

# Generic OP Protagonist Jump

Have you ever read/watched something with an overpowered character and wished:

*'Damn I wish that was me!'*

I mean we've all been there. Is it so wrong to wish to have overwhelming cosmic power? No. No, it's not. Which is why me and a friend have set this up for you.

With this jump, you can live those dreams of being that ultimate badass dressed in black and some other colour or white and some other colour!

To keep with the theme you have **2,000 CP** to spend in this jump with some sections having a stipend. You also receive **5 Discount Tokens** that you can use to lower the price of anything except items by 50%. Perks, Powers or Cheats worth 100 CP will be free if a discount token is used for them.

PS. This can be used as a Generic Jump as normal with a randomly generated setting or to go to a setting without a Jumpdoc. Also, the default entry is [Drop In] though you can choose to be a [Random Orphan] that recently awoke from a coma after surviving a horrific accident. You will have enough money to live comfortably for 10 years.

## Times and Places

If you're going to a generic world then this might be helpful as it will decide the general stuff like tech levels and such.

**Medieval:** Your classic setting. Doesn't have magic or anything though the people are strangely more fantastically attractive. Though at *max* you'll find Olympic level fighters.

**Fantasy Medieval:** Welp, seems you might be getting Isekai'd! Hehehe! Be careful though. While mortals can at most reach island level alone. With the help of otherworldly beings, they can reach planet busting levels and such 'helpful' beings are *normally* Solar System level.

**Modern:** You might find this place familiar. It's like your old world. You can use this place to experiment on how you'll approach your old one when you eventually get back to it. Also, Nukes are probably your only problem here though not for you specifically ; ).

**Modern Fantasy:** A little bit of the last one but everyone has magic and magical creatures exist in harmony though humans are still the dominant species known for their jack of all trades skills. You can choose whether gods and such are active players and whether they all exist in harmony or have at each other's throats. Be careful though as the top beings can range from Solar System level all the way to Universal+.

**Sci-Fi:** As it says on the tin. Humans of Earth and many other races are space fairing geniuses now with tech on the levels of DC's and Marvel's apexes being commonplace. This has no set threat range as there exist beings with tech so advanced that they seem like magic. The best bet I can give you is that the reason this place isn't a war-torn wasteland is that the top dogs keep it calm and all the factions could accidentally destroy the universe if they went at it for even three days.

**Sci-Fi Fantasy:** Think of any high tiered magi-tech setting...now spit on it because they're trash. This is the kind of setting where there are dragons that eat stars, any mortal can ascend to godhood making all but the really multiversal+ level gods just another race and the only hard type of magic to get your hands on is multiversal++ conceptual level bullshit. Like the last setting, this is kept in check due to the chance of mutually assured destruction.

## **Age and Gender**

This can be whatever you want. Want to be male? Female? Or something fantastical as a Futanari? Go ahead. Though do be reasonable with the age. Unless your race allows it or you have a perk that gives you some sort of immortality then you can't have a millennia-old human unless the setting allows it.

## **Perks**

### **General:**

**Theme Song (Free):** Have the area be blasted with tone appropriate music. It'll never be too loud so you and others can't talk and can be toggled off if you're not in the mood though it is noticeable to others.

**The King of Drip (Free):** Most protagonists are recognized due to their iconic costumes. The raw drip that they have is just ridiculous. But it's not the clothes that make the protagon but the protagon that makes the clothes. With this perk, you'll be able to look good no matter what you're

wearing. You could be fighting an army of badass dark knights in a ducky momo costume and still look dangerous enough to make Great beings like Azathoth take you seriously.

**Protag-kun (Free):** Okay let's face it, as much as we call Isekai protagonists 'plain' they're fairly above average and sometimes end up being *way* above average. You're better though. You're a 1 Trillion out of 10. Your features are perfectly symmetrical and nicely proportioned. Even if you were overweight it would be the cute kind rather than the disgusting kind. You look so good even ice queens, beings without emotions, eldritch abominations and beings without the human concept of attractiveness would be awed by your beauty/handsomeness. Dirt and grime flow off of you as if ashamed at the thought of tainting you, bad odours flee your form and your hygiene seems to be completely perfect as if God himself wills the world to not stain your form.

Expect a lot of people to fall in love with you at first sight.

**I'm the MC (Free):** At the beginning of every jump, you can now choose to take the Main Protagonist's place, becoming them and gaining all of their abilities in addition to the ones you gain from any jump. To incentivize those who've seen this perk before I'll throw in a 10 times boost to all their abilities that they would have that you'll gain. Oh, Naruto could make 100 shadow clones with ease in episode 1? Well, now you can summon 1,000 with ease. Does Shirou have 27 Magic Circuits? Well now you have 270 Magic circuits (of high quality) and in case the MC wouldn't have their abilities yet you unlock their beginning ones and any further abilities will have the 10x boost. I'll even add a 10x growth rate for good measure.

You can choose to be reincarnated as them though the 10-year countdown is paused until the plot begins.

**The King of Capstone Boosters (200):** Any perk/ability you gain whether from a jump or through training will have their limits removed and improved immediately with an absurd growth rate that is boosted in combat. You could have just figured out how to summon your *\*insert internal/external energy here\** and it would only take you a couple of seconds at *most* to get a few techniques down. Observing or even hearing the specifics of an ability will allow you to copy it at a higher level than even the original user to the point it may as well be a new power/technique. Even if a technique takes someone a centillion years to learn you could do it in a near instant.

This also has the benefit of making any perks/powers you gain stack *and* multiply instead of just adding onto your already existing abilities while also stopping you from having diminishing returns from your perks.

In addition, your body has been released from the constraints of normal logic. The size of your muscles no longer dictate how much you can lift nor does it restrict how flexible you can become or how quickly you can move. The size of your lungs no longer dictates the amount of air that you can store in them. The size of your brain no longer dictates how much information it can store, nor how fast it can process information. So long as you continue to push your limits, you will always be able to improve yourself further. No permanent damage can be done to you as well, as everything except the utter destruction of your brain and heart will regenerate completely with no scars unless you want them.

Though this increases your gains you still get stronger even when doing nothing. You could sit in one place for a year and get up 1000x more powerful in *every* aspect without doing a thing. This pales in comparison to when you train, with the boost being so vast that even lightly training will make you stronger than a version of you that just sat on your ass all day by a huge mile.

Optionally, this can act as a Capstone Booster for ALL of your perks across jumpchain so if a certain capstone wasn't your style you can still get the capstone-boosted version of perks from other jumps.

**Worldly Potential (200 CP):** You have the potential of a whole world behind you. It's as if you're made up of a hivemind of prodigies who all contribute to your skill level. But what world gives you its potential, you may ask? Why, every world that you have ever visited on your Jumpchain, of course! At its very base level, you learn 10 billion times faster due to you hailing from a world of 7 billion humans, some of whom have reached considerable levels of strength and skill that many might call peak human. However, as you travel throughout the Omniverse on your Jumpchain, this number will increase with you harvesting the potential of every single world that you visit throughout your journey. Arriving in worlds with individuals whose power and talents vastly surpasses the level of baseline humans can achieve grants you exponentially higher increases in power growth speed, for their innate advantages and brilliance is now yours. Though for settings with multiple worlds you will have to go to their individual planets or realms to reap extra rewards. Lastly all your training boosters work 'en masse' with this perk amplifying it greatly.

## 100 CP Perks

**Isekai Luck:** You're one lucky son of a gun, that's what you are! You're the kind of guy that will find a couple hundred dollars on the sidewalk without anyone noticing or the kind to get sent to another world with OP Cheats! Your luck knows no bounds and bends reality over its knee and fucks it up the ass on a regular basis.

*-King of Capstones-*

If you thought your luck was busted before now it's just unfair. Before fate just guided your way but now it's rolling out a red carpet for you. Your good luck is unbelievable while your bad luck is near non-existent. Before, if you found a couple hundred dollars on the street, now you could find millions hidden away by bank robbers by accident and even if you returned the money you would get a substantial reward that no one will complain about. You could be a normal person with no powers except this perk and yet still beat beings like Darkseid, Trigon, The Scarlet King, Galactus and many other beings. Maybe some Radion plopped into your lap at the right time by a dying Orion, you managed to save Raven when she was depressed and gave her motivation to unlock her full potential to give her dad a beating, it doesn't matter what the method no matter how whacky and how improbable it will come to fruition so that you're always living the good life.

**Beyond Peak:** You are beyond the peak of your species and it shows. If you were a human you could move and react at massively hypersonic speeds, tank dozens of nukes without a scuff, heal at a supernatural rate and would have the stamina to do continuous stressful activities for weeks to months on end without even breaking a sweat. You'll also lose weaknesses like the need for sleep, food or perhaps the aversion to radiation. This perk will have even greater effects if you are already beyond the peak of your species whether due to super powers or some other source.

*-King of Capstones-*

Okay you're waaaaay beyond the peak of your species. Using humans as an example again you could move and react at near light speeds, tank high continental to low moon busting attacks and would have nigh infinite stamina to the point you could be pushing your limits for years on end(a decade max) with only a bead of sweat. Your body also breaks the rules of physics by making matter out of nothing to supply your broken ass healing factor that will allow a Beyond Peak human to regenerate from a single cell in seconds.

**Powerful Species:** Every Jump you can pick to become any one Species you want no matter where it's from just pick one and you will become a part of it. Other 'versions' or 'sub-species' also count like say Mutants, Conduits or Quirk holders. These species will become altforms if they are not native to the jump and will merge with your in-jump species making you a hybrid should you choose to merge them. Becoming a hybrid does not lessen the innate abilities of either race and if they have similar/the same abilities then those will be boosted.

*-King of Capstones-*

You can use this multiple times to become a hybrid of different species. You can copy species' by touch/sight. You will have an intuitive mastery of all of your race's natural abilities, able to use them to their utmost potential. Hybridising different species will also get rid of any racial weakness those species have. In addition all your species will be at the peak of their biology.

**Know Thy Power:** What's the point of having power if you don't know what it is? Not much really. With this perk you'll know every facet of your power. How much range it has, its destructive capacity, how many times you can use it etc. This will also tell you the fastest and safest ways to raise your strength and how to nullify weaknesses. You can also use this to identify any 'hidden' powers you might have and awaken them at your leisure. Even the best way to exploit your powers is open to you. No part of your power escapes your notice.

*-King of Capstones-*

Now you know not only your power but everyone else's. With this you can just focus on the identity of someone, find out all their abilities and weaknesses and any hidden facets not even they know about. No amount of power except True Omnipotence can hide from you. This also allows you to sense the power of anything, living or not, no matter where they are and identify them. You'll be able to sense even across an infinite number of universes without being overwhelmed and when you gain your spark there will be no limit to your range.

**What's happening?:** You have an interestingly high capacity of figuring out what others think. In fact, your capacity to analyse others' thought processes is so good that you can imagine in vivid detail exactly what an event would look like from their perspective. This only works when it's either a major event, or one that you have participated in, and the only people it can be used on are either major characters, or people you have interacted with to a level that you know their names and faces properly.

*-King of Capstones-*

Have you ever thought about what it would be like to know the thoughts of a complete stranger? Now, you have the ability to view absolutely any event from anyone's perspective, as long as you have perceived them in any manner whatsoever, whether they be a background character with but a single line, or the main antagonist themselves. Either way, this is absolutely accurate, and might get you some very good information on others with creative usage.

## 200 CP Perks

**“I can do this all day”:** And you really can. You never run out of energy. Ever. Whether that be stamina or an esoteric force like Ki, Mana or Psionic energy. All pools of energy you hold are ever increasing, always generating more energy for you to use at a blistering rate. In the case of going to a setting where ambient ‘mystical energy’ can be utilised but cannot normally be a part of you, you will gain an internalised pool of said energy that will be granted the effects of this perk.

