



We stand in awe before that which cannot be seen, and we respect with every fiber that which cannot be explained. In this world reincarnation exists on a different level, where the only way to the afterlife is through the Konso of a shinigami, also known as a death god. Unfortunately these shinigami cannot make it to all of these lost souls, and those who are not saved become filled with anguish, their heart being voided by regret, leaving them with a perpetual empty feeling inside and become a hollow. These hollows search for other souls to devour to fill their lost heart, and since the shinigami and hollows are so different to each other there will always be conflict between them. Other spiritually empowered beings exist here, some being special humans (Quincies and Fullbringers) and others that were created artificially (Mod Souls and Bounts). You enter this world in 2001, when a young man named Ichigo Kurosaki becomes a shinigami to save his family.

Because of the danger of this world and the exponentially increasing power levels in it, you've been gifted with 1000cp, or choice points to help you fight.

Version 1.8

Age: Humans, Fullbringers, and Quincies roll 1d8+20 , Shinigami would multiply that by 10, Hollows multiply the base age by 100, Bounts are all around the same age (over 1000), but can roll for their apparent age as the other mortals do.

Gender: Doesn't matter, choose whatever.

Races: While all races in the Bleach universe are essentially humans, their forms and powers differ based on what happens with their soul. By default your power would be equal to a normal ranked shinigami with a shikai, paying 100cp would put you on Vice Captain level with a heightened amount of reiryoku, while 300cp you would immediately be a captain level being complete with Bankai.

Fullbringer: Pride, especially in something that you hold dear to you is a power in its own. While you lack the numbers of the other origins, your powers are truly unique as they are all based on someone else's "pride". Fullbringers are able to bring out the "soul" of an object with varying powers as a result.

Bount: Created by the Shinigami Development and Research Institute (S.D.R.I) in an attempt to create beings with eternal life using Shinigami blood with it, the bount have a unique ability to summon creatures known as dolls to do their bidding. Unfortunately they feed off of human

souls, and were eventually hunted to extinction, save for a few groups that are currently in hiding. You are in one of those groups, and share a close bond with your fellow comrades.

Hollow: In the event that a Shinigami fails to reach your soul in time, or that you had a regret that was never truly resolved your soul became corrupted, and your heart vanished, leaving you with only a hole. This brings you to torment, and the only way to sate this pain is to eat souls, and even then that only increases your hunger, leading you on an endless journey to fill your hole with other souls.

Soul Reaper: Once souls pass into the afterlife, they are able to attend school if their reiatsu is high enough, and graduate as shinigami. These shinigami are trained to be great hunters to purify the hollow spirits, and to defend human life at all cost; The Shinigami's main tool is their Zanpakuto, which have the ability to grow in power with their wielder.

Quincy: Humans that carry the blood of the Soul King's son, Juha Bach. Quincies are known for their reishi manipulation to pull surrounding spirit particles to them in order to create weapons. They are on bad terms with the Soul Reapers because Quincies will destroy the souls of hollows, while the Soul Reapers purify them; this lead to an escalating conflict which has wiped out almost all of the surviving Quincy.

Asauchi: Curious. Rather than being your own person, you are instead a Zanpakuto, or an Asauchi, which is a blank Zanpakuto spirit that will soon be bound to a future Shinigami.

Hybrid: Maybe you're a combination between a Shinigami and a Hollow (Visord), or something else. The cost of doing this is not cheap, and is the number of races combined +100cp, so two is 300cp, three is 400cp, and so on. There is no perk or item tree for hybrids, instead gaining access to all trees purchased.

Origins:

Drop-In: As you wake, you notice that there is a chain coming out of your chest leading back into a body... a body that looks identical to yours! You can either sever this chain of fate, and become a true spiritual being (aka a ghost), or crawl back into your body and continue life. Either way, this will open your eyes to the realm of the spirits, and now you can see the truth to this world.

Scientist (100cp): The pursuit of knowledge is an honorable thing. Moreso if you can avoid unnecessary sacrifice, but that's beside the point. You are likely a hard worker, with intellectual ambition.

Protector (100cp): Maybe you're a parent, or a teacher. The specifics matter not, the only thing that does is that there's people in your life that you'd give anything to protect.

Villain (100cp): You could've been a hero, until life betrayed you. Or you were always some type of villain. You have some type of goal that threatens the fabric of the Soul Society, and so because of that you're a villain.

