

German Hollow Quest (Jumpchain Compliant)

By Gauntlet AKA Waddle

(The following is fluff and doesn't reflect the reality of the Jump)

Your name is ...

Your name is ...

Damn it! No matter how much you try, you can't remember your own name. Or anything else for that matter.

The harder you try to recall your past, the more fragmented it gets. At first you could recall where you are in relation to other places. Nothing, and the fact that the city is in ruins makes navigating even harder. You recall bombings, but who did it or why, that's another story. Yesterday you had to take shelter in a building that definitely looks like it was hit by an explosion. The walls are scorched, the windows are all broken or non-existent and the ceiling has more cracks and holes in it than intact parts, so it doesn't offer much protection from the rain.

Regardless of these details you had no choice but to rest here, you were too exhausted from the hunger to keep searching.

You awoke roughly an hour ago and since then you were trying to figure out what is going on, without much success.

It is currently World War Two, 1940 AD, and you are something that you previously were not the days that you recall before this. Pick your poison Jumper this is going to be a wild ride.

For those who don't like my writing style, I understand.

There is a plain text version of this Jump at the bottom.

I hope this helps prevent confusion.

Gender: Your Choice

Age 1d8+15

Races:

Hollow

A Human soul that has undergone the process of Hollowing. You are now an inhuman monster whose sole purpose in life is to eat other souls in an endless cycle of hunger until you have consumed enough to pave the way to a new form. You are one of the unique few Hollows that is born with its sentience intact.

You can grow stronger via introspection and proceeding through the five stages of grief, reflecting upon your Death Aspect will also do the job. Once you've reached the fourth stage of grief or an equivalent insight into your Death Aspect you become a Vasto Lorde, a legend among the Hollows. You can rip your own mask off for a power up known as Arrancar at any time during the menos cycle but for now you are so hungry none of that matters.

Hollow Dinosaur (Sixty-Six Million Mandatory and for no points)

Dinosaurs of the ancient world had souls as well and just as the modern human soul eroded so too did those ancient beings. A Dinosaur soul that has undergone the process of Hollowing is a soul of immense savagery and hunger, unlike a human soul which can become introspective these beastly souls, though innately powerful, must claw their way through up the latter of hollowfication. Thankfully the afterlife's eat or be eaten lifestyle doesn't seem that different from when you were alive and you take to it easily.

Unlike the Hollows of humanity you can't get stronger via just introspection or understanding your Death Aspect. You must feast on the souls of those of at least half your strength. You must eat or be eaten.

Fullbringer

Fullbringers are those children of mothers which survived a Hollow attack whilst pregnant. The stray Hollow spirit particles then settled into the child's developing soul and later on in life, when faced with a foe unknown to your senses or in a situation beyond yourself you managed to use those dormant particles to shift the very nature of yourself. Or you may be the remains of a Nano-Hollow Experiment or something.

Origins:

Drop-In: No life previously, you are just granted a body of your chosen sort and nothing more, well for now.

Soldier:

In death, you are a monster on the outside, and maybe on the inside. In life, you were a soldier. Maybe you were German, maybe you were Japanese. It doesn't really matter anymore. However, some things still exist inside your mind, things that are left over. You remember how to fight. You remember how to keep moving forward even though you are scared. You remember winning by the barest of margins. Your will may not be indomitable, but when all your powers run on instinct? It puts you ahead of the others.

Scientist:

In life, in death, and everything in between, you are not someone who solved problems with their fists. You were - and still are? - a scientist. Not an exceptional one, but not a horrible one either. Just, decent. As such, you have the knowledge of two scientific degrees to aid you in your afterlife. Circa the 1940's, of course.

Survivor:

In life you were a person who despite everything made it out of situations. A true survivor pressed to the very edge will die only after the world has burned in the holocaust and that is exactly what it would take to kill you. In death your will to survive drags you away from instinct and the stupidity of rash decisions. You will tough out hunger so as to not pick the wrong fights and your patience could be called legendary, but the only people who would know of it are those who you share your kills with.

Perks

Undiscounted

Death Aspect [Free or 100]

When a hollow is 'born', they are consumed by their own negative emotions, which causes their soul chain to corrode. The more negative emotions they feel, the faster they turn into a hollow. However, more often than not, one major emotion will stand out, and will become the defining characteristic of their personality as a hollow. This is referred to as their Death Aspect. Normally it's impossible to know, and the closest you will ever get is via guesswork. However, you can choose your aspect. The free version will merely change your personality somewhat, and provide a theme for your power and useage of said power. The 100 point version will provide you an actual affinity for the emotion, allowing you to theoretically create high tier techniques. Perhaps something like using 'Isolation' to trap your opponent in a prison dimension?

Animal Physiology [Free or 100]

Along side the Death Aspect, hollows are also bestial in nature. Most of them resemble beasts of one sort, with very few exceptions. The Gillians for example, are vaguely humanoid, but turn back into beasts when/if they become an Adjuchas. Ironically, the Vastro Lord can be described as though someone took that animal and turned it into a suit of armor. It's only when becoming an Arrancar that hollows look genuinely human again. The free version will provide you with a visual theme, as well as have a small effect on your fighting style - a snake might favor quick but weak strikes, where a gorilla would prefer slow heavy ones.