*-King of Capstones-*

Here is true Infinity. You no longer require growth for your energy pools. All of your energy pools become never ending. Truly unlimited in amount. Even the potency is unlimited. If you had Mana, one ‘drop’ that would be meaningless to even the most learned magic user would be enough for you to turn a magicless planet to one that is brimming with it so much it would become a visible smog around the world.

**“You can’t see me!” :** And they can’t. They can’t hear you either. Or sense you. Or precog you for that matter. At will you can make yourself disappear completely from notice no matter the means. Even high dimensional beings with their omniscience wouldn’t know about you as your cloaking removes all traces of you. This affects everyone subconsciously meaning that you could be in front of them and they would move around you without noticing they walked around you while still searching for you.

*-King of Capstones-*

Your presence has truly disappeared from the world. Upon activation of this perk even memories and actions done by you will be erased. You will have completely disappeared from the view of existence. You will be able to walk through obstacles like a ghost as well as fly and teleport to any location you desire, completely undetected no matter what countermeasures are put in place. You also gain an increase in learning ability geared toward stealth abilities to the point you could out-Ninja the greatest stealth experts of any setting no matter the conceptual abilities used with barely any training on your part.

**"I don't just want to survive, I want to LIVE":** Why is it that YOU have to deal with all the world’s bullshit? You didn’t ask to be the protagonist. Hell maybe you didn’t want to even be a jumper! But you are here now and have to deal with this stuff. That doesn’t mean you have to deal with it right *now* though. You can now select goals/objectives/events and set them ‘on hold’ so to speak. The Demon Lord is going to attack in two years? Make that five. You only have 10 days

until you need to fight an immortal devil phoenix? Make that 50 days or even months. As long as it doesn't exceed your jump time you can put all of it on hold, even the preparations your enemies were going to make to boost their strength is on hold so you don't have to worry about them becoming stronger while you're off doing something else. It doesn't matter when you want to hold off something as long as it isn't during life changing events such as you being struck down by the evil overlord.

*-King of Capstones-*

Before you were left to your own devices, and you still can be if you want, but now when you hold major events off to the future you can prepare for those far off events by participating in 'filler arcs' so to speak. At your discretion you'll encounter enemies/obstacles similar to your far off problems that you will be able to defeat in a small amount of time. These obstacles will help train you for those far off events at an accelerated rate going from hopelessly unable to complete your far off goal to being able to tackle it with a 70% chance of success in a week at most.

You can also push far off goals to outside your jump time however they are only pushed away. You will eventually have to come back to deal with your business.

**Multi-Training:** Normally people train a single skill at a time, not you. You could run on a treadmill to train your speed while simultaneously performing complex mental calculations while casting spells at distant targets. Regardless of the number of training exercises you are simultaneously running, they will all be as effective as if you were focused on a single one. Coincidentally, this trains your multi-tasking ability too.

*-King of Capstones-*

Before it was just training multiple facets of yourself but now you're the very essence of growth. You can set a list of skills or attributes and tie them together so that any progression in one sees progression in the other while also increasing the growth of the various skills/attributes the more they grow. The more skills/attributes you bind together the faster they will grow together until they eventually reach the point that you will make centuries of progress in seconds. This is enhanced if a skill or attribute is being pushed to its limits.

You can also use this ability on others to help their growth.

**"Perfectly Balanced, as all things should be.":** Sometimes it's nice to have a challenge and with this perk you always will.



No matter how strong you are or become in the grand scheme of things, there will always be a challenge ready for you. You won't grow bored because you simply don't run out of stuff to do, opponents to fight in an exciting battle, someone that can rival your brain in a game of chess, really, it's as if they popped into existence for the sole purpose of giving you some plot.

*-King of Capstones-*

With how strong you are and will become sometimes a challenge for you can be very dangerous for others but now they will always be beneficial.

Every challenge you face will have a beneficial impact on you and on those around you. Maybe a fight that destroyed a kingdom ends up revealing that the kingdom was filled with cannibals slavers or religious fanatics that forced their beliefs onto others. Or maybe you beating someone in a chess match to the point where they would commit suicide instead makes them choose another career that they will enjoy and excel at.

Unless you purposely choose to be an asshole your actions no matter how stupid or evil will benefit others to the point where just being a selfish jackass would turn a dystopia into a utopia in 5 years.

## 300 CP Perks

**Legendary Power-Up:** In Dragon Ball, every Saiyan is capable of eventually unlocking the Super Saiyan form, and additional later forms such as Super Saiyan 2 or 3. There is a particular Saiyan, Broly, who has access to the boosted forms named Legendary Super Saiyan, Legendary Super Saiyan 2, etc. Each far more powerful than their corresponding regular forms. Now you have this alternate boosted form, applied to every power-up form you have. You also get a super form that you can customise if you don't have one already.

*-King of Capstones-*

But is that truly legendary? Just another bump on the strength scale? I say nay! Now you have complete control over your transformations down to the last detail. You can change an additive transformation that gives you 50% of your base plus your base stats into a transformation that gives you a 50% multiplier of your base stats. You could change it so that it gives you a unique type of energy, makes you bigger, gives you extra powers(though they have to be related to

powers you have or could have, that includes techniques), allows you to adapt like doomsday and much more. You will also always be able to unlock new forms instantly, whenever you want, no matter what, even if there weren't supposed to be more forms to unlock until you invented them on the spot. So go ahead and become a Super Saiyan 100. Nobody's stopping you now. Show them what it truly means to be legendary.

**Harem Perk:** Persons of your preferred gender(s) will be drawn to you and are more likely to find you attractive, they will put aside reservations on sharing you while jealous feelings will be suppressed or negated, leading to a smooth harem situation.

*-King of Capstones-*

You draw coochie like it's a part of your DNA. Or dick. I don't judge.

People you find attractive will be drawn to you and situations will line up to emphasise your good points and help assuage your bad points so that they'll accept them or help you overcome them. You don't have to worry about managing a harem either as your potential lovers will iron out their own kinks in an effort to not be a burden to the relationship.

Go forth jumper. Go forth and collect pussy. Or dick. I don't judge.

**Death by Hax:** It's not fair! Why the hell do you have to fight a time stopping, reality warping vampire when you can only punch stuff? Or that kid that can revert your powers to before it was initiated!? What the hell! No more you say! No! More! Shatter those illusions of theirs and show them the power of a mean right hook. After all, everyone has a perfect plan until they get punched in the face.

When it comes to 'hax' such as soul deletion, time stop, time erasure, time looping and the like you will enter a battle of strength with your opponent. As long as you can dish out more raw destructive power you will 'break' their ability when it comes in contact with you, leaving them unable to be used for a time. Time Stop will stutter out, Time Erasure will flat out not work and any complete annihilation or turning to stone if you run away will just fail like the rest. Indirect powers will recover from being 'broken' faster than direct ones.

*-King of Capstones-*

But then there's going to be those over achievers who get infinite energy. Or have all the powers. Or have infinite will power or some shit. For that you say.

Fuck that too.

You can completely shut down any indirect hax that tries to affect you and only if you allow it will they work again. For direct powers they lose anything that makes them special. A lance that bends space-time to always reach your heart is just another lance. Soul Erasure is just another blast or whatever it is. If they want to beat you they have to slug it out.

This is all measured against you. As long as you have something over your opponent you can shut their hax asses down.

Are you a better artist? If yes you can shut them down. Are you a better fighter? If yes, you can shut them down. Are you faster? Stronger? As I said earlier you can shut them down. As long as you surpass your opponent in *something* you can shut down their hax. Even if they don't have the skill. That just means you can shut them down by being able to draw moderately good looking circles!

For [Absolute] powers, this will also take effect.

**Power is Supreme:** And you will show them. Their fancy supernatural energies and telekinetic barriers are nothing to you once you get a hold of them. This perk allows you to interact safely with esoteric elements as long as they're not directly damaging like fire.

You will be able to bend, break and grab any supernatural phenomenon even should they be intangible. Punch a ghost. Grip a warping space like a sheet and force it back to normal. Take one of those fake singularities and crush it under your boot. Your opponent teleporting away? As long as it isn't more than a minute or two since they did so you can force open space with just your strength. A wrinkle in time happening because someone killed your parents or your past self? A semi physical ripple will appear just so you can kick it and reverse the effect resurrecting your past self and/or your parents/ancestors.

Whether you can affect a certain phenomenon depends on the strength of your opponents.

*-King of Capstones-*

You know what? Maybe this reality warping stuff isn't so bad!

You adapt rapidly to the phenomenon around you whether supernatural or natural. After interacting with space manipulation once you'll be able to feel the fabric of space allowing you to rip holes in space with your bare hands even if you don't have the ridiculous strength or that fancy pantsy 'mana' or whatever. You can basically replicate phenomena with will and brute force. Just being near a black hole will allow you to interact with gravity and slap it away or

manipulate the singularity into a melee weapon for your use. Or a gun if you want. You could even grab the light from the sun to make the area cooler while also making a scythe or a set of knives out of the rays. Steal a wizard's fireball and turn it into a pair of gauntlets or grab a god's lightning bolt and throw it at them full on return to sender. You can even replicate abstract abilities like stopping time by punching it or grabbing it and winding over your shoulder to turn back time or even kicking it to speed it up.

For a natural phenomena you will always triumph but when it comes to supernatural phenomena it comes down to your will power vs your opponents.

**Marvellous Mentor:** Have you ever thought about what it would be like to teach a bunch of snot-nosed brats what it's like to be a true protagonist? Probably not, and now that I've phrased it like that, you probably won't. But imagine a team of heroes, all with abilities equivalent to a seasoned Jumper, all mentored by you. Doesn't that sound appealing? As for how that's so, well, you can literally teach others your perks. Even if that itself doesn't, this perk ensures two things: One, if you teach someone, they won't use what you taught them in a way you do not approve of. Two, whoever you teach gradually has their loyalty towards you increase the longer you teach them. Someone you only teach for a month or two will think of you as a nice person, but someone you teach for years will think of you as a god amongst men. Or women. I yearn for true gender equality.

*-King of Capstones-*

Now, this is just getting ridiculous. Not only can you teach others your perks, you can teach literally *anything* to *anyone* at a rate that is mind-boggling. Seriously, you can teach the most idiotic and slow-learning people the peak of technology or martial arts or just about anything else effortlessly in a matter of hours. As long as anyone you teach actually listens to you, then you can ram whatever is necessary to master a subject into their heads in a matter of hours, regardless of how dumb they are. Aside from that, the loyalty effect is accelerated so that it happens ten times faster than normal.

## 400 CP Perks

**MINE!:** Why are people always trying to take shit that isn't theirs? With this you can tell them to fuck off. No facet of you from your powers to your identity can be stolen or copied no matter

what. Such attempts will fail spectacularly from their disguises having obvious tells to their power stealing/duplication not working unless you allow it to. No one will be able to take what's yours.

Even technology or intellectual property you create or own is blackboxed to prevent anyone from hijacking it. If they want anything that even functions in the image of it then they will have to do the heavy lifting themselves, and even then they cannot violate your exact metaphorical patents. If you are really mean you can even extend this protection to cover novel principles your technology relies on that others do not already understand.

*-King of Capstones-*

Let's see how they like when *you* take their shit! Any time someone tries to take something from you without permission you will get a sort of list of their own properties whether that be powers, things they own, or even relationships if you're feeling particularly evil. You can then take anything you want from that list at your discretion and without limit.

Show them why they shouldn't mess with your stuff.