Locations: roll 1d8, or decide where you start for 100cp.

1. **Las Noches:** Ruled by Barragan Louisenbairn, this is the “capital” of Hueco Mundo, and is the only place that isn’t in eternal night as well. The king is feeling generous today and will let you leave with only a warning, he even provided a way back too!
2. **Urahara’s Shop:** A small candy shop, almost hidden away in Karakura Town. The owner is a tall blonde man who seems to know a lot about ghosts...
3. **Kurosaki Clinic:** Home of the main character and also a clinic, you wake up on an operating table with none in sight.
4. **Seireitei:** Surrounded by a massive wall that negates all forms of attack from the outside, the Seireitei is the home to the 13 Court Guard Squads, the Soul King’s Palace (located high above) and almost everything of note in the Soul Society. You arrive at a haphazardly open gate, with no guard in sight...
5. **Valley of Screams:** One of the less traveled locations, the Valley of Screams is the dimension that houses blank souls. These are beings that have no memory, and as such wander for eternity.
6. **Don Kannonji’s Car:** BOAHAHAHA!!! It appears that you begin this adventure sitting next to the famous spiritual medium Don Kannonji as he is about to begin his newest episode of Cazh Soul where he unintentionally aggravates spirits. But hey at least he seems to like you!
7. **Forest of Menos:** You begin in a dark room of a massive cavern, and upon looking out of an opening you see thousands of aimlessly moving massive humanoid figures, draped in a black. Welcome jumper, to the forest of Menos.
8. **Free Choice:** Anywhere listed, or anywhere in this universe.

Perks:

Origins and Races get their 100cp perk free, and a 50% discount on the rest of their perk tree

Racial Perks

Fullbringer:

- **100cp Completely Normal:** Nope, nothing to see here friend; I’m just an average person with a cape. With both your words and your powers, you can mask them to be indistinguishable from whatever is considered “normal” in the setting.
- **200cp Potential Maximization:** Kinda like a built-in scouter you can tell what someone's current state is, and their possible potential. If you’ve ever wanted to scout for greatness, or see how much energy an opponent has left this is the perk for you.
- **400cp My soul, my badge:** And no one else’s. Your power, skills, abilities, and even energies are your own, and cannot be taken away from you unless you so will it. You can still lose them by performing the ultimate forbidden technique or something that takes them as a cost.

- **600cp Linking spirits:** More than just your object of power, you can now “call” upon the souls of your environment and gently modify them to your advantage. Falling on a canopy from the atmosphere? You’ll be banged up, but can still walk. About to hit a brick wall? The wall is brittle now, and you’ll break through it. While these are just the beginnings, in time you can “convince” the air around you not to go inside your opponent’s lungs, or the energy attack to pass through you instead of making contact.

Quincy:

- **100cp Fred’s Blessing:** You sure do love traps! All kinds of them, from the small caltrops to the gigantic trojan horse. You can make new and novel traps, and when combining any previous ability can even grant them unheard of functions! Pairing this with **Keikaku Dori** will make you have the ability to plan for entire battles in only a few short hours! In short, you have the technical ability to plan for battles as Kisuke Urahara has.
- **200 Mental Censor:** A unique gift, your thoughts can only be read if you wish them to be. Maybe confuse an enemy, or give them half truths, either way you need no longer fear those who can tap the mind.
- **400 Reishi Manipulation:** Quincies already have the ability to manipulate Reishi, but you’re special. You can move those energies around much more precise than the average Quincy, and can even manage to absorb some from your opponent’s attacks!
- **600 Sternritter -0, The Jumper:** The final evolution of a Quincy that will otherwise need to be given to you by Yhwach (and likely taken once you mature it), Sternritters have greatly increased power and reishi control. Sufficiently weaker energy-based attacks will not harm you instead; they will end up increasing your existing reserves. Additionally the speed and ability to control energy has increased as well. While you can still gain power from weaker attacks you have to take the brunt of it, and receive no damage reduction. You can also pick a single Sternritter ability from [Sternritter | Bleach Wiki | Fandom](#), which would scale in power (weaker or stronger) to your existing ability. Pairing this with the **Reishi Manipulation** perk would make the energy based attacks gain you health as well as energy when weaker, and weaken the blow of stronger attacks as well.