The 100 point version will provide you with an actual affinity for the animal, as well as a few 'required secondary powers'. Something like talking to your animal, and getting along with them without them being afraid of you as a soul eating monster. In addition, you might get an extra power, such as night vision from a cat, or echolocation from a bat. Or perhaps it could merely enhance one of the hollows natural powers, such as how some lizards can regrow limbs enhancing your regeneration.

Whilst rare there are a few Plant based Hollows and you may chose that theme instead if you wish.

A Guide Through the Inferno [200]:

You are unique, but in a good way. Like the son of an Arrancar and a Fullbringer you have an incredible base level of spiritual power and can manipulate the same type of material that composes a Hollow's mask; a material that you can create from your spiritual energy, shape at your will but is insanely durable when you resolve for it to be so. As your own power grows so too will the uses of this ability. You also get a discount on either High Speed Regeneration or Enhancing Speed powers from the Powers Supplement.

Einherjar (Former Warriors) [600]:

Adaptation is one of the most valued of abilities in the realms of soldiers and souls. To triumph over the other army one must be swifter, stronger, more stealthy, and above all else they must adapt to change faster. The Einherjar are something that could be called the pinnacle of such methodology, microscopic hollows living in massed harmony within you to make you a being far greater than the sum of your parts. Whenever you need it these little beings can consume your energies and produce a variety of effects: from healing via spilt blood or a mucus to fine manipulation of spirit particles. These little beings have no direction on their own but with your mind behind them you can rest assured that you'll be ready for a war that consumes the world.

Drop-In

Actions Have Consequences [100]:

Your movements are not the same as those that were taken in another world. The world reacts with equal and opposite reactions but this throws off so many things. You could be called an X-Factor but in truth it's just the way that you do things. Things tend to snowball around you, plans must be reevaluated, dropped, or contingencies must be used, and in general your presence changes the flow of how things were 'supposed to happen'.

You can toggle this ability at will and it does have a flaw. Fate is nothing if not persistent and you'll find that some things are as set in stone as it get, events that you disrupt either happening anyway later or happening anyway but slightly differently, but you at your core are crazy good at fucking everyone's plans right the fuck up.

Everything Falls Into Place [200]:

Some individuals in the world plot and plan for decades. Fallbacks and contingencies are slowly woven into impossible patterns. Centuries of plans being moved forward by inches and this is the world that you've come to understand.

Your mind is sharper when it comes to recognizing that you've been caught up in the plans of others. Subtle cues like wording of sentences or how actions build upon each other allow you to understand the plan that you've become a part of. This may only be the first step but you can make it with far greater ease than others. In addition to all of the previous effects this also makes you passively resistant to illusions placed over your senses.

Gone Full Kubo [400]:

Some people lived 'blessed' lives and you are one of them. Basically like the main character of a story your life is one that the world slightly 'bends' around. Expect strange coincidences like finding out your long lost wife, who died in Germany, now lives in the Japanese Afterlife and is willing to agree to move on, no hard feelings over the fact you have a new wife or anything, and let you go... Despite the fact that you are a body stealing Hollow who bears only the memories of her former lover.

This grants a form of plot armor to how your choices affect the world, meaning that your choices will more often than not benefit you in some way or manner even when worst case scenarios happen, however this doesn't protect you by making all of your choices positive and you can only benefit from its effects from actions that were not affected by outside intervention, so someone specifically wanting to make YOUR life hell would have to make sure but they could make people see the worst in your actions despite this ability.

The Divine Comedy [600]:

A path to Heaven that can only be found through first Hell and then Purgatory. You find that there are choices in the world that are wiser and more easily followed in the world. You can choose not to walk those paths and instead fight against the flow of fate, the machinations of others, and even swipe a Zanpakutou from a Death God's hands. This will not be easy, as you will be essentially swimming against the flow of things, but your choice to take the path less trodden has granted you a boon.

Your willpower is now enough to ignore most illusions, though they still can fool your senses they are very obviously figments, your mind is your own and any form of possession only functions whilst you allow it to do so. Finally, you have the ability to survive any one attack per Jump and become more resistant to it, to the point that something that could one-shot you before will only put you in critical condition and you'll be at death's door when you survive the first time, however this resistance is very specific to the point of "Aizen [Person/Source] can no longer sneak attack me [Action] through figments created with his Shikai [Additional Factors]" is a decent example of what the resistance covers.

Soldier

A Wretched State [100]:

Willpower and insanity sometimes go hand in hand. You have the willpower enough to toss away emotions and beat down instinct when they go against your goals, it may not be much but it could save not only your life but your mind. This mental state is tied to harsh memories of intense training, a devilish mixture of mental and physical tests that were used to make you into a heartless killing machine, though if they succeeded is another question altogether.

Crutches are made for those who need them [200]:

There are shortcuts to power, to fame, to glory, to nigh everything, but you don't have to take them. Sometimes the long path is more fulfilling. Sometimes the path less traveled by is one that can satisfy whilst the other, shorter less rocky, path would disappoint. For you it manifests in a single line, blunt but simple and it shows in your action. This mentality means that when you so choose you may

commit to the long road during training, and it will always be more fulfilling than simply using a shortcut.

This perk grants you the ability to shut down all of your perks save those you are training, and those dedicated to aiding your ability to train, so you can then knuckle down the old fashioned way. If you do it this way you'll notice better quality results than if you'd gone the shorter path, but seriously a decade for one power up?

