human body possesses severe limits. Muscles can only strain so hard before they tear from their ligaments, bones will snap and dislocate under so much pressure, internal organs such as the brain will bruise and bleed if the body is moved too quickly and even the mind itself is limited in just how much it can store and retrieve fluidly. This elixir was meant to resolve these weaknesses, using the unlimited power of the soul to shore up the body's weaknesses. But humans cannot be improved all at once, and even after taking this rare and powerful elixir, there is still work to be done. By drinking it, the limitations on human growth, both physical and mental are removed. The more you train your body physically, the stronger it will become, the more strain it will be able to take and the faster it will be able to move. The same benefit applies to one's mental abilities as well, the more the drinker studies and acts upon the knowledge they have acquired, the easier it is for them to retrieve and use that information in novel and useful ways. Its sole weakness is that humans are not naturally meant to last forever so these abilities will degrade from disuse, requiring the person to train nearly constantly to both improve and maintain these qualities

15.95. **Ace of Winchester (Arrowverse) (400)**: This magical rifle was created by an unknown mystic during the time of the Old West. This .44 lever action repeater has been enchanted to never miss when fired and has the power to outright annihilate most demons.

15.96. **Armor of the Gods (Arrowverse) (400)**: Just like Savitar you own a high tech battlesuit from a possible future. This battlesuit is made from an unknown metal, dubbed “Strange Metal”, this allows the user to enjoy the immunity to static buildup and extreme heat that’s associated with going at extreme speeds. To get into or out of the suit the user has to bend over opening the backside up, this allows for exiting & reentering the suit very rapid. When out of the armor, there is a rudimentary AI on board that allows you for a limited time to remote control of the suit. The armor is linked to an unhackable special program which monitors your vitals, speed, has an ultra-high definition live camera feed, and allows for two way sub vocal audio communication with anyone linked to the armor electronically. While wearing the armor helps corrects your gait for more efficiency and less time on the ground therefore increasing your speed. For non-speedsters this increases your movement to that of a novice Speedster, which is 200mph. For Speedsters it can only do so much but it does increase your maximum speed by 1 Mach. Aesthetically the default look for the armor is to inspire fear and intimidation, with an otherworldly glow given off by neon colored circuitry in the eyes and underneath the armored plates, the color is up to you. You can customize it to however you wish for it to look. For offense the suit possesses a thick, retractable spike mounted on each wrist. The armor is at least a foot bigger than you and with its mechanized parts and material the armor gives the user great strength, allowing you to effortless lift, drag, and send a full-grown man flying through the air with just one hand. Defensively the “Strange Metal” is extremely resilient and durable, both small arms & high caliber rounds as well as a direct energy weapon seem to just richochet off without any damage to the suit. However it can be vibrated through and isn’t to similar or harder materials. If any part of the armor is broken or removed can be telekinetically summoned back to the rest of the suit if it is close enough. Lastly the armor is very cold resistant, with the user being able to instantly burst out of being frozen solid unfazed. You may import any existing armor you own, and it’ll gain all the above properties.

15.97. **[Normalise Solution MK 2] (Medaka Box Abnormal) (400)**: A very special fluid, much advanced from the initial creation that Youka Naze made. The Normalize Solution MK 2 is a special fluid that can disable the supernatural powers and traits of any being that takes the substance inside their body for several minutes, no matter how great those powers were. After those minutes are up, the powers will come right back though. You’ve got a special, very tough injector that can pierce metal with ease along with 5 vials of the Normalise Solution. You’ll get replacements for any used vials a month after they were used.

15.98. **Omnachine (DC – Larfleeze) (400)**: This strange device adapts itself to suit your current need. As its name implies it can do almost anything, from performing on-the-spot surgery to changing a person’s sex to transferring their consciousness

into a rock and programming the body to serve you in their stead. While its offensive uses are severely limited, it's hard to match the Omnachine in sheer utility. Normally it takes the form of an undetectable and incorporeal essence about your person, but manifests itself in a form best suited to the task at hand when summoned. You can summon and reshape it with a thought, although it always appears to be made from blue energy and loose strands of lightning.