Bount:

- **100cp Silver Tongued Jin:** Most people would think that a someone who eats souls is disgusting. Fortunately for you you’re a very handsome monster, and can convince others to join your cause if you can manage to speak with them in a calm manner.
- **200cp Gate:** While this ability is present in everyone during the jump, after the jump it will be lost. By purchasing it here you may continue creating gates to the afterlife of whatever setting you’re in, and also use it to travel to parallel versions of whatever setting you’re in.
- **400cp Soul Eater:** And strength too. Eating a soul that is the same strength of yours, or greater will increase your current strength by around half that of the consumed soul. While you can do this with normal humans, it would take a number measured in the 1000s at least for a noticeable effect, while a Shinigami would produce this effect immediately.

- **600cp Bount Crest:** Different from the other race power ups, acquiring the **Bount Crest** gives the user a dramatic increase of power, roughly equal to that of an increase from Shikai to Bankai. What's better is that, unlike Bankai this mode does not need to be shut off meaning that you can stay in a super-powered mode indefinitely.

Shinigami:

- **100cp Fancy Swordplay:** You're one of the few who have become so attuned with their Zanpakuto that you have your own style for it! This style depends on the design chosen, but no matter what will keep the enemies guessing.
- **200cp Fated Encounter:** Shinigami have the ability to determine someone's location by their string of fate, but you've taken that to the extreme. You can view this string of fate, and use it to find the path that someone took for the past 48 hours, as well as their current location.
- **400cp Reiryoku:** One of those gifted sorts with above average reserves and production, you can produce massive amounts of spiritual energy compared to those at the same level as you, and if you purchase **Bankai** then your reserves would rival even that of the captain of the Kido Corps.
- **600cp Squad 0:** While Captains are much stronger than their lieutenants, so too is the Royal Guard to the Captains. By purchasing this option, not only do you gain an increase of Reiryoku to be on equal footing with the 0 Squad, but also the strength of one too. In addition to this your body is imparted with an Oken. What this does is, in addition to allowing you to travel between related worlds (ie Bleach has Human World, Soul Society), it has a second power. Once per 10 years, should you fall in battle you will instead be instantly revived. The traveling worlds part can be shared with companions so long as they are going to the same location as you.

Hollow:

- **100 Acidic touch:** No one really knows how it works, but Hollows always seem to leave burn marks on escaped targets. You are special in that your "acid" is strong enough to corrode flesh upon contact instead of just mildly damaging it.
- **200 Extrasensory:** Like other feral beasts, Hollows can sense the smell and also energy of beings in order to hunt them. Unlike them your ability is much above average, to the point where you couldn't lose a "scent", and in addition you can tell how much of a chance you have against the target as well from a single encounter.
- **400 Separation:** Sometimes you don't have a camera ready when you should have, or a tape recorder, now this is no longer a problem! By removing the associated sensory organ(s) you can replay any set of stimuli that occurred to them prior. Gives a new meaning to the term Eyewitness! Of course, if you want more than that, you can break off entire pieces of your soul, giving them sentient life and your powers in the process. The amount of power however, never changes. If you break off a piece of yourself containing all of your powers at 50%, your own power is weakened by that much. These beings have steadfast loyalty to you, as you and them are one in the same.
- **600 Second Release:** While most Arrancar are able to reach only one level of resurreccion, you are capable of reaching a second one. Beyond granting you with near

instantaneous regeneration from injury, it also allows you to quickly draw out massive amounts of energy for explosive attacks, and physical attributes greater than those of a captain. In addition to this, you can now “rain” down your own reitsu, capable of draining your foes of their own, or even evoking strong emotions like despair!

Asauchi

- **100cp Konso:** By tapping the hilt of their sword on souls, Shinigami can purify them, and send them to the afterlife. Your power is greater than this however. Instead of being limited to just spiritual beings, you can Konso living ones as well, purifying them of their corruption, so long as they are willing.
- **200cp Constant Growth:** Asauchi are the ultimate zanpakuto, able to become everything. While you don't start out that strong, there is no limit on the growth of your power, never seeming to cap out or reach your maximum at any point.
- **400cp Piercing Power:** By stabbing someone and channeling your own reiryoku through them you can awaken any latent powers within them, so long as they have potential. The power that this grants depends on the setting that you are in, if the setting has no special supernatural powers it defaults to the Bleach universe.
- **600cp Personal World:** Zanpakuto can pull their Shinigami into their combined world. A place reflecting their soul and power, perfect for meditation, or training. Of course, because of this, the world has properties benefitting both the Zanpakuto and the Shinigami that wields them. You can pull others into your world at will, pushing the battlefield in your favor.