Usurpador (Usurper) [400]:

As the World War raged on the methods of building and creating new technology gave way, on the field, to the tried and true method of stealing the other guys shit and making it your own. As a soldier you were expected to use whatever you could get your hands on, and as a spirit that flexible mentality manifest is the ability to do just that. You are the beast that can usurp the weapons and armors that usually must have certain mystical requirements. This power doesn't grant you a mystical ability to use the item, only the ability to take it without ever meeting requirements for its possession. Intelligent items could still petition you for freedom but it is your choice, not theirs. Be wary, for pouring your spiritual energy into an object allows you to use it but warps it and turns it closer to the nature of yourself, so much so that after usurping a Zanpaktou you may accidentally grant it Hollow traits if you were a Hollow. Constant 'use' of the object will eventually break it.

Blitzkrieg (Lightning War) [600]:

A soldier knows that it is not strength of arms, nor speed of foot, nor even the razor edged perception that wins wars. All of the above are needed and when you need more you can call on it. By inverting your spiritual pressure you can create an effect that is something like the frenzy of a berserker but without the detriment of losing yourself to the high of bloodlust. Blood pounds as its pressurized to the point of high boiling in your body and you move like a beast possessed of a truly frightful spirit hitting harder, moving faster, reacting with greater celerity, and all around improving your combat ability by an order of a magnitude. This 'form' can be used to improve upon your own state even if you

were to be fighting at your fullest already, increasing your overall power beyond what should be physically possible.

Scientist

A Cold Analytical Monster [100]:

Understanding is fueled by discovery and experimentation. Instinct and emotion are nice but when you need to you have the willpower to set those things aside and do things that are necessary, even if questionable. This also gives you an innate understanding of the earth sciences, just enough so that you could have been a scientist during WW2, along with memories that come with such skills.

Yes, you do [200]:

To gain insight and to understand one must ask questions. Experimentation is the process of shifting a single variable dozens of times just to witness the slightest changes. You have nigh infinite patience for such things and a knack for experimentation that allows you to research things that have no basis in reality using only an understanding of what can be observed through one's own eyes.

This can allow you to understand the 'rules' that the observed effect falls under and can slowly feed into greater projects beyond simple understanding. This also manifests in a skill to improvise new medical techniques on the fly. Scalpels not working on that harder-than-diamond skin? This, short lived, flesh eating virus should do the trick. Now need to patch the guy up well inducing a, slight, form of cancer in him can work out. Everyone who asks you "How?" always say the same thing after hearing your answers. "I suddenly regret asking."

No Shackles on Science [400]:

Truly the bane of any man of progress is to find the wall that is Perfect in his way. You are able to, using methods that you personally invented, continuously create better things. Where most would run into a wall where they'd have no means of progressing you have found a way to get around the shackles that other so willingly accept on progress. Your intellect grows well into the genius range, Insights that would have passed most by you observe easily, and overall you have a more firm understanding of things.

You are capable of, with a few months' or years' worth of work, replicating the effects of some Hollow powers in a scientific way, creating from whole cloth the tools needed to do such experiments seemingly from thin air. With proper study and prep-time you can figure out a method to replicate or utilize certain powers or their effects purely via technological means. Other supernatural effects are not exempt from this, as long as you already know their respective 'rules'.

The Fifth Step [600]:

Others would stop once they reached the apex but you stare ever forward. Progress doesn't stop at the peak of the mountain and you will not allow anyone to tell you that the sky's the limit when mankind has walked on the moon. You have, through endless innovation, discovered a method of creating a step beyond Vasto Lorde. Anyone who undergoes this process will find their spiritual energy, powers, and abilities derived from such energy magnified by a substantial amount, though this process can only be used on a Hollow who has yet to rip their mask off and has already achieved Vasto Lorde status. This 'Fifth Step' manifests in a grander form evolving one's Animal Aspect beyond the limits of a normal creature into something of legend, an Axolotl Hollow could perhaps become a Dragon Hollow this way, and just as the form is grander so to are your abilities and powers taken to equally new heights. In addition to this have also learned enough about spirit particle theory that you can create a reaction in non-spiritually aware living humans which causes them to manifest sudden awareness of the spiritual world along with a large pool of spiritual energy and powers unique to their soul.

Survivor

Instinct [100]:

Deep down, under all the dross of society lies a series of fundamental laws etched into your very being. These are not rules of right and wrong, but the difference between a king and his horse even if they should share the same form. You have an immensely intuitive spirit that allows you to learn in spite of setbacks like not having a mentor or having never heard of spirit particles and that allows you to learn things at an accelerated rate. Also your spiritual energy, though not

necessarily it's pressure, grows at a decent clip, enough you'll notice after maybe a week or two.

The World is Not a Fair Place [200]:

And you know this, but sometimes the underpinnings of your world are broken away and you have no rock. Sometimes you will find that there is no rock and that everything is change tearing at you. In moments where even belief in a greater deity fail you, you'll find you have one last thing to rely on. You. You are you and even if all else abandons you your sense of self will not and thus you can always rely upon yourself to be a rock, even as you adapt to the conditions and grow stronger for it.