15.99. **Canon Teigu (Akame ga Kill) (500)**: Do you have a particular liking for any of the Teigu in the series? Well then with this you can buy any of them, but Shikoutazer(if you take Esdeath's Demon Extract you won't get her timestop), and be assured that they will be compatible with you or whoever you wish them to be. Note though that this gives you a copy of the Teigu, you can't remove someone's Teigu by buying this.

15.100. **Space Racer's Gun (Invincible) (600)**: You have the most powerful gun in the universe. This gun of unlimited ammunition shoots beams of unblockable might. The red beams fired by this gun can blast through every single thing it has ever come into contact with in this universe. Every beam shot will continue to fly for eternity blasting through everything in its way. The beams from this gun can outpace a veteran Viltrumite in a straight line, even in space. Please, use this gun with caution as its blasts have been shown to blast straight through planets without ever slowing down. Regent level Viltrumites would turn and run rather than take a blast from this gun head on. The final ability of this gun is that it bonds to its wielder, allowing them to summon the gun at high speed to their hand whenever they wish it. As you have bought this gun with CP you are designated as its wielder and you may change its designated wielder if you wish. Otherwise, once its wielder dies, permanently (so if you have a one-up it stays bonded to you), the gun bonds to the next sapient that picks it up.

15.101. **Tech Jacket (Invincible) (600)**: Created by the Hyper-Intelligent Geldarians, it is the 'most powerful weapon in the universe'. The tech jacket is an extremely advanced and potent piece of technology. This suit of hyper-advanced armour is capable of flying, reaching FTL speeds, giving its user the ability to develop advanced weaponry and tools as the situation demands, in addition to enhancing their physical abilities and taking care of all of the user's physical needs in perpetuity. This armour allows a normal human with no real training to take on a Veteran Viltrumite and emerge victorious, though it would not be an easy fight. This tech can self-repair in real time and has unlimited stores of energy, along with seemingly the entire repository of Geldarian tech. The jacket is able to generate new technology based on it's users knowledge, and is unhackable by anything in this universe. Whether the jacket has an A.I. or not, as well as its personality is decided when this item is purchased. When the full armour is not desired it can shrink down to small patch somewhere on the users body, and become weightless. Normally due to executive decree 574-3 the jacket can not

be removed, however, by the grace of CP this jacket can be removed, and put back on when desired.

15.102. **Buster Destruction Sword (Duel Monsters - Shadow Realm) (600)**: The legendary Buster Blade was said to be able to slay nearly any Dragon on this land, and was a great asset in the ending of the Age of Fire as he charged the Blue Eyes Clan alongside the Dark Magician. A great deal of it was his own expertise, but a substantial amount was due to a blade like this. This sword is ritually attuned with the supernatural ability to Slay. That is to say, if dipped in the blood of a creature, it gains a supernatural strength against the creature, as if it were many times as powerful a blade(andit's already sharp enough to cut a tree in one swing)! It can only be active with one kind of blood at any time, but you can easily switch between the creatures it will "Slay" with a dab of that creature's blood. Manslayer, Wizardslayer, Fiendslayer...It's only desire is to slay

15.103. **Style Book (Medaka Box Abnormal) (600)**: Now this is something unique. Styles are a power used through language but so far, it has only been through spoken words or, rarely, non-verbal but still bodily communication. The book you hold in your hands can change all of that. This Style Book allows the use of Styles and other powers or actions through the written word. By focusing on a Style that you know and writing out what you would normally say, you are now able to use it on any who read those words. You can even do this with other powers you have or other actions. By writing in the single power you would use or short action you would take, and expending any energy or other costs you'd need to normally expend, you can seal in that particular power use or action for later activation. Then so long as you can see the page, you're able to activate it at will with a word and unleash what was stored. A spell to create several flying blades could unleash that metal torrent from its pages from a distance or a sealed in punch could send a phantom fist flying into the face of the one holding the page. You can remove pages from the book and it will never run out of pages either nor weigh more because of it.

15.104. **Artifact (With This Ring) (600)**: A magical artifact or weapon of immense power. It could be a power source comparable to the Star-Sapphire (which, in at least one universe, was converted into the Violet Central Power Battery), a weapon comparable to the Sword of the Second and Third, or even a bound spirit of comparable strength and wisdom to Nabu, willing to teach you magic or boost your power.