Origin Perks

Drop-In:

- **100cp Fashion:** You have a taste with threads and thread accessories! You become an excellent designer, and are able to choose complimenting materials and can sew items faster than any machine could hope to!
- **200cp Super:** When something is not right you can feel it. Any time an illusion is cast over you, or someone hijacks a body you'll know, and while you may not know the specifics of the problem you'll have a general idea on how to fix it.
- **400cp Keikaku Dori:** You always know what to bring before a battle, and can guess what items you should bring for a fight to turn the tides as well. Never get caught off-guard by a new foe again!
- **600cp Transcendance:** The whole is greater than the sum of its parts, and yours are no exception. By fusing different powers of similar origin together you can increase the power greater than if they were used on their own, and as a result also use less of whatever energy is needed!

Scientist

- **100cp Body Modifications:** Like Mayuri, you've undergone a significant number of enhancements to your physical form, which include.
 - **Nikushibuki:** Turning your body into goo-like form to escape. This allows you to fit into spaces which you otherwise shouldn't be able to, but during this state you cannot attack or defend yourself. This state lasts for a day once activated.

- **Jabarakaina:** You can launch your arm off, attached to your body by a chain. You can choose to detonate your detached arm at will, but this doesn't give you a way to heal it.
- **Hidden Kusarigama:** By pulling at your ear you can detach it, revealing an incredibly sharp kusarigama attached to you by a rope.
- **Nisehada:** Like a chameleon you can change the coloration of your body to blend into your environment.
- **Organ Replacement:** By undergoing a specific surgery, you have managed to remove all of your organs with false ones. This makes you immune to any sort of voodoo-doll like effects to control your body.
- **Tracking:** By taking a single strand of hair, you can determine the location of a being using their DNA.
- **200cp No Red Tape:** Bounts, Mod Souls, and the like. Each time the Soul Society produces things like these there's always a massive casualty (or moral conundrum) associated. And yet there still hasn't been a major crackdown on it. So long as you are not openly hostile to an allied faction, you can get away with doing things that would otherwise have the big dogs themselves hunt you down.
- **400cp Genius-Level Intellect:** On par with the likes of Urahara, or Mayuri, you have an amazing intellect. Managing to reverse engineer specialty soul products in short time periods (like the Squad 0 hot springs), to accurately predict the exact items you'll need for a battle before it begins.
- **600cp Weird Science:** While the rest of the Soul Society resembles feudal Japan, the Shinigami R&D area is the exception. You possess a photographic memory of the blueprints, schematics, and plans of Shinigami R&D including (but not limited to) mod soul creation, Vizard creation, Asauchi creation, and more. In addition to this you have an affinity with soul related engineering, and can come up with even more concepts on your own.

Protector

- **100cp Keep Them Talking:** Something about your presence makes your enemies want to talk. A lot. Yes you have a plan, and yes you're oh so smart for getting this far, but do I really care? Enemies will engage you in conversation in battle when they think they have the upper plan, and go into detail about their aspirations or past. So long as you listen to what they're saying (or pretend to) you'll be able to buy much needed time for your friends to arrive.
- **200cp With Friends Like These:** Trust is a powerful thing, you can have utmost faith in one person one moment, confiding your darkest secrets to them, only to have them betray you later on, leaving you broken. This no longer applies to you though, companions and those whom you put your utmost faith in will reciprocate in kind, your allies will never willingly betray you unless you intentionally harm them first, and when imminent harm does come to them you will experience a great boost to your abilities to come to their aid.

- **400cp Plot Armor:** Even though you are not a main character, the worlds you visit don't seem to care. As long as you involve yourself with the plot, fate conspires to make you live to see another day. Powerful blows seem to graze you, and when your enemies think that they have finished you off they will temporarily leave you in search of other foes.
- **600cp Final Getsuga:** When the odds are stacked against you and there is no hope in winning, you can make the ultimate sacrifice. Once per jump you can call upon the culmination of all of your powers, abilities and skills, increasing your own abilities to the point where you would stand on even footing with even the strongest of foes. Be warned however, that once you do this your powers will be drained away, leaving you in your body-mod body until the end of the jump.