I'm a Jewish Man Working As a Catholic Priest While Being an Atheist [400]:

And let's not get into your backstory! You can maintain a face like few others and provide emotional support no matter how compromised on the subject you are and in addition you have a sizeable charisma boost that allows you to get your point across even as you don't believe a word of it at all. You can seem a zealot to all, words seeming impassioned by your belief but never once do you need to believe. In addition to all of that you can also act as an emotional healer, allowing a person to accelerate through things like grief and into the realm of accepting their faults easily. The heart is hardest to heal but you've learned how.

Who I Was (My Past) and Who I Am (My Present) Will Guide Who I Will Become (My Future) [600]:

A soul grows in strength in relation to endurance. Hollow Spiritual Energy 'matures' via reflecting on what caused it, the Death Aspect, or via battle unrelenting. For you this is different. You are a being that is odd in how it develops as your past marks you and your present choices allow you to move forward you grow steadily even when not actively participating in battle nor reflecting on your Death Aspect.

You have a unique ability to 'train' passively, developing spiritual energies and techniques continuing to grow even when they should not. Though this growth is slow you'll never truly grow rusty, always count as training your spiritual

energies and techniques, and it'll allow you to maintain an 'edge' no matter what. In addition you can easily understand small truths about those who have the same 'nature' to their own powers allowing you insight into training and mentoring others in their powers, as long as those powers are similar to those you posses.

Items:

Starrk's Smooth Cigars [50]:

These cigars give you a rich and full taste with every drag. Made from the dried and precision cut leaves of the Hollow Tree, cured with special ingredients to draw out the flavor, these cigars are the best thing the afterlife has to offer short of heaven itself. There are thirty of them to the box, which refills on its own, emblazoned with the motto: "You're already dead, what's the worst that could happen?"

A Simple Beast [50]:

You have a pet that resembles the base animal that your Animal Physiology is based on. Doesn't count as a Companion. It's just a pet.

Magic Plot-Rock [Free]:

This thing looks like something much greater than it is. This small object looks like a small blue sun stored in a many-faced glass case, it looks like the artifact that in this world could turn events towards a raid on the resting place of God. However this is not that device. Basically a Magic 8-Ball but a bit more accurate, maybe.

Hogyoku Treatment [50]:

You've undergone a metamorphosis via an experimental use of the Hogyoku. How this happened is up to you but the results speak for themselves.

The Hogyoku produced an effect that enhanced you, granting 50 additional points for the power supplement for each purchase as well as Customized Look for the free on the first purchase.

A Revolution in Written Form [300]:

A tome written by a man with an ambition. This is a primer on the Quincy magics as reinvented by a young Quincy who wishes to see his people progress beyond the tools they have now. With time and a tenacious mind a person could replicate the effects of some of the magics through something like Fullbringing or perhaps even a Hollows own powers, though not all would be with the grasp of even such a powerful genius: the power of the Sternritter's Letters and the Holy Wards have only been held by the very origin of those magics but everything else... The crafting of soul forged silver and glass along with the enchantment of Items to act as conduits of spiritual energy for spells are all with grasp.

Drop-In:

Spirit Fruit [100]:

A azure skinned fruit of delicious taste, to those who have to sustain themselves on the lives of other, and potent spiritual saturation. This fruit holds in it a powerful spiritual energy that can be used to sustain a Hollow at any one stage of the Hollow evolution. It has enough seeds that you'd be able to start your own grove fairly easily from this fruit alone. It grows easiest from ground saturated in spiritual energy.

Hollow Panzer [200]:

This is a tank built from the same material as the masks of Hollows in a manner identical to the Panzer IV. It's tough enough to tank a full on shot from a Menos Cero and keep on trucking. It still needs ammo for its guns, but this old girl runs on spiritual energy now and with how efficient the engine is you'll never have to worry about fuel.

Perfected Spiritual Sealing Cloth [400]:

This cloth, when worn as an article of clothing, acts as a perfect insulator for spiritual energy. Making you invisible to attempts to sense you via spiritual energy. It also greatly 'softens' blows composed of spiritual energy, to the point that you could reliably weather a Cero from a Menos virtually unharmed. Greater

threats will hurt but this cloth always acts as an insulator to spiritual powers. Comes in bolts of five feet by five hundred yards.

Raidenhanto (The Glove of Suffering) [600]:

A cross of elegant make set with five crimson stones on a backing of black material and soul forged silver, which swirl around the blood-red gems in a manner most kind to the eye, this emblem is inset into the back of a glove of black and crimson material. This artifact is of exotic make that allows a spiritually aware person to collect and manipulate spirit particles as if you were one of the Quincy line slowly teaching them how to do it on their own, given vast amounts of time.

This allows one to fire blasts of spiritual energy at little to not cost to oneself, utilized techniques only used by the Quincies, and acts as a battery for simply massive amounts of energy. With the correct understanding of spirit particle theory and Quincy Magic you could even produce more of these granting the copies to those you wish and allowing them to utilize these self-same features. Allowing the use of the Quincy art, but none of its downsides, en mass.

Soldier:

Old Faithful [100]:

A weapon doesn't lose its uses when a soldier changes. Whilst you have become something else, or perhaps because you have become what you are. The weapons you held in your days on the battlefield have 'carried over' to your hands. Like a faithful hound the weapon has changed its basic shape and become a living extension of what it once was. Chose a weapon from WW2 era of military grade technology, you may now summon, or Fullbring a weapon into, a single 'lesser Hollow' which is basically a walking version of that weapon, upper limit is shoulder mounted armaments. You purchase this again to make it able to fly.