**Like the Phoenix I rise!:** Like the fiery bird of myths you are eternally resurrecting. Upon death as long as something remains of your physical form you can come back to life in a burst of purifying flames that burns all you see as enemies while healing allies. This brings you back at perfect health and can even reverse soul damage. Just remember a phoenix can not rise without ashes.

*-King of Capstones-*

You've broken past all logic of your power. You can now resurrect no matter the damage. Soul/Existence erasure will not hinder you for even an instant. You can now control all types of flames even those wielded by others and without need anything to fuel them. You can use these flames to heal others or extend their lives. Your tears can bring the deceased back to perfect form.

Your body and soul is of such purity those that try to corrupt get burned to nothing, the more they try the excess matter/energy that is purified turns into life energy that you can control or absorb to extend your lifespan, increase your powers or imbue with your flames to make them better at healing.

Finally you also become immune to things that manage to put you down. Your level of immunity depends on the level of attack that struck you. A shock that causes your heart to stop won't allow you to tank a lightning blast that can vaporise moons. However your immunity covers all ranges. It doesn't matter if the lightning is magical or natural. Immunity is immunity.

**Philosopher King:** Having immense mental capacity is all well and good, but to achieve something, especially if by "something" you mean the creation of a successful and truly eternal empire with you at its head, you need to have actual skills in very diverse spheres of knowledge to put your genius to good use. This Perk provides all that and more in spades. You are a superlative leader, able to manage organizations, companies and even empires with utterly sublime skill and competence. Your underlings, whether they are citizens or your closest Companions, are all absolutely and utterly loyal to you and follow your orders and ideologies without question, your economy skills allow you to make money practically out of thin air and make you and yours drown in the abundance of all material goods, your military genius will see you organizing the perfect war machine even out of conscripted peasants with clubs and rusty knives and leading it to an unbroken chain of victories over numerically and qualitatively superior opposition, and your scientific knowledge will see you single-handedly advancing the technological prowess by quantum leaps in no time. In short, you have all the skills of the protagonist of the Mary Sue fixfic whose sole purpose is to drag backwards worlds kicking and screaming into the light of progress.

*-King of Capstones-*

Unfortunately, skills and genius, even as great as yours are, sometimes are insufficient. Sometimes, the opposition is just too great, or the place you're trying to uplift is just too set in its ways of grimdark and obscurantist backwardness for one man to improve the situation. Luckily, this is the solution for this seemingly-impossible problem. Apart from immensely improving your already prodigious skills, you now have fate itself on your side. Constant auspicious coincidences and lucky breaks, premonitions and gut feelings that are always 100% spot-on and lead to spectacular successes, even idiotic decisions of your enemies that see them fail where otherwise their success would be imminent - all of that and more will be a constant part of your experience as a ruler of men. No matter what happens and who you are against you will come out on top as supreme ruler. You'll know the right words to make even a flawless argument seem like hopeless drivel and make good on your promises as you are able to perfectly manage all that pertains to ruling what you preside over no matter the size of your empire. Nothing will stop you if you desire to make a utopia. May all nations bow before you and flourish under your enlightened rule, Protagonist.

**We're the Same, You and I:** You have a talent for talking. You know just how to reach deep into someone's psyche and touch their soul with their words. It doesn't matter who it is or how long you'll figure out the right words, phrases etc to appeal to a being and let them see things your way. With this talent you could make even Elder Gods begin to see humans as equals in time.

*-King of Capstones-*

Before you could figure out the right words, now you just know them. You are granted highly detailed psychometry which will give you all the right insights into a person and their character to change their minds with just words. You are also able to understand anything you see without repercussions, no matter how insanity inducing or the rules of the universe you are in. This will allow you to pick a part and break down any person you meet to the point you could predict higher dimensional beings that should be above your understanding. You can share this ability with anyone you choose and allow them to understand you as you do them.

Go forth and forge friendships of the highest calibre! Or brainwash people....I guess.

**"Ain't nobody got time for that!":** Seriously you don't. Like...the big bad is literally right outside!

You gain the ability to compress a month's worth of single activities into an instant. Anything involving only you, from doing some laps around a pool to practising your magic will work, anything involving anyone else won't. The only downside is that you'll get the fatigue and any backlash from doing it in an instant as well, though no matter how much it will never kill you. Be careful not to knock yourself out.

*-King of Capstones-*

Ain't nobody got time for any of this shit. Why do all that boring stuff when you can do more exciting things?

You no longer have a limit on how much time you can compress nor do you get any backlash from using this perk. Compressing multiple activities at once is now possible as well as compressing activities dealing with people as long as you're capable of doing them in any time frame. If you're able to kill someone with your current abilities then they'll drop dead but if you can't this won't activate.

**“Do it? I Did It Thirty-Five Minutes Ago.”:** You have the power of memetic prep-time. At any point you may retroactively declare you have already done something and it will have always been true. This must be something you could even remotely be conceived of doing within the declared time. You must also have stayed in the general area for the entire duration, or obscured your location from non-allies. Ambiguity is your ammunition here. Otherwise, you can simply declare arbitrarily complex preparations are already in place without lifting a single finger. This does not strictly stack, meaning you cannot put mutually exclusive actions in the same time frames. You have a lot of wiggle room for this though, as long as it vaguely seems about right.

You could decide that you had taken a few hours to set up a kill box right where your enemies just chased you, then automated machine guns might suddenly pop out of the walls from nowhere to mow them down. Announce that your plan already reached fruition half an hour ago and watch as your enemies dismay as they realise you destroyed their schemes on the other side of the world before they even saw you. Tell someone that you already had an ally disable the security and watch as your friends barge into the cell the villains are interrogating you in, after your pals had silently broken through the perimeter. Does your foe like to leave riddles with impossibly obscure references? It is so lucky that you “just happened” to study up on that very subject “just in case”. Look like an impossible planner with a flair for the dramatic every single time.

*-King of Capstones-*

You may now overlap mutually exclusive actions in the same preparation times. The geographic restriction is also loosened to the point of not applying unless your *current* enemy can directly disprove you were not there at the stated time, even if travel time and other concerns should logically already rule it out. You will always have an innate sense when this is the case before you activate this perk. You might as well be some quantum superposition of preparations that can effectively be anywhere they are not continually and explicitly perceiving. Even then, it is pretty easy to simply say you were actually there, but they just did not notice you either due to some blindspot or a spontaneous lapse in attention. Note that since the onus is on enemies to actively disprove your presence (if they even know they need to do so in the moment when it matters), some finagling should allow you to figure out some ways to set up “preparations” from *before* you entered the jump (or even ancient history before you were “born” in a jump).

Furthermore, you will now automatically “trap” the bits of your timeline that you allot for your preparations so even enemy time travel will fail to unravel your plans. To an outside observer you might have simply had transcendently complex plans within plans, such that every time they travel back with future knowledge there is always another layer to your schemes ready to



befuddle them. The sweetest part? After you set up your initial layer of retroactive preparations, you do not even need to think up the rest. It all simply falls into place, though it does allow you to adjust it as they play out.

## Powers

This Section allows an OP protagonist to gain some distinct powers to already have an arsenal of abilities at the start of your Jump. You gain 1,000 PP for this Section alone, but you can still use CP from your normal pool here as well.

**Physical Power (Free/100/200/400/600/1000 CP).** Physical Power is truly the oldest superpower there is. Hardly anything can be simpler than overwhelming your enemy with sheer brute force, effortlessly shrugging off their blows or outmanoeuvring them with raw speed advantage, but nevertheless it is still incredibly effective. Purchasing this Power increases your physical characteristics by an immense amount, with you being able to determine whether the improvements are spread evenly between strength, toughness and dexterity or set priorities in any manner you deem fit though no matter how you set it your senses will rise to be able to keep up with ease. All of your physical actions are perfected, so that you perfectly control your strength, never damaging anything that you don't want to damage, always have leverage and the ability to hold, destroy and interact with objects of any size if you're strong enough to do so, and fly with perfect manoeuvrability. The **Free** version of this Power firmly places you in the planet-busting range, with you being able to effortlessly dish out and take hits that destroy planets and even stars and enjoy being able to safely move at FTL speed that would see you zipping around solar systems in an instant.

By purchasing the **100 CP** version, you would see your physical power skyrocket to a galactic level, with your strikes effortlessly reducing even the greatest galaxies and entire groups of closely-packed galaxies to nothing, your body withstanding constant bombardments of such attacks with ease, and your speed now allows you to traverse vast distances of intergalactic void in the same time and with the same ease that an ordinary human would make a single step.

The **200 CP** version elevates your physical characteristics at the level of a universal being. You can now destroy scores of universes and effortlessly take many attacks in this level without any difficulties, and you can now gain access to the universal-level meta-space and swiftly travel across its infinite distances.

Buying the **400 CP** version would grant you access to the multiversal level - the levels of existence standing above the universes and consisting of infinite hierarchies of universes. As before, your single basic physical attack is capable of destroying scores upon scores of multiverses, with your body being

able to withstand many such attacks, and you are swift and potent enough to freely travel through the multiversal-level meta-space at impossible speeds even for those who is a native of this place.

The **600 CP** version makes you an outerversal being by virtue of your physical characteristics. This means that, even at the most basic level immediately after making this purchase, you are able to affect, interact with, and destroy versal hierarchies above the multiversal level by many, many degrees of infinity, and you are then free to expand your physical power without limit in the infinities above.

Last but not least, by purchasing the **1000 CP** version of this Power, you obtain literally boundless physical characteristics. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in strength, Protagonist. There's no other path for you after transcending the final limit.

**Mental Power (Free/100/200/400/600/1000 CP).** Intelligence and wisdom are not as overtly flashy as straightforward displays of physical might, but the results they can bring are nothing short of amazing. Purchasing this Power improves your mental characteristics by an immense amount, with you being able to determine whether the improvements are spread evenly or set priorities in any manner you deem fit. No matter how high your intelligence becomes, you are guaranteed to never grow detached from ordinary humans by virtue of your vastly more advanced mind, and will always be able to feel kinship and empathy with all sentient beings regardless of their intellectual capabilities. For **Free** you become able to stand equal with the geniuses of fiction, placing you firmly above anything even the brightest mind of an ordinary human could possibly accomplish by an immense margin, but still within the range of intelligence that can be understood by ordinary people. This, among other things, gives you eidetic memory with infinite storage and perfect indexing, allowing you to instantly recall any information you have ever come across.

The **100 CP** elevates your mind above everything ordinary humans could ever possibly achieve. Your pure mental processing power is equal to that of multiple clusters of Matryoshka Brains, but the most important change brought to you by this purchase is your ability to use your mental capabilities, which leads to the situation where your effectiveness relative to that of ordinary humans raises exponentially the more challenging and creative the task is, until it hits a point where no amount of ordinary sentient beings would be able to compete with your brilliance. This level grants you lots of advanced mental capabilities, like perfect multitasking, the ability to dissect, analyse and improve your thought processes without stopping them, instant learning of complex skills and huge amounts of information, and the ability to instinctively perform incredibly complex actions like solving advanced calculus problems, as well as making you able to understand and create concepts beyond the ken of mortal minds.

For **200 CP**, your mind is raised to the universal level. Your mental processing power is so immense that perceiving, analysing and perfectly predicting every movement of every elemental particle in scores of universes at the same time is a trivial task for you. As for the qualitative changes brought by this purchase, your mind undergoes a leap that leaves the qualitative increase brought by the previous version utterly in the dust, perfecting the inner workings of your mind to such a degree that you are now fully divorced from the petty minds of ordinary mortals, with you seeing no particular difference between them and inanimate matter when it comes to intellectual capacity. If before you were a transcendent mortal mind, now you can be likened to full-on eldritch abominations. This, among other things, makes you immune to all possible and impossible cognitohazards, memetic effects, insanity, especially the one caused by delving into "things man was not meant to know", and all similar effects.