15.105. **Golden Hourglass (Flow) (600)**: This small hourglass is made completely out of gold and can easily fit in the palm of your hand. Besides the high selling point, this hourglass has the ability to seal any being regardless of power or origin inside it. Once someone is sealed inside the hourglass there is nothing that can unseal them internally or externally except you. You must merely touch any being

in question with the hourglass and they shall be sealed forever although only one being may be sealed inside at a time. To make up for this however, you are able to use any powers or skills that the sealed being had to their fullest potential.

15.106. **Materia Collection (Final Fantasy 7 Remake) (600)**: Though many use the crystalline magic known as materia, SOLDIERS are best known for augmenting their arsenal with the stuff. You receive a sturdy briefcase containing a wide array of these small spheres of mako. You can use blue materia to imbue your attacks with elemental effects and increase the range of your magic. Or perhaps you'd prefer to use purple and green materia to enhance your attributes or grant you new spells to use in combat? Yellow Materia can be used to augment your own powers and grant new combat abilities. Most powerful of all, you could use rare red materia to summon powerful creatures to fight at your side. Your equipment can only hold a few materia at a time, and not every materia is suited to everysituation, but you have a wide enough assortment that you could equip an entire fighting party and still have versatility to spare.

15.106.1. **Rare Stock (Free With Limit Break)**: With this upgrade comes both power and variety. Not only do you have triple the materia at your disposal, but the individual quality of each crystal has increased dramatically. Purple materia that once doubled your health will now triple it. Red materia that once called on Ifrit and Shiva for help now summon the mighty Leviathan and Bahamut. Alone, this effect would be impressive. However, you also receive a second benefit. Now included in your carrying case is a device SOLDIERs used to fuse materia together. By melding two kinds of materia together, you can create synergistic combos, power boosts, and even brand new effects. Combine two Cure materia to double the healing effect. Fuse a Poison and Power Attack materia to create a unique Poison Slice ability. Post-jump, you may use this device to fuse other kinds of magical artifacts together. So long as a magical effect is contained in a physical vessel, such as a scroll or potion, you can mix it with other magics to create complementary combinations.

15.107. **Compass of Eternal Paths (Arifureta Shokugyou de Sekai Saikyou) (600)**: Oscar's final masterpiece. Or a modified version of it, at least. A single compass that has been imbued with conceptual magic to make it capable of finding any place, person or object. Be in this world or another. Not only it marks the way towards the desired object, but it also gives the user a mental image so it can be easier to identify the location. Unlike the original, this one requires basically no mana to use. Beware that knowing where lies what you want and getting there are two different things, and just knowledge might not be enough.

15.108. **Divine Tier Equipment (Overlord) (600)**: The best there is. Short of World Class items you will never find equipment of superior quality than this. Gods

would, literally, be willing to wear equipment of this level. This isn't surprising because that's usually where the Players of YGGDRASIL got them from. These provide supreme boosts to all class abilities you purchased with the 'Class Skills' perks. In a battle between opponents of similar skill level the one wearing Divine tier equipment will virtually always defeat the one that isn't. The boosts that this set of equipment provides are unrivaled, and the various potent enchantments that adorn them are some of the best you'll ever find, barring deliberate and painstaking effort on your part. Examples include potent regeneration, permanent high-tier haste effects, dramatically lowered casting/energy costs for spells and skills, extremely high tier spells/skills that can be used a few times per day for free, and various other things.

Your equipment is a step further. Your equipment has not only been created with Divine tier materials, but they were also infused with the power of the Caloric Stone during their creation. While you sadly no longer possess the stone itself you do still retain the full benefit of having your equipment halfway between Divine and World Item. The boosts, abilities, bonuses, and effects from equipment of this tier are staggering and in the opinions of many "completely unfair", leaving even Divine Tier items in the dust. However while their benefits are obscene, their protections won't be able to stand up to the direct effects of actual World Items.

15.109. **Divine Artifact (Percy Jackson) (600)**: Somehow you have obtained a perfect replica of a legendary item of your pantheon, be it the monkey king's staff, Hades' Helm of Fear, Thoth's original copy of the Book of Going Forth by Day (with extra annotations and the really useful bits uncensored) or any other item that catches your fancy. Just be sure to have a decent explanation of how you got it for those who will inevitably question it. You may receive a discount on this in exchange for it being the real one that you somehow stole with the owner wanting it returned alongside your head on a silver platter, if they recover it by the end of the jump you lose the item forever.