Trophy Collection [200]:

Some things are symbolic. The sword of defeated enemy, the mask of a slain foe, these kinds of things are hard to find in fights that reduce one's enemies into naught but spiritual dust so this little thing will have to do. A cabinet you can instantly import to any property you own, defaults in the Warehouse, and shows

life sized replicas, without any function beyond maybe being heavy enough to hit someone with, of your greatest foes greatest weapon brought to bear on you. Anything larger than a moped is instead a model of it. Never get's larger but always has room.

A False Body for a Hollow [400]:

A genius of Soul Society's methods crafted this. It's basically a Gigai, but for a Hollow. This makes it very effective at shielding your spiritual energies from others senses. With this you could fool even a Lieutenant Shinigami into thinking you were merely a human with lots of spiritual energy.

Vanaheimr [600]:

Some soldiers are just looking for a place to return to. Some warriors just wish for all the wars to be over. This place is something like that wish. A great sprawling garden city among blue leaf trees. This spiritually rich land has become a home to beings unique among Hollows. Hollows who seek peace and quiet will find this place to be a natural boon. Having Spirit Fruit trees in abundance this place could and will, if you chose, supply thousands of Hollows with enough Spirit Fruit to live comfortably, though with no noticeable growth in strength.

Vanaheimr is a place you can find by looking for it, a property that only appears when you seek it. Thereafter it a noticeable fixture on the spiritual geology of the world.

Scientist:

100% Artificial Lesser Hollow Meat Experiment Notes [100]:

This is complex series of notes written in some hellspawn of shorthand that may as well be code. It details a series of experiments used to induce and grow artificial lesser hollows without death being involved. The sciences are well in advance of most in this era but a genius intellect, with a touch of madness, could use this to reproduce the results. A form of spiritual energy rich meat that could change how Hollows diets work, at least at the lower levels of the Menos and for those who kept their sentience throughout the transformation.

Spirit Particle Observational Tools [200]:

Spirit Particle science is a craft that would be impossible if the particle itself were not quantifiable, observable. These are the tools designed to do just that. The naked eye can't observe spirit particles but these devices, which look for all of their supernatural premise such as a microscope and various electronic devices. Comes with a series of notes that detail how these devices were created.

Spirit Particle Constructor [400]:

Insert spiritual energy, output house. This neat little device, a cube around the size of a grown man's fist, sculpts spiritual energy into physical domiciles. If you can imagine it, and it actually physically works, then it can be built in this way. Like all spirit particle technology you'd either need a spiritually saturated area of land or high enough spiritual energies to fuel the device yourself, an average Shinigami could produce a single room shack of some sort per day. Comes with a series of notes that detail how this device was created.

Dimensional Lock Device [600]:

Used by the Shinigami this strange device, looks like a gate of some sort usually allows only one passage within miles of itself through dimensional boundaries, as defined by the user when it's deployed. This can be overwhelmed but the device should keep traffic down to only the largest beings at the least. You now have one, linked to a safe pocket dimension. Your Warehouse or something else can be linked to it, it's up to you, but the default is a black blank world of small size. Like a black hallway about three people wide and fifty feet long. Comes with a series of notes that detail how this device was created.

Survivor:

Spirit Saturated Mementos [100]:

Items that can interact with the spiritual world because they have so much spiritual energy. The default items are a set of clerical robes, as in garments of a priest, and a amulet. However you may freely import any three items via this and it'll be 'physical' even to beings that exist only as spirits. You may purchase this multiple times, Survivors get the first purchase free and after that a discount.

A House of the Faithful [200]:

A church has come under your purview and now you have a nice peaceful section of a living world town. You'll be able to use this place as a staging point and most hunters won't hunt for you here if they have no reason to. The reason why that is is evident in the fact that this land is strangely bereft of spiritual energy and drags at everything around it like a whirlpool, this cloaks your own energy signature in the deluge but you feel no drain. Other spiritual beings will feel unwell here and usually avoid it but it doesn't hurt them, or even do anything more than mildly inconvenienced them. In future jumps you can find this place again if you so wish, it'll be in the middle of the town you are in somewhere off the beaten path.

Now Who Would've Expected this?! [400]:

A simple hidden trap door which leads to a massive, easily 1 km squared, training zone where one can train to their hearts content. Here training takes around half as long and every moment seems to be packed in. This however makes you accumulate injuries, however thankfully there is a spring with incredible healing properties; heals surface damage instantly and can get the deeper stuff in usually a day or so.

Nano-Hollows, Son-in-Law [600]:

There is, within your Warehouse, a massive vat of off green mucus. This is actually a powerful restorative based on microscopic Hollows following the will of those that feed them spiritual energy. These little beings can repair incredible amounts of damage and may have other, grander, uses but the notes on this stuff, found scattered around the floor in it's immediate area are in a couple of words, a mess. What you currently know about this thing is from a letter, in a vastly different handwriting, to 'Son-in-Law' explaining how to use its restorative powers.

With time you'll discover through the notes that these microscopic Hollows are able to not only regenerate the flesh of those placed within it but also convert spiritual energy into material, though this material in question is only physical to those who are spiritually aware, which then can be worked into shapes you wish.