Villain

- **100cp The Best Bet:** Even if you've done terrible things to people and are imprisoned, that's in the past! Not really, and even if you're completely unrepentant once a strong foe comes around you'll be the first person thought of who could counter the threat, and if they think you're a guaranteed way to make their side win, or their best bet they'll release you with enough power to deal with whatever the threat is. Of course, they'll probably try to imprison you again afterwards, but you could always make a break.
- **200cp Charismatic:** So your plan is to become a god, or maybe destroy the fabric of the Soul Society itself and you need some help with it. What's in it for your minions? With promises of glory or power, you can convince nearly anyone to join your cause so long as their morals are not completely out of line with your ideas or promises, even if it could potentially destroy them.
- **400cp 999 Years?:** After the stalemate between Juha Bach and Yamamoto, you would think that the Court Guard Squads would have made a constant effort to find the person who almost brought the soul society to its' knees... but it didn't. If you are to be defeated in battle and manage your escape, your enemies will not pursue you so long as you do not begin a second assault.
- **600cp Soul Distribution:** Similar to Bach, you are able to fraction off your soul to others. How this manifests is that you can grant them a portion of your powers, draining yourself of them in the process. The new wielder of them will then grow and mature these powers, and when you will it you can recall both the power you have granted them, and their soul in the process. This can only be done to people who are not your companions, as their soul would strip you of your gained power whenever they respawn.

Undiscounted:

- **100cp Theme song(s):** Sometimes you need a kickin soundtrack to go along with your bad-assery, or other times for when you're depressed. Now you can activate a soundtrack at will that is always pleasing on the ears, and audible by anyone nearby you. Don't worry, the music will never get old to you, and can be changed later.
- **400cp Number 1:** You are number one, and what better to prove it then your skill? Your power capacity and growth in terms of powers have been greatly increased, allowing you to learn new skills much faster than your peers.

- **600cp Slaughter Senses:** You're going to be facing off a lot of monsters in this world, and some of them don't even look human! Through a combination of intensive and probably immoral things you can enter a 'calm' berserker rage, where your abilities are increased enough to be on equal footing to even the strongest of monsters.
- **600cp Reincarnation:** Should you die in this world your spirit emerges, but that's not the Reincarnation I'm talking about here. Once per jump you may choose to wake up a day later in the closest spot to where you have died. One purchase only.

Freebies:

- **A Way Out:** A .45 and a single bullet. Or a special seal that when placed against your body will eject your spirit from it. Your choice.
- **Portal:** In this jump only you can create portals to freely travel between the different realms of existence.
- **Tite Clothing:** Designed by Kubo himself these threads will make you look like a fashion model when worn, and will never get dirty.
- **Hell Butterfly:** You get a hell butterfly which allows for navigation between worlds. It won't die.

Companions: All companion purchases save for canon companion gain 800cp and can take drawbacks worth 200cp or less.

- **50cp Single Import:** Everyone needs a companion in this world. You can import a single companion into an origin of choice
- **100cp Canon:** As the title says, you'll meet and hit it off with a character of your choice under favorable circumstances, growing your relationship with them. When the 10 years are up you can bring them along with you. If you want Aizen, Bach, or Ichigo it'll be 600cp per.
- **300cp Group:** Like a Fraccion, or the 13 Court Guard Squads you can import a group of people (8) into this world, with an origin of choice.
- **800cp Full Cast:** Is 8 not enough for you? By paying a premium amount of cp you can import all of your companions to this jump.

Items

- **Import:** If you have an existing item, it can be imported to any of your purchases here. This includes the combat bug purchase. In case it has to be said, Shinigami gain a free Zanpakuto with the purchase of their origin.