15.110. **Power Ring and Battery (DC – Larfleeze) (600)**: The weapon of choice of the seven Lantern Corps, Power Rings use ancient Maltusian technology to harness and control the light of the Emotional Spectrum. While inert without inhuman levels of the necessary emotion, when powered it can fire energy blasts, create hard light constructs, grant you flight and an environment shield for intergalactic travel, among many other abilities. Certain Corps also have unique powers that come with their rings. Violet Rings can trap people in crystals to convert them into more Star Sapphires, Indigo Staves can teleport a small group across the universe and brainwash people into compassion zombies, Orange Rings can steal the identities of those they kill as Energy Avatars and create constructs that impede your enemies' attempts to concentrate, and Red Lanterns have napalm blood that they can spit out as an attack. Your Ring can be sentient and capable

if mentally communicating with you and other rings if you want, but this is optional. Your ring also won't be restricted like some others. Green Rings don't have the usual limits placed on them by the Guardians, Blue Rings can function independently of Green Lanterns, and Red Rings won't kill you by taking them off. Comes with a handheld Central Power Battery that can create new rings and batteries and recharge them. Created rings can have custom rules like non-lethal only or brainwashing the wearers with its emotion.

15.111. **[Ancient] Quality Item (Re: Monster) (600)**: the item is an [Ancient] quality item, which usually possess multiple abilities, such as the shield used by Kichi after he became an Ogre or Failnaught, an elven bow that generates magic arrows and will never miss what it's aimed at if it isn't blocked. Most [Ancient] quality items are artifacts, items obtained from a dungeon run rather than being made.

15.112. **Cauldron Vials (Worm) (600)**: A case containing five vials of Cauldron formula. Unlike other formulas these have no risk of mutation or death, being perfectly stable. Whoever drinks these is guaranteed to get a power that would be relatively powerful compared to the average parahuman. Aside from the powers suiting their host in some way (more aggressive people getting aggressive powers for example) these are completely random. These have no effect on you. The case refills itself once a year. Outside the jump these still work despite the lack of shards or entities, simply giving the equivalent of a parahuman power. The case itself is indestructible and unless purposefully given away will reappear in your warehouse if lost.

15.113. **A Familiar Lightsaber (Star Wars The Original Trilogy) (600)**: Known throughout the galaxy as the ancient weapon of the Jedi, this powerful energy blade can deflect both laser and blaster bolts and cut through virtually anything. During the Clone Wars people would frequently see them in the hands of the brave Jedi warriors fighting one the front lines but now they're only found in the possession of the Empire's most dangerous agents. Owning a lightsaber is illegal and normally this thing wouldn't be worth the risk since it's unlikely you have the skills or desire to use it, but unlike other lightsabers this one is special. It hums and pulses with Force energy as if it was alive and whenever you touch the weapon you can feel the memories of a hundred duels flow into your mind. Within this lightsaber is the spirit of a powerful Force user. He cannot communicate with the outside world but he can give you and anyone who wields his old blade the skills required to use it. So long as someone holds this lightsaber they will, depending on their alignment, possess the skills of a Jedi Knight or a Sith Warrior but the moment they sheath this weapon all that knowledge will disappear.

15.114. **Fragment of Paradise (Fate/Stay Night) (600)**: A single large shard of Avalon, the Noble Phantasm of King Arthur, his legendary sheath that held Excalibur.

Implanted within your body is this shard, undetectable to any outside observer as it takes a purely spiritual form whilst inside your body, though you can remove the shard at any time. Whilst not near the full power of Avalon itself, thus it cannot be used in the same defensive manner, the shard does confer a vastly extended lifespan to its owner, several centuries of life in your prime at least, as well as a significant healing factor. Injuries that would take a normal human months to heal, if ever, would disappear within a week and even wounds that could not naturally heal such as severed limbs would heal eventually, given enough time.