Companions:

A Special Ring [200]:

You have a ring inset with a rare form of fire opal, found only in places that have been completely desolate for ages, while the band is a rare metal that can only be found in Hueco Mundo. This ring bears your spiritual energy and with it you can propose to a single individual. Marriage is called the union of the souls by some but this ring makes it so. This ring grants the ability to propose to a person and become bound to them intimately, their spiritual energy melds with little sliver of your own.

Using this you can propose to anyone that you've been courting, you must have met them in the time that you were here and courted them during that time, and they may become a Companion, able to be with you even beyond your time here in This Jump. The blending of your spiritual energy and their own imparts a bit of your chosen path onto them, granting them an origin, the same as your own, and 400 CP to buy perks with. You may buy this multiple times if you wish.

Canon Companion [100]:

You met with someone on favorable terms and if you can convince them to leave this world by the end of your time here then you can take them with you.

You and the Horses You Rode In On [100+]:

You may import up to eight individuals and they gain a race identical to your own and 200 cp per 100 you place here, up to maximum of 600 cp each. In addition to that they can be new Hollows who have been attracted to you through either fate or something else.

Drawbacks (+600 Maximum unless you take Sixty-Six Million or Mein Kampf at which point the bar is raised to +800):

Till Blood Washes Out and the World is Bleached Clean [+000]:

A plan is in motion. One which has been explicitly laid out since over a hundred years ago. The culmination point of this plan, some fifty to sixty years in the future, is too far for you to see to the end. However, if you so wished you could go the long way and live those years to see that plan happen. This makes the next Jump you take Bleach.

Hungry, so very Hungry [+100]:

You have a enormous urge to feast on the souls of the fallen. It doesn't matter how much you feast you will always feel a gnawing hunger tearing at you constantly for the duration of your stay here.

A Soldier's Due [+100]:

You have done some things. Things that would chill you to the bone, if you still have them, and thus after your transformation you have terrible and traumatic flashbacks before and after you use your powers, not enough to get you killed but enough to lock you up for an instant. In the line of duty, in this life, you were the most despicable kind of soldier and every time you have need of your powers now you pay your due. If taken with Sixty-Six Million you are instead remember the brutal lives lived by the first human ancestors, even though that'll be some time yet to come.

You'll Take Responsibility, Right? [+100]:

For some reason you feel a dangerous need to take responsibility for any actions you take. If your actions are the cause of suffering you will feel responsible for it, even if your actions were only peripherally the cause of such events. This only

works on outcomes that have observable outcomes and results, which you yourself must either observe or be shown.

Born of Auschwitz (Cannot be taken with Sixty-Six Million) [+200]:

You are starting as something grand and powerful a Menos Grande. However there is a problem... You are a Gillian Menos with all the issues that will hold and you were also composed of hundreds of Hollows who flooded Auschwitz and accidentally accelerating your growth to this first step into the Hollows advanced Menos cycle. Not only are there dozens of highly skilled Shikigami hanging around waiting for this as a very imidiate threat, there's also the fact that you have no idea how to use your powers until you subjugate all the hundreds of Hollow wills within yourself. This a rough job but I'm sure you can do it.

Mein Kampf (Cannot be taken with Sixty-Six Million) [+200]: Who you once were in this world is... a delicate subject. You were once literally Hitler and now you deal with flashbacks of what you did in that life before your eventual suicide. Any death you or the Nazi Party of WW2 perpetuated has now become yours to atone for and you will struggle under this sin if you chose to take it. It will burden you and mark you out so that all spiritual beings will know who you are instantly. Any form of reincarnation will send you straight to Hell for you past sins.

Sixty-Six Million [+200]:

If one were to quantify just how fucking old the eldest of the Hollows are this number is quite simply the one that comes up. Now you too are in the ancient past when dinosaurs created Hollows and the land of White Sands had yet to become a thing properly. Spending ten years here might not be so bad...

Buried Too Deep, I can't Remember [+200]:

Something has happened and you can no longer remember anything beyond this Jump. Your perks, powers, and various other things are still there but they are just blank to your mind. You'll have to relearn how to do everything if you wish to regain everything that you once had. Dredging up those memories makes it hard to do anything else though so find somewhere where you won't be disturbed

because you are not going to be able to control your spiritual energy once you start.

A Diary, an Obsession [+300]:

A diary written by a madman. A plan that requires absolute insanity, or perhaps absolute faith. And you, the Jumper for the job. You have, on your person at all times a book within which a set of instructions has been writ. These instructions are as follows:

"What I need is a Sword of Rebirth.

What I need is a trustworthy friend. He must be someone capable of controlling his own desires. He must be someone who is not interested in political power, fame, wealth, or sexual desire, and who chooses the will of God before the law of humans.

What I need of 36 Manifestation Artists.

Then I need to have the courage to destroy my Sword. It's pieces will be absorbed by their souls and become something new, something different and yet the same.

I will need 14 words I will have my trusted friend know. So that as me and my Sword become something new, he says them to me. Then I will become his 'friend'.

What I then need is a location, a Valley set on the Precipice, to await the new world.

From there Heaven will come."

Now you, an outsider and perhaps even a Hollow, move to see the plan through its steps and the first worrying signals of this movement will send the world into a frenzy. Expect visitors of the seated Shinigami level of power and more to come.