For **400 CP**, your mind rises to the multiversal level. Apart from the obvious qualitative and quantitative upgrade of every facet of your mind on a scale understandable only to your new level of consciousness, your mind, being raised to a level utterly beyond normal existence, is able to begin comprehending the conceptual foundations of the Omniverse. As with everything granted by this Power, this comprehension by itself doesn't grant you any overt abilities, but the skills and knowledge derived even from the most basic and shallow perusing of your new capabilities will be able to fully revolutionise the way you interact with reality, with even the most immediate implications being barely conceivable even for you.

For **600 CP**, outerversal-level mind is yours to use and abuse as you see fit. Apart from the obvious qualitative and quantitative upgrade of every facet of your mind on a scale understandable only to your new level of consciousness, the depth of your insight into the concepts that underpin, shape and control the entirety of Existence increases to levels impossible to reach by lesser minds, no matter how much time and effort they could throw at this task.

Lastly, for **1000 CP**, your mind becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in intelligence, Protagonist. There's no other path for you after transcending the final limit.

**Combat Power (Free/100/200/400/600/1000 CP).** Being strong and smart is, of course, incredibly important, as high physical and mental characteristics are a necessary foundation for every successful Protagonist. However, you will never succeed with your foundation alone. You need skills to make what you have actually useful in combat and prevail against your opponents. Fortunately, this Power exists to shore up this vulnerability and ensure that you are properly equipped to survive and thrive in the hostile Omniverse. This is a comprehensive suite of skills, coupled with enforcement of certain narrative tropes,

that if it ever came down to simple combat are meant to see your kung fu being stronger than their kung fu. For **Free**, you receive enough skill to take down an entire planet full of warriors on your own through sheer skill, you know perfectly when to dodge or take an attack. You, through experience alone can easily know your opponent's next attack effectively providing you with a 'battle-precog' so long as you are faster/stronger than your enemy. You have effectively mastered every fighting style known to mortals, you could defeat the highest master in any martial arts that you know of as if you were fighting a rowdy child. Although you are the master of all styles of combat, both mundane combat and the combat applications of all of your superpowers and supernatural abilities, there's one style among them that you prefer and that is always orders of magnitude above everything else.

For **100 CP**, you become able to easily massacre an entire galaxy full of warriors with nothing but your pure combat prowess. Your skill in battle is so ludicrous that it can definitely be considered infinite to lesser warriors, and thus, as of now, if someone's skill cannot be placed at least in the same power bracket as yours, you are as good as undefeatable for them unless their raw power or special abilities make them eclipse you by multiple orders of magnitude that are much greater than the difference in combat skills between the two of you. This, among other things, makes you completely invulnerable to being overwhelmed by numbers of lesser opponents, with only your peers being able to pose any sort of threat to you. As you grow in power, their number will inevitably shrink, until, at some distant point in the future, it may even reach zero.

For **200 CP**, you could now fight an entire universe's worth of warriors while paying barely any attention at all to them. In terms of combat there are only a rare few in the multiverse who would be able to fight *equally* against you. You could lazily predict any attack that may come your way, redirect or dodge it. Hell, you could fight with your eyes closed just by predicting the way the air moves as a punch comes towards you. What's more, your sheer mastery of combat allows you to freely create techniques that enhance your combat performance way beyond the effects any mundane actions could have possibly produce, yet with them still being simple mundane techniques and, thus, immune to the abilities that nullify superpowers and the supernatural.

For **400 CP**, you now reach the level of a multiversal combatant. Your combat mastery is so great that scores of multiverses fall before your masterful attacks even if you were otherwise an ordinary human in your characteristics, and if you actually possess impressive physical characteristics or supernatural abilities, then your actual combat power would be exponentially increased even further. Your combat sense reaches its peak, allowing you to fully perceive the flow of combat and perfectly react to any conceivable action made by your opponents if you actually have any chance to react to it, which effectively makes you undefeatable as long as your enemy doesn't possess a truly overwhelming advantage over you, whether in strength or skill. However, this is only the pale shadow of the real prize that you get by purchasing this version. By becoming a multiversal-level combatant, you have come into contact with the conceptual foundations of combat and become able to utilize them for your benefit. The simplest and most immediate result of this is the fact that all of your attacks and defenses have

become perfect attacks and defenses, which means that, as long as you aren't fighting an enemy whose attacks and defenses don't have the same property with the same conceptual potency as yours, your attacks will always hit their intended targets, and your enemies' attacks will always be parried by you without doing any damage to you. All of your combat styles benefit from these properties, although the perfect property of your attacks and defenses made when you are using your preferred combat style have much greater conceptual potency than when you use other combat styles. Remember that this is only the immediate effect of this change, and that with proper training and creativity there is no limit to the wonders that you can create on the field of battle.

For **600 CP**, you become an outerversal-level combatant. In addition to being able to effortlessly slaughter multitudes of outerverses worth of enemies, you undergo yet another qualitative change in your combat skills, and your grasp of the conceptual foundations of combat becomes infinitely deeper than anything that can be achieved by those with lesser skill.

Lastly, for **1000 CP**, your combat prowess becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in skill, Protagonist. There's no other path for you after transcending the final limit.

**Magic Power (Free/100/200/400/600/1000 CP).** Magic is the manipulation of mana, the raw essence of the supernatural that is produced by the souls of those who are born, created or modified to be mages. Its main advantage, as well as main disadvantage, is that it is universal and even-handed across the board, equally suited to produce any possible effect, but having no affinities towards anything. By taking this Power, you become a mage - a being that is able to produce, control and shape mana and utilize it to manipulate and alter the world around you. No matter what version of this Power you pick, your mana reserves and mana regeneration rate are big enough that you don't have to worry about the metaphysical fuel for your abilities in virtually all cases, save for the most egregious of circumstances like attempting to produce effects that are countless orders of magnitude above what could be even remotely possible for your power level, and that's assuming you have no other Perks or abilities that deepen your energy reserves. For **Free**, your magical abilities allow you to freely and easily cast spells that are able to affect and destroy planets and even stars and protect yourself from the effects of similar magnitude. Such great power is not the only thing that you can boast about, as your magical skills allow you to stand above all but the most powerful of the archmages of fiction, with you being able to display impossibly fine mana control and very solid grasp over many different magic schools and disciplines.

For **100 CP**, your magic reaches galactic level, with you being able to affect and destroy entire galaxies and even closely-packed groups of galaxies and protect you from the effects of similar magnitude. Your skills and manipulating mana and creating spells skyrocket beyond the realm of possible for mortal mages, as you can now casually create whole new disciplines and schools of magic on the level that would completely revolutionize the practice of magic for those lesser mages. For you, however, these are nothing but minor tweaks, and you are capable of achieving greater improvements that would be substantial to your new level of magical ability. In addition, your current level of magic aptitude allows you to affect and manipulate forces and phenomena that are beyond the comprehension of lesser mages, thus making you invincible to them.

Purchasing the **200 CP** version of this Power elevates your magic power to universal level. In addition to your new power level that allows you to treat scores of universes like your playthings and impossibly profound magical knowledge that allows you to deal with mysteries infinitely beyond even the wildest dreams of the most powerful practitioners of the previous level, your deep immersion in the most fundamental properties of mana allows you to fully replicate all the techniques and abilities that normally belong to other Power Systems. By itself, this will make you able to replicate the advantages of those Power Systems' abilities that are the result of the special properties of the energies comprising the foundation of these Power Systems, however, with time and effort, you will be able to learn how to overcome this obstacle by synthesizing artificial imitations of these energies from mana. In addition, if you actually have the respective Power System, not only learning how to synthesize the imitation of its energy will be much easier, but you can also use this technique to reinforce and enhance this Power System's techniques and abilities to an unbelievable extent.

For **400 CP**, you reach the level of a multiversal mage. Apart from the obvious increase of the power and finesse of your magic to the level where you are able to easily affect and destroy scores of multiverses and the immense improvement of all aspects of your magical abilities on an unprecedented scale, your magic ability becomes profound enough to come into contact with the conceptual foundations of magic, allowing you to utilize them for your benefit. The amount, scale and profundity of effects you're able to produce with this ability is limited only to your imagination.

For **600 CP**, you become an outerversal-level mage. In addition to being able to effortlessly affect and destroy multitudes of outerverses, you undergo yet another qualitative change in your magical aptitude and the way you utilize this Power System and its unique advantages, and your grasp of the conceptual foundations of magic becomes infinitely deeper than anything that can be achieved by those with lesser skill.

Lastly, for **1000 CP**, your magical prowess becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely

impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in magic, Protagonist. There's no other path for you after transcending the final limit.

**Psionic Power (Free/100/200/400/600/1000 CP).** Psionics is the manipulation of psionic energy, which is produced by beings whose minds are not only highly developed but also have enough metaphysical substance and weight. Psionics is more suited to perform abilities that act as direct influence of your mental effort over reality and the minds of other beings, like psychokinesis and telepathy, but with sufficient time and effort can be made to create any effect you wish. By taking this Power, you become a psionic - a being that is able to produce, control and shape psionic energy and utilize it to manipulate and alter the world around you. No matter what version of this Power you pick, your psionic energy reserves and psionic energy regeneration rate are big enough that you don't have to worry about the metaphysical fuel for your abilities in virtually all cases, save for the most egregious of circumstances like attempting to produce effects that are countless orders of magnitude above what could be even remotely possible for your power level, and that's assuming you have no other Perks or abilities that deepen your energy reserves. For **Free**, your psionic abilities allow you to freely and easily create effects that are able to affect and destroy planets and even stars and protect yourself from the effects of similar magnitude. Such great power is not the only thing that you can boast about, as your psionic skills allow you to stand above all but the most powerful of the psionics of fiction, with you being able to display impossibly fine psionic energy control and very solid grasp over many different psionic schools and disciplines.

For **100 CP**, your psionic power reaches galactic level, with you being able to affect and destroy entire galaxies and even closely-packed groups of galaxies and protect you from the effects of similar magnitude. Your skills at manipulating psionic energy and creating techniques skyrocket beyond the realm of possible for mortal psionics, as you can now casually create whole new disciplines and schools of psionics on the level that would completely revolutionize the practice of psionics for those lesser users. For you, however, these are nothing but minor tweaks, and you are capable of achieving greater improvements that would be substantial to your new level of psionics ability. In addition, your current level of psionic aptitude allows you to affect and manipulate forces and phenomena that are beyond the comprehension of lesser psionics, thus making you invincible to them.

Purchasing the **200 CP** version of this Power elevates your psionic power to universal level. In addition to your new power level that allows you to treat scores of universes like your playthings and impossibly profound psionic knowledge that allows you to deal with mysteries infinitely beyond even the wildest dreams of the most powerful practitioners of the previous level, your deep immersion in the most

fundamental properties of psionic energy allows you to learn the most important and fundamental technique of those psionics who can truly be referred to as masters of this Power System: the fabled Personal Reality Induction. This technique is ruinously expensive in psionic energy and unbelievably complex to use, but its effects speak for itself: it allows you to create and uphold a zone centered on yourself where you impose your own reality over the normal reality, and only laws that govern existence in this zone are those of your creation. This technique's effects are treated as a Reality Manipulation effect, which means that they cannot be resisted and countered save for other Reality Manipulation effects of similar potency. You start off proficient enough with Personal Reality Induction to be able to augment your mundane actions and psionic abilities made within its effect radius to truly unbelievable heights and convey to them the properties of Reality Manipulation effects (and learning to enhance your abilities from other Power Systems and Superpowers will require only the most miniscule amount of practice even without any training-boosting Perks), but your only true limits with this technique are your imagination and its maximum radius, which is determined by three things: your mental characteristics, your psionic skills and the amount of psionic energy you're willing to commit to it.