15.115. **Time Sphere (With This Ring) (600)**: This Time Sphere is an almost fully functional time travel machine, shaped like a sphere several meters across. For you, however, it lacks general functionality. It can identify time travel events and temporal distortions, remove you and others from the universe to shield against retcons and broad temporal changes, and it can piggyback on other Time Travel devices and spells, but cannot travel through time of its own impetus except by simply waiting. It is locked to prevent others from using or accessing it, contains sophisticated computer systems, and will not be damaged by most attacks.

15.116. **Cane of the Sage (The God of Highschool) (600)**: A powerful artefact belonging to the Jade Emperor. Not primarily used as a weapon, it is instead a powerful transportation and clairvoyance magical item. It can open portals to any location in any other realm without the need for meeting the conditions normally required to enter those realms and can even forcibly bring across things from those realms, from people to even bringing over an entire dimension to fuse with the current one, though these feats require a truly monstrous amount of energy to enact. It is also able to act as a scrying portal, locating almost any target with ease, though there are some locations and targets that will be able to block its vision.

15.117. **Holy Grail (The God of Highschool) (600)**: The legendary cup that contained the blood of Christ. This simple purple glass cup is overflowing with red liquid. It is able to heal humans around it of almost any wound, no matter how severe, so long as they still remain alive. Its true purpose however, is the ability to seal the powers of heretical beings and tear them to shreds. While it requires a lengthy incantation, once complete, a golden light will shine from the cup in all directions and any God or Demon that is touched by it will be torn apart. Only the strongest heretical creatures will be able to resist death from this light and even they will find themselves badly harmed. However, this light may only be summoned three times per year.

15.118. **Three Imperial Regalia (The God of Highschool) (600)**: A set of three legendary artefacts from Japan. The Kusanagi Sword, Yata's Mirror and the Yasakani no Magatama. The Kusanagi Sword is a powerful magical blade that is

able to summon gigantic snakes from any wound it creates in another being, which will proceed to attack them. Yata's Mirror summons a gigantic mirror like shield which will provide absolute protection from all but the strongest attacks before breaking and quickly reform in a few minutes whenever it breaks. The Magatama, a necklace of small objects, are able to work as powerful elemental explosives, unleashing a storm of whatever element the colour of the Magatama represents and they slowly replenish over the course of a day.

15.119. **The Caloric Stone (Overlord) (800)**: The actual origin or source of the Caloric Stone is a near total mystery. It forms only from large concentrations of the Seven Prismatic Ores, legendary divine materials that possess qualities far and away above anything else. Why this occurs, or even who first discovered the Caloric Stone, is unknown. While held the Caloric Stone grants the usual benefits of a World Item upon its bearer, providing protections against negative status, instant death, being trapped or held, scried upon, and so forth, trumping even the effects of other World Items. However, while useful, those are far and away the least impressive aspects of the stone. The truth of the matter is quite simple; the Caloric Stone is the ultimate crafting material. No matter what you are making, no matter how mighty, no matter what other materials are included, adding the Caloric Stone will make that item or bit of craftsmanship better.

Food, drink, weapons, armor, buildings, vehicles, golems, indeed anything that can be crafted can be quantifiably made superior (by an astounding degree) by the inclusion of the Caloric Stone in its creation process, as the stone expands the possibilities and power of what can be done with crafting. If you were to use particularly mighty materials in the creation of something, say ingredients on par with those usually used in the making of a Divine Tier item, the resulting piece of equipment would be truly legendary, halfway between the status of a Divine tier item and a World Item. Obviously, and unfortunately, the stone is expended when used.

However, since you're paying at a premium, you are guaranteed to receive a new Caloric Stone exactly one month after using it, appearing in whatever location is most convenient for you. You may explicitly hand this to other people but you need not fear losing it. If separated from your person in a fashion you didn't intend it will appear in the closest convenient location for you a day later. However if it was used in this time frame to make something then you must still wait a month for it to respawn. The Caloric Stone is *utterly* unique and cannot be duplicated or copied via any method.