Grudge Bearers (Cannot be taken with Sixty-Six Million) [+300]:

You have, somehow, gained the eternal burning ire of a clan of Qunicies. There are two active members to start with and with each year this number doubles as their young finish training and join the hunt that will last at least a decade.

And I Love the Looks on your faces when I tell you that... (Requires Sixty-Six Million) [+600]:

Yeah nevermind you now have to go the long way to twentieth century. This is going to be a long haul and your presence will send butterflies to reap the whirlwind of your existence. You must make it to the twentieth century with humanity intact, and somehow everything that you've done has been taken into account by the plans of one Aizen Souske, though only in a peripheral manner unless he 'conveniently' inherits your bloodline for reasons. Also you'll find that your growth is heavily restricted, to the point that you could still equal Marr the original Number One Espada but only just. Granted this is the man who could "Stand to lose a few thousand years", Has a spiritual release so powerful it creates permanent storms where he does so, and Was so tough they had to be eaten to cut him.

Stay Here, Homeward, or To the Next World

Notes:

To build your own Hollow Form and/Or Fullbring see the German Hollow Quest Jump Hollow & Fullbinger Powers Supplement please.

On the subject of the Hogen:

This is a device that needs lots of spiritual energy, even Aizen used it sparingly at first, and outside of the GHQ Canon Bleach world, where literally everything has a soul it may or may not be able to work. I have no idea I just thought I'd note this for you guys.

On Awakening the non-Spiritually Aware:

There are several methods, ranging from just plain having high spiritual pressure which can force a person to adapt or suffocate, to feeding them spiritual foods, however the only safe methods are those developed explicitly for that in perks and Items everything else has a risk factor. The Spirit Fruit, Starrk's Smooth Cigars, and 100% Artificial Lesser Hollow Meat would manage to awaken a regular person with no risk with a long period of injection/use.

On A Dairi, an Obsession Drawback:

it's meant to be just that. It shouldn't result in any *huge* power up if you manage to pull it off. What happens though, is up to you.

On the nature of Hollows and evolution:

Spirits who hold over and don't gain spirit burial (Being sent to the afterlife) fast enough can sometimes give in to their emotions and become beings known commonly as Demi-Hollows which then become Hollows.

Once you are a Hollow you are filled with an incredible hunger that causes them to eat ghosts and other Hollows.

Gillian Menos are the grade above that which is when you can no longer sate yourself with ghosts and eat only hollows.

After hundreds of Gillian/Hollows eaten there will be a singular mind that fights it's way out and subjugates the lot, becoming a Adjuchas and compressing into a being akin to the animal/plant they were themed after.

Vasto Lorde is the fourth form and looks like a humanoid clad in armor of the Hollow's Animal/Plant theme. At this point they have two choices:

The Fifth Step involves acceptance of both your past and your present to the point where your form shifts to have your mask fill the hole in your soul, other than this it is unknown what is needed to take the Fifth Step. Your powers get a considerable boost and you can continue to grow via eating Hollows. This choice is exclusive to becoming Arrancar.

Arrancar are those that have ripped their mask off and gained a sealed state in which their power is compressed into a sword. This halts the Hollow's evolution but is as easy as breaking the mask off your face after you've become a Menos. This choice is exclusive to the Fifth Step.

Tldr: Too Long Didn't Read Breakdown:

Perks:

Death Aspect [Free]: Gain a theme to your power and an understanding of a specific negative emotion. (E.G. fear of [Time], [Despair] of a lover's death, grief over [Sacrifice])

Death Aspect [100]: Gain moves and techniques, along with an intuitive understanding of them, from above choice.

Animal/Plant Physiology [Free]: Choose one creature/plant from Earth that isn't a dinosaur. You are a hollow with a similar form as to that. This theme follows you through your transformation and maturation of being a Hollow.

Animal/Plant Physiology [100]: Gain the power to communicate with the chosen type of animal/plant you've chosen. Notable traits of the animal/plant manifest as small powers.

A Guide Through the Inferno [200]: Base spiritual energy pool expanded, ability to create and manipulated Hollow mask material. Discount on High Speed Regeneration or Enhancing Speed Powers.

Einherjar [600]: You can produce Nano-Hollows which allows you to hide your spiritual energy really well, regeneration, capture things in the mucus, craft spiritual matter into objects via ordering the Nano-Hollows to interact with the spirit particles.

Drop-In

Actions Have Consequences [100]: You screw up plots and foil plan more easily. Your actions can change the course of canon but Fate finds a way usually, unless it's a minor thing.

Everything Falls into Place [200]: Awareness of when you're being used as a pawn in a plan and Illusion resistance.

Gone Full Kubo [400]: Your choices long term results have slight Plot Armor, resulting in them being net positive in most cases except for when someone is purposely screwing you or the results up.

The Divine Comedy [600]: Willpower Boost, Illusions are now just see-through figments that you can ignore, Plot Armor based 1-Up that makes you resistant to gimmicky attacks.

Soldier

A Wretched State [100]: Can push away emotion and instinct when they would be bad to let interfere with you. Basic training in WW2 Tactics, CQC, and weapons.

Crutches are made for those who need them [200]: Training Booster. Shut down all Perks and Abilities besides other Training Boosters. Get better quality results in this way then if you had kept your perks active.