For **400 CP**, you reach the level of a multiversal psionic. Apart from the obvious increase of the power and finesse of your psionics to the level where you are able to easily affect and destroy scores of multiverses and the immense improvement of all aspects of your psionic abilities on an unprecedented scale, your psionic ability becomes profound enough to come into contact with the conceptual foundations of psionics, allowing you to utilize them for your benefit. The amount, scale and profundity of effects you're able to produce with this ability is limited only to your imagination.

For **600 CP**, you become an outerversal-level psionic. In addition to being able to effortlessly affect and destroy multitudes of outerverses, you undergo yet another qualitative change in your psionic aptitude and the way you utilize this Power System and its unique advantages, and your grasp of the conceptual foundations of psionics becomes infinitely deeper than anything that can be achieved by those with lesser skill.

Lastly, for **1000 CP**, your psionic prowess becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in psionics, Protagonist. There's no other path for you after transcending the final limit.



**Vital Power (Free/100/200/400/600/1000 CP).** This Power allows you to manipulate ki, or vital energy, which is the energy that is produced by beings whose bodies are not only highly developed but also have enough metaphysical substance and weight. Ki abilities are more suited for enhancing one's body, obtaining personal superpowers and supernatural properties, as well as general destruction, but with sufficient time and effort can be made to create any effect you wish. By taking this Power, you become a ki user - a being that is able to produce, control and shape ki, or vital energy, and utilize it to manipulate and alter the world around you. No matter what version of this Power you pick, your vital energy reserves and vital energy regeneration rate are big enough that you don't have to worry about the metaphysical fuel for your abilities in virtually all cases, save for the most egregious of circumstances like attempting to produce effects that are countless orders of magnitude above what could be even remotely possible for your power level, and that's assuming you have no other Perks or abilities that deepen your energy reserves. For **Free**, your vital abilities allow you to freely and easily create effects that are able to affect and destroy planets and even stars and protect yourself from the effects of similar magnitude. Such great power is not the only thing that you can boast about, as your ki skills allow you to stand above all but the most powerful of the ki users of fiction, with you being able to display impossibly fine vital energy control and very solid grasp over many different ki schools and disciplines.

For **100 CP**, your ki power reaches galactic level, with you being able to affect and destroy entire galaxies and even closely-packed groups of galaxies and protect you from the effects of similar magnitude. Your skills at manipulating vital energy and creating techniques skyrocket beyond the realm of possible for mortal ki users, as you can now casually create whole new disciplines and schools of ki usage on the level that would completely revolutionize the practice of ki usage for those lesser users. For you, however, these are nothing but minor tweaks, and you are capable of achieving greater improvements that would be substantial to your new level of ki ability. In addition, your current level of ki aptitude allows you to affect and manipulate forces and phenomena that are beyond the comprehension of lesser ki users, thus making you invincible to them.

Purchasing the **200 CP** version of this Power elevates your ki power to universal level. In addition to your new power level that allows you to treat scores of universes like your playthings and impossibly profound ki knowledge that allows you to deal with mysteries infinitely beyond even the wildest dreams of the most powerful practitioners of the previous level, your deep immersion in the most fundamental properties of vital energy allows you to connect to the underlying principle of this substance, which is life, growth and enhancement, and obtain an ability called the Universal Enhancement, which allows you to infuse your vital energy into the target (which can be your own body, the bodies of other beings or inanimate objects) to grant it permanent improvements, either general all-across-the-board enhancements or gains in a particular characteristic or sphere. These improvements can be layered and stacked without limit and done in increasingly complex and efficient patterns that bring ever-increasing benefits. This ability is universally recognized as the original inspiration for the creation of cultivation in countless eternities past, and although it offers far less benefits than its spiritual successor, it is still

immensely effective and useful, as well as much, much easier and can be applied with equal effectiveness to yourself and other beings and objects.

For **400 CP**, you reach the level of a multiversal ki user. Apart from the obvious increase of the power and finesse of your ki abilities to the level where you are able to easily affect and destroy scores of multiverses and the immense improvement of all aspects of your ki abilities on an unprecedented scale, your ki ability becomes profound enough to come into contact with the conceptual foundations of ki and vital energy, allowing you to utilize them for your benefit. The amount, scale and profundity of effects you're able to produce with this ability is limited only to your imagination.

For **600 CP**, you become an outerversal-level ki user. In addition to being able to effortlessly affect and destroy multitudes of outerverses, you undergo yet another qualitative change in your ki aptitude and the way you utilize this Power System and its unique advantages, and your grasp of the conceptual foundations of ki usage becomes infinitely deeper than anything that can be achieved by those with lesser skill.

Lastly, for **1000 CP**, your ki prowess becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in vitality, Protagonist. There's no other path for you after transcending the final limit.

**Holy Power (Free/100/200/400/600/1000 CP).** This Power allows you to manipulate holy energy - the energy of good, holiness and divinity. Holy energy is a substance that exists on a qualitatively superior level to mana, ki and psionic energy, which gives its users considerable advantages, as the abilities and effects based on it are, with everything else being equal, immensely superior in power and finesse to those based on lesser energies, as well as corresponding disadvantages, as its lofty nature of this substance means that it is remarkably difficult to control and shape. What is more, holy energy reacts incredibly violently to anything unholy, which can be either a blessing or a curse depending on your nature and affiliations. As for specializations, holy energy performs equally well for all effects, from healing and giving blessings to smiting your enemies with scorching blasts of power to inflicting horrifying curses and and gut-wrenching plagues. By taking this Power, you become a holy user, or, as they are also called, a thaumaturge - a being that is able to produce, control and shape holy energy and utilize it to manipulate and alter the world around you. No matter what version of this Power you pick, your holy energy reserves and holy energy regeneration rate are big enough that you don't have to

worry about the metaphysical fuel for your abilities in virtually all cases, save for the most egregious of circumstances like attempting to produce effects that are countless orders of magnitude above what could be even remotely possible for your power level, and that's assuming you have no other Perks or abilities that deepen your energy reserves. For **Free**, your holy abilities allow you to freely and easily create effects that are able to affect and destroy planets and even stars and protect yourself from the effects of similar magnitude. Such great power is not the only thing that you can boast about, as your holy skills allow you to stand above all but the most powerful of the holy users of fiction, with you being able to display impossibly fine holy energy control and very solid grasp over many different holy schools and disciplines.

For **100 CP**, your holy power reaches galactic level, with you being able to affect and destroy entire galaxies and even closely-packed groups of galaxies and protect you from the effects of similar magnitude. Your skills at manipulating holy energy and creating techniques skyrocket beyond the realm of possible for mortal holy users, as you can now casually create whole new disciplines and schools of holy energy usage on the level that would completely revolutionize the practice of holy energy usage for those lesser thaumaturges. For you, however, these are nothing but minor tweaks, and you are capable of achieving greater improvements that would be substantial to your new level of holy ability. In addition, your current level of holy aptitude allows you to affect and manipulate forces and phenomena that are beyond the comprehension of lesser holy users, thus making you invincible to them.

Purchasing the **200 CP** version of this Power elevates your holy power to universal level. In addition to your new power level that allows you to treat scores of universes like your playthings and impossibly profound holy knowledge that allows you to deal with mysteries infinitely beyond even the wildest dreams of the most powerful practitioners of the previous level, your deep immersion in the most fundamental properties of holy energy allows you to achieve deeper and deeper connection with this sacred, awe-inspiring substance, which forms the basis of the ability called Metaphysical Supremacy which allows you to capitalize on holy energy's inherent superiority over the lesser supernatural energies of the Omniverse and refine this superiority even further. This refinement comes in two variants. The first one, which is available to you immediately from the beginning, is active and immediate, allowing you to spend vast quantities of holy energy to refine the portion that you intend to use in an actual technique into an even purer and more potent form, which will not only have an immensely more powerful effect, but will also much more easily bring down any opposition to it, sweeping it aside like tumbleweed in a storm, as well as increase additional damage dealt to unholy beings, objects and effects even further. It should be noted that it is possible to refine holy energy to a point when its effects will have the Reality Manipulation property. The second variant can be achieved only by immensely long and arduous training, introspection and self-improvement, but its effects are more than worth it, for it passively brings up the refinement degree of all holy energy you produce to higher and higher level, as well as immensely improves the potency of your active holy energy refinement.

For **400 CP**, you reach the level of a multiversal holy user. Apart from the obvious increase of the power and finesse of your holy abilities to the level where you are able to easily affect and destroy scores of multiverses and the immense improvement of all aspects of your holy abilities on an unprecedented scale, your holy ability becomes profound enough to come into contact with the conceptual foundations of holy energy, allowing you to utilize them for your benefit. The amount, scale and profundity of effects you're able to produce with this ability is limited only to your imagination.

For **600 CP**, you become an outerversal-level holy user. In addition to being able to effortlessly affect and destroy multitudes of outerverses, you undergo yet another qualitative change in your holy aptitude and the way you utilize this Power System and its unique advantages, and your grasp of the conceptual foundations of holy usage becomes infinitely deeper than anything that can be achieved by those with lesser skill.

Lastly, for **1000 CP**, your holy prowess becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in holiness, Protagonist. There's no other path for you after transcending the final limit.

**Power System (Free/100/200/400/600/1000 CP).** Apart from the above-mentioned Power Systems and energies that are present everywhere in the Omniverse, there are countless others, too numerous to be described here individually. However, there is no intention to deprive you, Protagonist, of the possibility of acquiring them, should any of these Power Systems catch your eye.

Power systems are unique aspects of a verse that allows the manipulation of a force through some means, normally some type of supernatural energy similar to Mana and Ki but many times being distinct from such sources.

You receive one Power System for **Free** and have enough power to produce effects that are able to affect and destroy planets and stars, as well as be skilled enough to stand above all save the most powerful of their users.

For **100 CP**, you reach galactic level in your chosen Power System, with you being able to affect and destroy entire galaxies and even closely-packed groups of galaxies and protect you from the effects of

similar magnitude. Your skills at manipulating the energy of your chosen Power System and creating techniques skyrocket beyond the realm of possibility for mortal users, as you can now casually create whole new disciplines and schools of its usage on the level that would completely revolutionize the practice of its usage for those lesser practitioners. For you, however, these are nothing but minor tweaks, and you are capable of achieving greater improvements that would be substantial to your new level of ability. In addition, your current level of aptitude allows you to affect and manipulate forces and phenomena that are beyond the comprehension of lesser users, thus making you invincible to them.

Purchasing the **200 CP** version of this Power elevates your power in your chosen System to universal level. In addition to your new power level that allows you to treat scores of universes like your playthings and impossibly profound knowledge that allows you to deal with mysteries infinitely beyond even the wildest dreams of the most powerful practitioners of the previous level, your deep immersion in the most fundamental properties of the energy of your chosen Power System allows you to achieve its unique advantage. The nature of its unique advantage depends on the nature of the Power System in question, but you can expect an advantage in line with those described above.

For **400 CP**, you reach the level of a multiversal user of your chosen Power System. Apart from the obvious increase of the power and finesse of your abilities to the level where you are able to easily affect and destroy scores of multiverses and the immense improvement of all aspects of your abilities on an unprecedented scale, your ability in your chosen Power System becomes profound enough to come into contact with its conceptual foundations, allowing you to utilize them for your benefit. The amount, scale and profundity of effects you're able to produce with this ability is limited only to your imagination.

For **600 CP**, you become an outerversal-level user of your chosen Power System. In addition to being able to effortlessly affect and destroy multitudes of outerverses, you undergo yet another qualitative change in your aptitude and the way you utilize this Power System and its unique advantages, and your grasp of its conceptual foundations becomes infinitely deeper than anything that can be achieved by those with lesser skill.