15.120. **The Wand of Endless Spells (Overlord) (800)**: The final artifact that remains of a world whose name was forgotten to history in the wake of the attack of the World Serpent. No doubt, however, it must have been the product of a civilization of unparalleled magical might and knowledge. The wand itself is made of an

unidentifiable, and seemingly indestructible, polished wood that seems to drink in the light around it. With runes etched up and down its length and filled in with the seven prismatic ores, it seems to thrum in the hands of those that hold it, the power within clear to the senses, alongside a nebulous feeling that the wand itself is... waiting. For what, precisely, no one can say. However in the meanwhile its powers will serve well anyone that is blessed enough to carry it. The first effect of the wand is the standard protections granted by a World Item, protection against instant death attacks, negative status, all forms of mind control or compulsion, and all attempts at scrying or information gathering magic. Its true power however, and the one that it was named for, is as straightforward as it is powerful. The user of the wand may freely activate it to cast any spell from any style or system of Ranked magic no matter the tier, with the singular exceptions of Over-Rank Magic and spells that are uniquely restricted to special classes (such as the Catastrophe spell of the World Disaster class). The wand can only channel a single spell at a time however, and it takes a few seconds for it to "switch" to a different spell. Additionally, it cannot be used to cast a tier of magic that the person wielding it is not themselves capable of using (so someone that could only use 6th tier spells would be restricted to 6th tier spells, until and unless they become capable of spells of a higher tier). Further, it gives no innate or inherent knowledge of magic or what spells are possible, so truthfully speaking it will only shine in the hands of someone that is already a powerful and knowledgeable magic caster. In future worlds it will adjust to include any and all new spells and magics possible, short of anything comparable to Over-Rank spells or similarly "unique-class restricted magics" however like before it will not inform the user of what is possible, so it will require experimentation and knowledge in order to bring out its full potential. The Wand of Endless Spells is utterly unique and cannot be copied or duplicated by any method using in jump methods, nor can it be destroyed. If lost or stolen it will reappear on your person (or in your warehouse) precisely one day later.

15.121. **The Ring of Elru (Overlord) (800)**: The world of Elru was ruled by a magocracy of unimaginable wealth and prosperity, and at its head was the God-King of Elru who wore this ring upon his finger. When Elru was destroyed by the World Serpent in its attack on the World Tree this item, a World Class item, was all that remained. Magic users that wear this ring will find that the potency of all of their magics has been doubled, and that the cost for casting those magics has been halved. Additionally it provides protection against all mind controlling effects or compulsions as well as instant-death effects, negative status effects, and scrying effects, trumping even other World Class items that have such powers.

These things are all well and good, but the true power of the ring and the reason the God-King of Elru wore it lies in its last two abilities. The first is that three times per day the person that wears it may cast any spell, ritual, or magic they know that requires material components, or that drains 'experience' or 'lifeforce',

or indeed any other requirement... instantly and for free. The second is that the Ring itself may be used to create as many Yggdrasil Gold Coins as the user desires, seemingly creating them out of nothing and appearing at any designated point (or in the users inventory if they have one and desire that), however they can only create about a million coins a second. The ring itself is made of orihalcum with seven bands that run along it, each one made of one of the seven prismatic ores such as Scarlet Gold or Living Blue Soul. It is soulbound to its wearer and cannot be stolen, given away, destroyed, or lost by any method short of death. Additionally it is utterly unique, and it cannot be copied or duplicated in any way whatsoever using in-jump methods.

15.122. **The Bracelet of Arnessa (Overlord) (800)**: Arnessa was a world that prized personal strength and valor above all other things, but despite its citizens fervor it was proven to be not strong enough to drive off the World Serpent before their own world was doomed. This bracelet, a World Item, was held only by the greatest champion of Arnessa and was passed on to future champions via their worlds version of the Olympics held once every decade. It is of burnished gold and inlaid with countless intricate etchings showing a variety of sporting competitions and gladiatorial themed figures. This item bestows upon its bearer a fortified defense, tremendously increasing their durability and intractability, and serves to amplify their strength in line with that. Its bearer will be three times as strong as they were prior to wearing it, and further they will be protected from mind-altering effects, negative status, instant death effects, protection from detection and scrying magics, and freedom from attempts at restricting movement trumping even the power of other World Items.

The reason for this is that Arnessa had something of a history with competitors that would seek to cheat their way to victory, and so means were sought to prevent an easy defeat of the reigning champion. Its final ability, and by far its most potent, is that it makes the one that wears it completely invincible to physical damage. While worn the user can only be harmed by attacks or effects that are not physical in nature. It is soulbound to its wearer and cannot be stolen, destroyed, or lost by any method short of death, though it can be given away freely. Additionally it is utterly unique, and it cannot be copied or duplicated in any way whatsoever using in-jump methods.