Usurpador (Usurper) [400]: Can pick up objects which usually have requirements you don't meet (Zanpaktou/Excaliber/Thor's Hammer/Etc.) and use them, though using them erodes the object in question. Intelligent Items can negotiate with you to be returned to their owners or other stuff but they can't hurt you.

Blitzkrieg (Lightning War) [600]: Super Mode. Reaction speed+, General speed+, strength, & physical limits don't have to be followed but you'll ache afterwards.

Scientist

A Cold Analytical Monster [100]: A general upper education in all Earth Sciences circa WW2.

Yes, you do [200]: Observing an effect allows you to understand it's rules. In addition, you can improvise medical solutions that no one would think of successfully.

No Shackles on Science [400]: Intelligence Boost, can always improve on personal work, can replicate Hollow powers with technology and time, knowledge of how to craft what is needed to do so on the fly, applies to supernatural systems that you understand the rules for.

The Fifth Step [600]: Ability to artificially induce a permanent power boost in Hollows that are already gone Vasto Lorde, taking this step will exclude them from going Arrancar but they will continue to grow and evolve as a Hollow. Also grants an understanding of how to create spiritually aware people like Orhime.

Survivor

Instinct [100]: Innate talent at spiritual technique development and spiritual energy growth perk.

The World is Not a Fair Place [200]: Changes to your personality or sense of self hit a wall and a stronger sense of self.

I'm a Jewish Man Working As a Catholic Priest While Being an Atheist [400]: Acting boost, big Charisma boost, bluffing boost, and politicking boost.

Who I Was (My Past) and Who I Am (My Present) Will Guide Who I Will Become (My Future) [600]: Training Booster. Allows you to count as training passively even when you aren't training, allows you to keep your edge as if you had been training, grants a learning and mentoring boost.

Items:

Undiscounted:

A Simple Beast [50]: A pet of your chosen animal theme.

Magic Plot-Rock [Free]: A ornate paperweight.

Hogyoku Treatment [50]: Put 50 points in get 50 points in the powers supplement.

A Revolution in Written Form [300]: Quincy magic up to the end of the Fullbringer Arc. Quincy Craftsmanship. Quincy Enchantment on ordinary objects to make them spiritual weapons or tools.

Drop-In:

Spirit Fruit [100]: Spirit Fruit, enough to survive on till you've planted more of them from the seeds. Sustains Hollows and eliminates their need to hunt other spiritual beings for sustenance.

Hollow Panzer [200]: It is a tank built out of the same material as a Hollow's mask. It's very tough and has infinite fuel. Ammo not included.

Perfected Spiritual Sealing Cloth [400]: Perfect spiritual stealth and reduces damage taken that is taken from spiritual sources.

Raidenhanto (The Glove of Suffering) [600]: Quincy glove. Trains the user to be able to fight as a Quincy in addition to their own type slowly. Shoot bow blasts, store energy in the glove, and do Quincy techniques as if you were a Quincy.

This with A Revolution in Written Form will grant you basically all of the Quincy Arts as adapted to you up to the Fullbringer Arc as well as grant enough insight to mass produce this item to teach others your ways.

Soldier:

Old Faithful [100]: Chose a weapon up to WW2 Tech that is up to shoulder mounted weaponry and you can now turn it into a little lesser Hollow.

Trophy Collection [200]: A collection of trophies, mundane copies of your enemies strongest weapon brought to bear against you. Too large are scaled.

A False Body for a Hollow [400]: Giga for Hollows. In general damn good stealth for those trying to sense you. Allows one to interact with the physical world when one is spiritual.

Vanaheimr [600]: Property. Massive section of land, small town, full of Spirit Fruit orchards and housing. Set it where you will but it disturbs the local spiritual geography.

Scientist:

100% Artificial Lesser Hollow Meat Experiment Notes [100]: Spiritually enriched Hollow meat that can be used as a substitute for a Hollows diet.

Spirit Particle Observational Tools [200]: Tools needed to observe the spirit particles as they interact with the world.

Spirit Particle Constructor [400]: Machine that takes in spiritual energy and turns out spiritual constructs (E.G. Houses, Swords, Etc.) Takes a lot of spiritual energy.

Dimensional Lock Device [600]: Blocks dimensional traffic below a limit for miles. In addition it opens a gate to either a small blank zone or to a chosen pocket realm such as the Warehouse.

Survivor:

Spirit Saturated Mementos [100]: Three items that can interact with the spiritual world, import or the items given. First is free and the rest are at a discount for Survivors.

A House of the Faithful [200]: A property that cloaks your spiritual energy and makes it hard to find, people are less than inclined to go to this place if they don't have to. You can place it in a town once per Jump.

Now Who Would've Expected this?! [400]: Trap door you place and it opens into a 1km room that halves training times and has a healing spring.

Nano-Hollows, Son-in-Law [600]: Allows you to put people in and grant them regeneration if they didn't have it, can also be used to create spiritual constructs, or even create artificial Fullbringers. Nano-Hollows stay in the vat.

Companions:

A Special Ring [200]: Canon Companion, you must meet with them during the course of your stay and court (seduce/ally/etc) them. They gain your origin and 400 cp to buy perks with. Still have their canon capabilities.

You and the Horses You Rode In On [100+]: Up to eight individuals with race identical to your own and 200 per 100 (up to 600 total). May be new characters you create.