Lastly, for **1000 CP**, your prowess in your chosen Power System becomes unbound. Even immediately after purchasing this version, you are infinitely, qualitatively and absolutely above even the strongest possible development level of the **600 CP** as this level is above literal nothingness, and this gap in power is absolutely impossible to cross without employing the means that stand on the same level as your newly-acquired Power. And this level is only the beginning of your progression into the innumerable infinities above that are incomprehensible to lesser beings. Go forth and grow in power, Protagonist. There's no other path for you after transcending the final limit.

You may purchase additional Power Systems with a surcharge of **100 CP** (e.g. the final price for your second, third and beyond Power Systems at the Boundless level is **1100 CP**).

**Superpower (Free/100/200/300/400/500 CP).** Apart from wholesale Power Systems, which are founded upon the usage of their own unique supernatural energies, there exist a truly infinite number of various stand-alone superpowers, from super strength to eye beams to bug control and more. These are more limited in scope than a full blown power system. While you may be able to do practically anything with Magic you can only go so far with control over Electromagnetism. Whatever skills or abilities you unlock will only be abilities related to the base power bought with this option. Using Electromagnetism as an example again, you could learn how to control lightning/electricity but not souls.

You receive one Superpower for **Free** and have enough power to produce effects that are able to affect and destroy planets and stars. You may pay **100 CP** to raise your Superpower's potency to galactic level, **200 CP** - to universal, **300 CP** - to multiversal, **400 CP** - to outerversal and **500 CP** - to Boundless. You may purchase additional Superpowers with a surcharge of **100 CP** (e.g. the final price for your second, third and beyond Superpowers at the Boundless level is **600 CP**).

## Cheats

The one thing nearly every isekai protagonist has is now also in your reach. You gain 1,000 CP for this section alone, but you can still use CP from your normal pool here as well.

**Gamer System (Free/100/200/400 CP).** Gamer System is a staple option of an OP protagonist, one that allows you to reach unlimited power in relatively no time, and make the process itself exciting to boot. For **Free** you receive a standard Gamer System that you would be able to find in most Gamer fanfics: it allows you to interact with the world as if you were an RPG character, has an array of Stats that you can freely determine at the moment of purchase and that you can train to raise your physical and mental characteristics without any sort of upper limit, performing special actions grants you Skills that, after being sufficiently grinded, allow you to eventually be able to produce impossible effects when performing the most basic and mundane of actions, a Levelling System that lets you get EXP from killing enemies and completing System-granted Quests, which increases your Level, giving you free Stat Points and Skill Points, and you get Gamer's Body and Gamer's Mind that give you agelessness, extreme resilience, as you are now in peak condition until your Health Points drop to 0, and immunity to negative mental effects that originate both from yourself and from external influences, Inventory, an infinite pocket dimension where you can safely store all of your belongings, and Observe, which can let you obtain lots of incredibly valuable information on anybody and anything that surrounds you, provided its Level isn't too high for you.

For **100 CP**, your Gamer System goes beyond the basic package provided by the **Free** version, which manifests in several major improvements. Firstly, the limitless power growth granted to you by the **Free** version of this Cheat is greatly streamlined and sped up, which is done not only by greatly increasing the gains from training of your Stats and Skills, but also by increasing the amount of Stat Points and Skill Points granted to you by levelling up and implementing features such as multiplication of these Points after reaching certain Level thresholds. Secondly, while the **Free** version could only improve what you already have, the **100 CP** version is able to grant you brand-new Abilities and Skills via the Class System, where you can select classes such as Warrior, Rogue or Mage and receive additional power from them. The Class System is tied to the Leveling System, with every level-up giving you progression in your Class, and you can unlock additional Classes after reaching certain Level thresholds. Thirdly, your System now provides you with safe means for training and obtaining EXP in the form of Pocket Dimension, where you can create either empty space for training or dungeons filled with enemies for gaining EXP. Last but not least, the System now provides you with many convenience options, such as a System Shop, where you can buy virtually anything, and a sub-system that allows you to repair and endlessly duplicate every item that ends up in your Inventory.

For **200 CP**, apart from even further direct increases to your power growth, the System starts accommodating for ways to speed it up even further, introducing the concept of multipliers for Stats, Skills and even certain parameters like Health Points and making sure that you gain at least one Cheat Ability that will allow you to increase your Stats and Skill Levels ridiculously fast. Moreover, the Class System is majorly upgraded, with you being able to obtain more and more powerful Classes from reaching high enough levels in certain base classes (for instance, developing yourself as a Warrior can unlock Classes such as Knight, Fencer or Barbarian, while levelling up both Warrior and Mage can give you access to the Spellblade Class). In addition, the System undergoes a qualitative change in how it is managed, gaining a vast library of information and an effective system of tips on how it functions and how best to use it and exploit it for further increasing your power. At this level, you can choose for your System to either become sentient and incredibly helpful, or let it stay as it is and direct that energy to further increasing your power growth by truly obscene amounts. As for convenience options, they are massively upgraded, with the empty space mode of your Pocket Dimension basically turning into a hybrid between a luxurious palace and a fully stocked base of operations, and your System receives a Gacha feature, which is constructed in such a way that will allow you to abuse it to your heart's content.

Lastly, by paying for the **400 CP** version, apart from immensely upgrading all of the previously-mentioned features, you make the System abandon all pretence of balance and fair play and fully commit itself to furthering your power growth. There won't be a single day where you will not stumble on some new exploitable and utterly broken feature that will make you more and more powerful. These could range from a way to farm Stat Points to a "glitch" in a currency-exchanging system of the Shop that allows you to create money from thin air, and these are some of the most basic examples of such exploits that you will receive on the very first days of obtaining this System, as it will get more and more brazen with time

in its attempts to aid your growth and ascension. And with obtaining your Spark, you will be able to directly edit your System, which will raise your power into infinity and beyond.

**Immortality (Free/600/1000 CP).** Immortality is a must have for every OP Protagonist, so this Section is obligated to provide you proper immortality options.

For **Free**, you receive a standard package of agelessness, as well as immense physical toughness and durability. Your body will heal perfectly but not any faster than before.

For **600 CP**, aside from immensely increased toughness and durability, your immortality becomes True Immortality. You may determine the specifics of the inner workings of your True Immortality by yourself, but the end result is the same - you are now completely impossible to be permanently killed, and although your body may still be destroyed, it will perfectly restore itself in no time no matter what kind of forces or abilities were used to accomplish this feat. This, among other things, makes you completely immune to failing your Chain by death.

Lastly, for **1000 CP**, you receive Absolute Immortality, which makes you absolutely invulnerable to all possible and impossible types and sources of damage and unwanted effects.

**Save and Load(300/400 CP):** You can set 'save points' in time that at any moment that you can return to, 'waking up' in your body at that moment. You will have to willingly activate this ability though you will always have a 'prime' save point at the beginning of your jump if you forgot to set any. You can not bring anyone with you and lose anything you gained during your lost time except for soul bound abilities. Soul bound items will keep their connection with you even if you are in the past. You also get a mental catalogue of all your save points. The only time this ability will activate automatically is in the event of the manipulation of your personal timeline upon which you will automatically spawn back at the start of your jump or any other point you choose that is before the attempt. You will know who did it and where they are as well as how they did it.

For **400 CP** you get to keep everything you have gained during your lost time, even items or events though the items are paradoxical copies at that point and the world will reshape itself to fit the event into the timeline. You will be made aware of the changes by a surge of memories that will not impede you in any way. What else you keep is up to you. You can leave behind your scars but keep your hardened muscles. And if you were at the limit of your biology before your body will be changed to allow growth you gained before while adding your 'loaded' growth onto your present body. You can also allow people to tag along on your loops as well though they can not and will never be able to loop by themselves without your permission.



**Instant Mastery(200/300 CP):** Ever wanted to be like some of those protagonists out there can unlock a new power and just beat the crap out of their enemies that were thrashing them before? Why be them though? Why not be better?

As long as you can conceptualise and understand something as a skill/ability you can instantly become a master of it, reaching the highest level possible in that setting. Upon entering a new setting your skills may rise to be recognized as a master there as well.

An example would be the Fate/Nasu worlds where becoming skilled to the point of creating techniques that act like magic spells are possible. Upon entering such a setting your skills would elevate to such a level.

This Cheat also takes your training boosters into account if you have any and if you do they will be beyond mastery reaching hypercompetent action movie levels of skill.

For an extra **100 CP** you can 'prestige' a skill to master it again allowing you to reach an even higher level of skill that your actions may warp reality similar to the **Power is Supreme** perk.

**Cultivation (600/800/1000 CP).** Strictly terminologically speaking, cultivation is the practice of growing in power, achieving immortality and ascending to higher and higher states of existence via gradual accumulation of specific supernatural energies within yourself and refining and improving yourself with the help of the accumulated energies. There exists countless types of various supernatural energies that are used for cultivation, and even more cultivation systems that attempt to utilize said energies according to their particular paradigms, but the one thing that unites all of these systems is that this practice, while incredibly dangerous, is able to grant absolutely incomprehensible amounts of power to those who succeed in it. Therefore, you, as a Protagonist, also deserve to have access to this handy method of personal empowerment, which is provided by this Cheat.

For **600 CP**, you are provided with a basic package that would nevertheless see all inhabitants of xianxia settings save for the luckiest of the local main characters selling their souls to obtain them. First of all, you gain the ability to cultivate all energies and systems that exist, have existed, will exist and may possibly exist in the Omniverse, although only one at a time, with you being required to complete a given system by reaching its highest stage to be able to select another. Secondly, your cultivation potential is infinite, meaning that once you reach the highest stage of a cultivation system, you may still achieve gains in it without any sort of upper limit, although your actual cultivation talent, which is the speed of your advancement, the amount of actual power you're able to extract out of your current cultivation rank and advancements and your ability to overcome bottlenecks and tribulations, is only on the level of an "average genius" - definitely a brightly shining star compared to the overwhelming majority of

cultivators, but ultimately only cannon fodder compared to even the local protagonists. Thirdly, you are protected from the worst dangers of cultivation that are able to permanently halt your progress, rob you partially or entirely of your hard-earned cultivation or even kill you outright. You are guaranteed to never be caught in a truly inescapable bottleneck, to have your cultivation crippled or stolen, or to die as a result of your cultivation (e.g. be disintegrated by tribulation lightning or have your body slowly fall apart from contracting qi deviation). Any bottleneck can be overcome, even if you'll have to spend countless aeons in closed-doors cultivation. Your cultivation base can be temporarily damaged, but will inevitably regenerate to its ideal condition. While you may fail tribulations, they will never kill or permanently cripple you and you're able to retake them again and again and again until you succeed. Your foundation will always be formed flawlessly, so you do not have to worry about it becoming too unstable for the next step. You are granted a cultivation technique of your chosen cultivation system (or, if your chosen system has different paths of advancement, e.g. body refining and soul refining, you get a cultivation technique for each path) that is considered high-quality but not world-shattering, and you may otherwise determine its specifics by yourself. In addition, this version of this Cheat grants you combat skills, both with mundane melee weapons and most common exotic weapons and supernatural abilities belonging to your chosen cultivation system, with a single specialization of your choice, as well as skills in a single supplemental area (e.g. blacksmithing or alchemy) on the level of an "average genius".