15.123. **The Anklets of Solundrum (Overlord) (800)**: This pair of anklets are all that remain of the World of Solundrum after the attack on the World Tree. They are made of one of the seven prismatic ores, alexandrite, and appear to be silvery in color with a strange purple sheen. Both are marked with many precious stones and intricate runes; The left has a pictograph of a man seemingly circumnavigating the whole globe, and the right a pictograph of a man with a spear attacking a beast as his arm seems to blur. They were originally worn by the heroic Hunter Durlast, famed for his ability to run down and dispatch even

mythic beasts with his blinding speed and masterful evasions.

When worn as a set they triple all the personal movement methods of the wearer, such as flight, foot speed, or any more exotic methods. They also triple the attack speed of the user and increase their reaction times so they can make use of their new speed. Additionally five times per day the wearer may flawlessly evade any single attack or effect that the wearer is both aware of and has time to react to. In the event of an attack or effect that would kill or incapacitate the user the anklets will automatically activate, retroactively if need be.

They also provide a resistance to mind-control, negative status, instant death attacks, protection from detection and scrying magics, and freedom from attempts at restricting movement which trumps even the effect of other World Items. Their final abilities however are perhaps their strongest. Whenever the wearer is trying to genuinely run from an opponent they will always be fast enough to escape. Similarly if they are pursuing an escaping enemy they will always be fast enough to catch that enemy no matter what methods are attempted to evade. However, these effects only come into play if either the wearer or their opponent is genuinely trying to escape or disengage from the conflict.

It was often joked in the world of YGGDRASIL that while the anklets made whoever wore them into a deadly and fearsome combatant that could run down anyone that they were actually more suited to cowards, who wanted nothing more than to run away. These anklets are soulbound to their wearer and cannot be stolen, given away, destroyed, or lost by any method short of death. Additionally they are utterly unique, and cannot be copied or duplicated in any way whatsoever using in-jump methods.

15.124. **Reach Scarab (Young Justice) (800)**: You have a Reach Scarab implanted in your spine. It's special in several ways; for one, it is permanently "off mode", meaning the Reach cannot take control of the Scarab- and therefore you- in any way. Second, it can be removed from your spine without killing you. Finally, despite being sentient the Scarab does not take up a companion slot as long as it remains in Scarab form. The Scarab grants its host several superhuman abilities: It is capable of constructing objects and shifting shape with nanotechnology, has highly advanced scanners capable of scanning for life forms through buildings and detecting when others are lying, translating seemingly any language, projecting holographic images, extreme durability, flight, and sonic and plasma weaponry.

15.125. **Blade of Tathagata (The God of Highschool) (800)**: The sword of the Jade Emperor himself. A simple katana and matching sheath, neither with any embellishments or additions. This mighty blade possesses no innate power, save

its limitless cutting edge. A single, lazy slash was able to slice all of South Korea in half and the blade was also able to destroy the cloned Ruyi Jingu Bang. It can summon gigantic waves of incredibly hot flame at the user's command and even the sheath of the blade is powerful enough to split in half the super massive swords wielded by Nephilim without any action on the user's behalf. Even if somehow broken, a feat only accomplished once by the Monkey King using over a hundred National Treasures and multiple Charyeok at once, the blade will be replenished to pristine condition within minutes.

15.126. **[Phantasmal] Quality Item (Re: Monster) (1000)**: the item is upgraded to a [Phantasmal] quality item, which are only attainable by either conquering an [Age of Gods] dungeon, by receiving a god's full blessing, or by fully awakening a Sacred Treasure. Rou's Airgeatlahm, upgraded on his evolution to Overlord, and the Sunlight's Soul Sword Hisperiol fall into this level of power.

15.127. **Monkey King's Implements (The God of Highschool) (1000/500)**: The great Monkey King had four mythical artefacts that accompanied him on his war against the Gods of Heaven and each of these are now made available to you for purchase, granting you perfect copies of the weapons that are loyal to only you. Each artefact is a separate purchase, though every purchase after the second is discounted to 500, for Demon origin takers and for non-demon origin takers.