For **800 CP**, you receive an authentic xianxia protagonist experience. The limit on the amount of uncompleted cultivation systems you're able to have is lifted, and your cultivation talent is raised to the point where it's firmly planted among the greatest of xianxia main characters, and even slightly beyond them, with the same going for your skills in mundane and supernatural combat and all supplemental disciplines of your chosen cultivation system. All the secondary advantages that, nevertheless, are utterly indispensable for a true xianxia protagonist, are similarly in place: you possess infinite willpower and an unbreakable determination to continue your path of cultivation advancement no matter what, so that you automatically pass any tribulations that test your will or clarity of mind and purpose; your luck is utterly obscene and logic-defying, with you casually stumbling on incredibly rare and potent treasures and generally surviving against odds impossible for lesser beings; and you're incredibly beautiful and only continue to grow in beauty as you progress in your cultivation, in addition to your unexplainable quality of attracting beautiful and powerful members of your preferred gender in large quantities no matter how obnoxious and/or sociopathic your behavior may be. The quality of your cultivation techniques is also changed to be the highest possible according to the normal rules of your chosen cultivation system, and you also gain a veritable arsenal of incredibly powerful supernatural abilities and techniques that you have already mastered, as well as a number of unfair advantages like special overpowered bloodlines or one-of-a-kind abilities or traits that are so common to xianxia protagonists and allow them to dominate their native worlds.

However, by spending **1000 CP**, you demonstrate that even being a xianxia protagonist isn't enough for you. You're *THE* Protagonist, someone utterly unbound by the rules that lesser beings must follow, and this version of this Cheat provides for that in abundance. Yes, your cultivation talent skyrockets into the

infinities utterly inconceivable even to the greatest beings of xianxia worlds, and the same can be said about all advantages provided by the previous two versions of this Cheat, but that is nothing compared to the main course: the ability to break the very practice of cultivation over your knee and reshape it into something more to your liking. The rules of cultivation systems and even supernatural energies themselves simply don't apply to you, as the only rules that do are those of your creation. Shooting past the maximum amount of levels for each rank to obtain impossible, reality-defying power that allows you to easily demolish multiple cultivators that are many major realms above you, mixing incompatible elements in a way that strengthens both of them and provides impossible might and overpowered combos to you instead of violently tearing you apart, cultivating an unlimited number of techniques within a single system simultaneously and actually benefiting from it, even mixing and matching cultivation systems and creating new ones based on nothing but your desire to acquire as much power as quickly as possible in flagrant violation of all known laws and rules of cultivation - all of that and more are just the simplest and most basic applications of this ability. Even the saying "the sky's the limit" here is false, for there are no limits now for you.

**Reality Manipulation (600/800/1000 CP).** Reality manipulation, also known as reality warping, is truly an impossibly mighty power that almost nothing can compete against. It allows you to, quite literally, to create, destroy, control and reshape reality as you see fit, with your only limit being your imagination, as well as your current level of power and skill in this ability. However, its most powerful aspect lies in a different area - the nature of its effects, as any effect produced by this ability possesses the Reality Manipulation property, which means that it cannot be resisted and countered save for other Reality Manipulation effects of similar potency.

Purchasing the **600 CP** version of this Cheat grants you multiversal-tier reality manipulation abilities, **800 CP** version raises the power and skill level of your reality manipulation to outerversal tier, while for **1000 CP** your reality manipulation becomes Boundless. As powerful as this Cheat might be, do be mindful that relying only on it would be a grave mistake that will see you easily defeated and killed if you ever attempt to become an Omniversal being. All Power Systems, Superpowers and even pure mundane skills and characteristics can produce Reality Manipulation effects if they are developed enough, and using this Cheat as your only means of attack and defence in contrast with utilizing it to supplement and empower the Reality Manipulation effects produced by other sources will severely limit your power, which can prove to be fatal.

**The Power Of Friendship(Free/200CP):** You now have Nakama power on your side. By entering a platonic relationship with someone you are able to draw strength from your bond with them, empowering you in times of need. This increases the closer you are with them and if you are fighting alongside or defending them.

For **200CP** this is more than a mere power boost. Upon entering a genuine friendship with someone you and them will form a supernatural bond. This grants you and them 2 abilities each, representing each other. They will be one active ability and one passive ability. You will also be able to summon each other and communicate telepathically.

**Even the Dead may Die(Free/100/200/300CP):** Immortality is a bitch to deal with, especially for the person trying to kill the immortal.

For **Free** this cheat enables you to mitigate any healing factor to the point multiple fatal blows would kill a rapidly healing opponent no matter how fast they can heal. You are also able to disrupt any kind of reanimation/necromancy, dealing damage to any undead or similar beings despite it not making sense.

For **100CP** you can cancel out healing factors entirely and damage spirits and intangible beings, forcing them to move on. This anti-spirit power can be used to harm enfleshed souls and spiritual abilities as well.

For **200CP** you can nullify any kind of healing no matter what or who it is and deny someone the ability to be resurrected or become some kind of undead unless you allow it.

For **300CP** you become the ultimate killer. You can harm anyone or thing, even concepts. As a normal human with a small knife you would actually be able to cut powerful cosmic beings apart no matter their durability. Even if they could take multiple multiverses worth of energy to the face without a scratch you could still cut them to ribbons even if they're made of energy or some other normally uncuttable substance. Should you choose, you can have your targets be erased from existence rather than just dead.

## Items

Items may be imported into similar items, weapons to weapons, clothes to clothes and such.

You get 1 Free token to get an item for free and 4 discount tokens to reduce the cost of an item by 50%, when an item is discounted it is discounted for all purchases. You get a 500 CP stipend for the Items section. All of these can be purchased multiple times.

**Iconic Outfits(100CP):** You get a small closet that is infinitely bigger on the inside. Inside are an infinite amount of clothes for you to wear that are able to adapt to your powers, taking on your toughness for their own and regenerating if you can. They can also 'meld' with any protective

ornaments you have such as shields and armors allowing you complete defence even in a speedo. You can separate the clothes from your ornaments and switch them out any time.

**Ultimate Taser(100CP):** This looks like a simple taser though it can transform into a stun baton. The shock from this weapon will be painful for any being regardless of their defences. Even the most wanked versions of characters who are Outerversal and Boundless will have their mind blanked by the pain brought by this weapon.

**Miraculous Materials (200/300/400CP):** Purchasing this item will grant a shipping container filled with many precious materials. These can be anything from plants, metals, cloth or other substances. Each day the container will be filled with different substances. Any unused materials will be deposited into different containers until they are used up after which they will disappear.

For **200CP** you gain materials slightly superior to the ones of Earth, with them being similar to how they're often used in various media. That means Diamond armour, titanium t-shirts and even diamond-titanium alloys are possible. Coffee beans would make coffee that can give the average man enough energy to do action movie level stunts and even junk food made from ingredients from the container will be healthy.

**300CP** will give you worldchanging materials on par with those seen in fiction like Vibranium, DC's Promethium and many more. Even special ingredients like water from the Fountain of Youth can be acquired.

Finally at **400CP** you will gain enhanced versions of the **300CP** option along with the ability to summon custom materials you make up in your mind once every month.

**Weapon of Promised Victory(300CP):** A weapon of your own design that magnifies all of your powers by 1,000 times their peak while you're wielding it. It is able to copy any weapon it comes in contact with and can create new weapon forms through absorbing materials. Each form has a Shikai and Bankai like state that grants powers related to the original form, if the original form has no meaningful properties that can be expanded upon then the powers are based on an aspect of yourself which you can choose how it expresses that aspect. Multiple forms can be combined to have the powers of both with their own Shikai and Bankai like state. It will warp reality to ensure your victory, guiding your way even if you have no skill to use it and is the best fit for you, always being an extension of yourself.

If it is a ranged weapon it has infinite ammo.

**Pocket Multiverse(500CP):** You gain a Multiverse cluster of your own with an infinite number of universes and timelines. This pocket multiverse is uninhabited though you can change that if

you want as you are basically a Supreme Deity while in it, able to manipulate anything to your will. It is also able to copy aspects of the worlds you visit at your discretion from something like The Root or even individual people/civilizations. Things made in here and brought out are fiat backed.

**THE Reaper(500CP):** The weapon of annihilation. The All-Killer so to speak. This weapon can pierce all defences no matter what they are, whether absolute or not. It can cut the intangible, the non-existent and cause harm to beings of energy as well, diminishing them to nothing, not even sparks. It negates all types of immortality, resurrection, phasing and pierces all types of invulnerability along with causing 'chip' damage, which causes 1% loss of 'health' to your opponent that cannot be regained unless you allow it. This means you only need 100 hundred strikes to kill anything no matter what it is.

**Eternium Armor (500 CP):** Without a doubt, the most advanced armor ever created, this suit of armor, which can freely change its appearance to look however you want (from medieval full plate to futuristic power armor to anything in between), will break reality over its knee to make you invulnerable to all attacks and invincible in battle. It is made not out of any sort of conventional matter, but out of a sort of foam of infinitesimal reality bubbles whose laws of physics constantly shift to protect you, its wearer, from all attacks and negative effects, whether they are simple outerverse-destroying sword strikes, perfect attacks that pierce your heart before the attack itself was even made, insidious mind control, being thrown into reality-rending anomalies or even subjected to full-on reality manipulation. The only way to pierce the armor and actually affect you is to overcome its durability and Reality Manipulation-tier protective effects, which are on the Boundless tier of such impossibly high stage of development that even with every single option from this Jump and many out-of-Jump ones you will need eternities to reach it. Eternium Armor, however, not only is a superlative means of protection, but a potent tool of offense as well, as its Reality Manipulation effects can be utilized to negate enemies' durability and break through perfect defenses like they were wet tissue paper. It can also teleport you both into any point in the space-time continuum you are currently in, and into adjacent continuums and planes of existence, as well as use its Reality Manipulation in other ways to maximize your combat performance and make wearing it comfortable and easy. Last but not least, Eternium Armor constantly improves itself to always be able to protect you from attacks that you would stand no chance of surviving otherwise.

**Reality Gauntlet (600 CP):** This massive gauntlet made out of exotic matter that looks like polished gold and encrusted with crystals of different color is an immensely powerful artefact whose purpose is to shape reality itself according to the will of its wielder. It has three basic modes of use, each of which is progressively more taxing on the physical and mental stamina of the wielder but offers infinitely more power than the last. The First Mode involves using only

the powers of individual crystals of the Reality Gauntlet, whose protective mechanisms ensure that even a wielder who has otherwise baseline physical and mental characteristics could use it without significant strain. There are six crystals in total, which correspond to six distinct powersets: space manipulation, time manipulation, self-enhancement and energy manipulation, life and soul manipulation, mind manipulation and limited reality manipulation. With time and training, the wielder can learn to use several powersets at the same time, augmenting and enhancing each other, up to all powersets at once, but it will still be nothing compared to the other two modes Reality Gauntlet can work in.

The Second Mode, which involves drawing on the power of all the crystals at once by the arcane mechanisms of the Gauntlet and combining their energies into the essence that is immensely greater than the sum of its parts, allows the user to perform feats of Reality Manipulation that the previous tier cannot even fathom. There are only two hard limits to the Second Mode of the Reality Gauntlet: its vast physical and mental stamina requirements, to match which the wielder must have at least the **Free** versions of Physical Power and Mental Power simultaneously, and its inescapable range limit, which are the borders of the space-time continuum its wielder is currently in.

Last but not least, if the wielder of the Reality Gauntlet both meets the requirements for the Second Mode and possesses at least some form of Reality Manipulation abilities on their own, the reality-bending essence produced by the Reality Gauntlet in its Second Mode can be used to strengthen and amplify their innate Reality Manipulation abilities to absolutely immense degrees, which constitutes the fabled Third Mode. Since the Third Mode is a supplement to the wielder's own abilities, it doesn't have a range limitation (and in case the Reality Manipulation abilities of the wielder have a smaller range than those of the Second Mode, then their range is brought up to the Second Mode). The stamina requirement, however, stays the same, but if the wielder is able to utilize the Third Mode of the Reality Gauntlet, it is hardly something to worry about.

**Wishing Balls(600CP):** Oh where did you find this, Jumper? It seems that you've gotten yourself a set of ~~Dragon~~ \*cough\* I meant, uh- Wishing Balls! Every month, you gain the ability to summon a drag- A genie!-Your own personal genie who would take whatever form you wish for it to! \*wink, wink\* It is able to grant you any wish that you want aside from the basics such as wishing for more wishes or wishing for more CP. These spheres number 7 in total and you only need one of them to summon your genie though the less Wishing balls you use the less potent your wish.

When using all seven your wishes could affect entire universes though you can only have 5 of these wishes every ten years. They can build up however so if you don't use them in a jump or in 10 years you'll end up with more wishes.

## Companions

You are able to import any companions you already have for Free and they will receive **1000CP** to spend on this jump, receive any stipend given in any section and be able to take drawbacks should they wish.

**Cult of Jumper:** A cult that practically worships you. Whether they believe you a god or just see you as a spiritual leader to follow is up to you however no matter what they are fiercely loyal to you, rather facing being erased from existence than to go against you. You or they can induct others into your cult permanently increasing their numbers.

For every worshipper you have your power is multiplied by 2. You are also able to grant them copies of your perks at any level you desire.

100 CP : 2000 Members

200 CP: 4000 Members

300 CP: 8000 Members

400 CP: 16,000 Members

**Yandere Waifu/Husbando:(You can switch these to any other 'dere' archetype)**

- **Yandere God/Goddess(300CP/500CP)(Can also be something like a Dragon God or Demon God)**
  - A divine being who has fallen in love with you. They have been watching your chain for some time (or watching you live your life if this is your first jump) and have become completely obsessed with you. With Jumpchan's permission they have been allowed to come with you on your chain. They have 5 domains which they are personifications of and are at a level where rewriting reality would not be too hard for them though that depends on the reality they're trying to warp.

While they will not hinder your journey with their need for closeness nor will they be immediately jealous of you spending time with or loving other people(such petty human concepts matter not to them) they *will* go on an



obsessive rampage if you purposely ignore them or act malicious towards them(they're a yandere, not a pet).

For 500 CP they will instead be a cosmic being of epic proportions comparable to capable of unbalancing a multiverse with just their presence should they so choose.

As they are now your companion(**spouse**) they can ~~be imported at a cost as usual~~(**imported for free**) and ~~get 600CP to use~~ (**get 1000 CP to use although I don't really need it~**).

- **Yandere Magical Being(300CP)**
  -
- **Yandere Jumper(200CP/400CP/600CP)**
  - A being just like yourself. A jumper.

Somehow your chains have led you both here at this point and upon meeting you this jumper has grown attached. They've been on their journey for a while and decided to request your benefactors to combine your chains so you can stay together.

They gain the same amount points that you do in any jump including stipends and supplements.

The price you pay for this companion determines how many jumps they have gone through.

200CP = 1-5 jumps

400CP = 10 - 15 jumps

600CP = 20+ Jumps

**Eternal Rival(200CP):** You Jumper, have your own Eternal Rival, he will always stay by your side even if you don't see eye-to-eye on every matter. You both push each other to your limits making your training hundreds of times more effective if you're competing on something. Oh, trying to see who can seduce more women on a night out? Well, both of you will quickly get better and better and flirting and seducing so long as both of you are determined! Or, trying to see who can do the most push-ups? Well, you both will gain strength much more than you

would have otherwise. Sparring with each other will always make you stronger, it doesn't matter how strong you get, you and your Rival will always be equals so that you both will always push each other and get stronger! ~~with THE POWER OF YOUTH!!!~~

**Brother/Sister from another Mother(200CP):** You now have a partner, no, a brother Jumper! You have the strongest bond with your companion, you and your brother will now fight tooth & nail for each other and in lieu of an enemy that you couldn't defeat alone? Well, with you *and* your brother both of you with your power could defeat anything that is how deep your bond for each other is, bloody and broken. Neither you nor your brother would abandon each other. Whenever you're feeling down, your brother would know and be on your side in an instant to provide all the support that he could, he will always be with you through thick and thin. Another note, your brother will now get a **1000 CP** to spend here so he and you together can take on the omniverse together.

## Drawbacks

**Bad Ass(+200/+400/+800)** The cooler you are to people the more your ass hurts. You can only 'reset' this drawback by losing your 'cool' reputation with people but the minute someone thinks you're awesome in some shape or form the pain will come back full force.

- **(+200):** A constant pain you can sometimes ignore when you're stressed or have something else to focus on.
- **(+400):** Agonising pain that you can't ignore. You won't be able to sit down as the pain will intensify a 100 fold.
- **(+800):** Excruciating pain that will leave you constantly tired even with infinite stamina and won't allow you to sleep. Just air brushing across your butt will make it feel like lava is dripping from every pore.

**Stubbed Toe(+100/+300/+500)** A constant ache in one of your little toes, you may choose left or right. If you no longer have little toes, you will still feel phantom pains as though you did.

- **(+100):** Feels like you just lightly smacked your toe into a hard object.
- **(+300):** Ow, you just smacked into that (insert object name here) *really* hard, you're gonna be feeling that for...oh, ten years or so.
- **(+500):** Did you just smack your toe into a non-euclidean jigsaw trap of constantly moving blades and crushing forces? I'm not even sure how you did that, but it's gonna **Hurt.**

**Fat (+200/+400/+600)** You've got adipose tissue in all the wrong places, can't seem to lose it even with dedicated exercise.

- **(+200):** You're just chubby, like having some baby fat, some people will find it cute...ish.
- **(+400):** You're clinically obese, it's pretty gross, but I suppose someone with a fat fetish could like how you look.
- **(+600):** Okay, this is ridiculous. You've gone right past morbidly obese and are basically a blob of flesh. You're gonna need multiple people to lift you up, or some sort of supernatural power if you want to move around.

**Stinky (+200/+500)**

- **(+200):** Slight whiffs of nasty come off of you every so often, it doesn't matter how much you bathe, use deodorant, or try to cover it up with perfume, it's persistent. People won't know where it's coming from immediately but they'll catch on eventually. Good luck.
- **(+500):** A constant Noxious aura around you is enough to make anyone with a weak stomach puke the moment they smell it

**Standard Power Loss Drawback (+200/+400)**

- **(+200):** You're reduced to your Body Mod plus whatever perks you buy here.
- **(+400):** For another 200 CP, you also lose access to your warehouse and all of the goodies you had stashed in there.

**Mary sue (+600):** an obnoxious mary sue is unintentionally ruining all of your plans no matter how good they(the plans) are! Because they are a mary sue, they can not be killed.

**Singular Slap Chap (+100 to +600)**

This is a set of Saitama-like drawbacks to bind you into a *One Punch Man* type story. The sort of problems that are not strictly about applying direct force or firepower. Each can be taken separately.

- **Alienation (+100):** You have a sense of disconnection with the rest of humanity (or whatever society you find yourself in). You are not exactly Public Enemy Number One, but you will have problems forming normal relationships simply from having concerns, limits, and goals utterly removed from a normal person. You just do not think like them anymore.

- **Unfulfilled (+100):** Whatever you do, however high you reach, you just cannot get a lasting sense of fulfilment. You can temporarily feel content, but never permanently shake this feeling of dissatisfaction even if you have a constant upward climb. You will always settle back into a state of ennui.
- **Unacknowledged (+100):** There is an awful tendency where you never seem to get proper credit for your achievements. Individuals close to you might realise your worth (especially if they were personally there), but institutions and the public never think too much of you. They do not necessarily hate you, but they will readily rationalise a way to shift credit to others if you let them (think Saitama beating the Deep Sea King).
- **Vow of Poverty (+100):** You always seem to be broke. Perhaps it is since you prefer to scrimp and save whatever you earn from odd jobs so you can focus on your hobby. Maybe you have an obsessive fixation on property-destroying explosions or a gambling problem that keeps putting you in debt. Whatever it is, you are probably not living much of a high life, unless you produce all the goods yourself end-to-end without involving money at all.
- **Late to the Party (+100):** When big dramatic events happen that you should probably be involved in, you often seem to run a bit late. You are not barred from them completely, but expect drama and damage to already be rampant when you get there. Constant vigilance can help counteract this a bit, but some people might get resentful if you keep only showing up at the most dramatic times when you could have solved the whole thing right from the start.
- **Unassuming (+100):** Maybe you are bald and do not have the face to really pull off the look. Maybe you are unusually short and young looking. Maybe you just give off that sort of wall flower or background character energy. Whatever it is, your appearance and/or demeanour make people not really think much of you. This alone does not mean no one will ever be your friend, but it will certainly make the investment to get things going much higher even if they should otherwise know better based on your achievements. This does not necessarily make you outright *ugly* or give you an off putting personality, but you might not realise it with how most people treat you.

**Extended Stay(+500):** You add another ten years to your jump. Can be taken 10 times.

## Choices

Go Home

Stay

Continue

## Notes

Conceptual comprehension granted by **Mental Power**, like it is stated in the Power's description, doesn't grant you any powers on its own, but is able to immensely improve basically anything you do by adding conceptual weight to it. Apply conceptual properties to your physical strength to stop time by grabbing it in a chokehold, make your magic always better than the opponent's (unless they can perform similar manipulations, of course), create impossible technologies that work according to the concepts themselves and thus can utterly ignore all laws of physics and magic and what not infinitely better than any magitech (and that can work everywhere, since the concepts are present everywhere) - all of that and more are just the simplest and most basic applications of this ability, and the only true limit you have here is your imagination.

**Outerversal** means outside the multiverse so any ability on that scale would be able to basically reach past certain jump limits. Though it still won't let you go to different jumps if you had an Outerversal world hopping ability it would let you escape the grasp of multiversal level beings trying to confine you and such.

It basically means 'you're so good at x that gods like Marvel's Odin would think you're omnipotent' basically. Another application is helping you navigate settings such as in the xianxia genre where there are always more "higher realms" or "ascended planes of existence" to reach that are unilaterally and wholly superior to lower ones.

Another way to explain it would be for example if you were in the Nasuverse and used your Outerversal World Hopping to get to the Root and attain True Magic you would always be able to use it to get to the Root despite the rules of the setting saying that any path made to it is closed after the user of the path gains True Magic.

**Boundless** tier is as above **Outerversal** as the absolute highest point of the **Outerversal** tier is above literal nothingness. Even the absolute lowest **Boundless** being would be considered completely omnipotent by the absolute highest **Outerversal** in ways that the **Outerversal** being literally fails to comprehend. It doesn't mean that you are at the apex of existence if you reach

the **Boundless** tier, though, there are infinite hierarchies upon infinite hierarchies above you in ways and numbers that only **Boundless** beings can comprehend. In terms of Jumpchain, you're bound by its limits even less than **Outerversal** beings. However, you are still incapable of travelling the Omniverse by yourself until you gain your Spark. The hard limitations of the Perks and Powers that restrict access to parts of their capabilities until you obtain your Spark are still beyond you, unless you find some means to bypass this restriction (travel restriction, on the other hand, cannot be bypassed by any means).

I'm not gonna explain how **Harem Perk** makes you likeable. I left it vague on purpose. Maybe you subconsciously do the actions and have the body language that makes you attractive? Maybe you get the skills to manage and please multiple people to the point they're willing to try out a poly relationship? Maybe it *is* mind control. I don't fucking know, it's up to what you want. The 'air' and 'aura' that people feel from charismatic people is due to your subconscious reading body language so maybe that 'aura' isn't really an aura? Or is it? You decide.