Fullbringer

- **100cp Meta-Console:** Essentially a lightweight handheld, this device is capable of playing any game at the highest setting, and can transform into a stationary console at will including whatever device(s) are necessary. Yes, it can do multiplayer.
- **200cp Fullbrought:** If you have an existing item, or have a future item in mind, you can imbue it with your own soul, making it your personal fullbring. This item will grant any one item the benefits of fiat-protection, and in addition to this empowers the item based on the strength of your own soul, granting it with different properties.
- **400cp Xcution Card:** An off-sort of item, this card will randomly summon three fullbringers to assist you once per jump. While they possess a very interesting powerset, there will be enemies that even they cannot deal with.
- **600cp Stolen Fullbring:** At one point in time or another you either stole or received the powers of another fullbringer, and hastily added their object to your own. This has granted you with a Fullbring. This fullbring, when fused to your fullbring (or any other weapon) will grant an additional, but appropriate bonus to be applied when fused.
Discounts on each purchase (300, 200, 100, 50)
 - **Rusty Scalpel:** Taken from a mad surgeon who was arrested for kidnapping and torturing his own children you gain his rusty scalpel. As you battle and your blood is shed, you can control it as if it were an extension of your body.
 - **Rising Fire:** A mask belonging to a famous hired gun, this attachment will make you much stronger than before and will keep your adrenaline on high.
 - **Spicy Meatball:** Owned by a famous baker, this glove will gently heat up as the battle rages, going from a mild warmth to temperatures that would even make the air combust. You yourself are immune to the negative effects of this however.
 - **Titanoboa Skull:** The prized possession of an obsessed Herpetologist, this skull can turn into a full sized Titanoboa (or living skeleton of one) that will fight with you as an ally in battle.
 - **Fossilized Canine:** An ancient canine belonging to a species of now extinct dogs that were native in North America, upon activation will grant you with Dire-wolf like characteristics and two other Dire-wolves to follow you.
 - **Mini Thermos:** A small metal thermos that looks otherwise normal, upon activation will spray a gout of ice-cold water equal to that of the energy put in.
 - **Atom-Necklace:** Taken from a Physics professor who died working on a new possible theory, this necklace can make minor changes to existing laws of physics (like making $g=10$ or 8 instead of 9.81).
 - **Glass Eye:** Kinda gross but whatever. This eye has the power to predict the movements of an opponent when activated.

Bount

- **100cp Bount Mansion:** Or any mansion really, comes with a total ground area of 50 acres with any sort of house design, yard, etc on it. Cannot be taxed and always has utilities plus it follows you in future jumps.
- **200cp Bitto:** Giant mosquito beings that suck the souls out of others and purify them as a refined fuel. You gain 5 of them, and can somehow manage to breed them as well.
- **400cp Jokaisho:** A device as powerful as it is massive, the Jokaisho are capable of controlling great amounts of reishi, allowing it to be condensed. In future jumps this can control other amounts of energy, or produce the before mentioned amount of reishi.
- **600cp Bounty:** Your best friend, whom you've known since you were created started falling into an unknown illness; for years he suffered, unable to find reprieve and decided to take his own life. Before he did that you had received his doll as a way to remember him. This doll, after fusing to you will greatly increase the efficiency of spiritual powers, and can be "activated" to increase your speed and spiritual powers for a short time as well.

Quincy

- **100cp Sewing Kit:** A collection of needles, threads, and other related items, this kit never runs out of supplies!
- **200cp Artefact:** A relic lost to the ages, this glove can be bonded to you and greatly increase Reishi collection and manipulation, and when broken off more than doubles this ability as well, though you will become severely weakened for the next month or so. You gain one glove that repairs itself monthly.
- **400cp Sōshingu:** This bangle, while fashionable also serves another purpose. It can mimic the abilities of a Quincy, such as concentrating and forming reiatsu constructs in order to assist the weaker Quincies in battle. This functions as a boost to any sort of energy collecting technique, and can be used to restore your powers if they ever become lost.
- **600cp The Silver Arrow:** Acts as the fatal weakness to any being, stripping them of their power temporarily. Only gets one.

Hollow

- **100cp Rokureichū:** Spying on saps isn't easy when the settings technology is so poor, that's why there are spy insects to do it for you. While they function the same as you'd expect a drone to, they are undetectable as a spy, and appear as an insect in every way.
- **200cp Combat Bug:** A large hollow possessing the intelligence of a dog, these beings are capable of transporting vast numbers of people at once, and are physically powerful. You can store said hollow within your body somehow, even if it shouldn't make sense.
- **400cp Hollow Bait:** Ten Small spherical canisters that when crushed emit a powerful lure that draws a weak Hollows to the location to serve you. Crushing additional baits in the same location within an hour of the first bait will increase both the strength of the hollows, while breaking them in different spots increases the amount of the hollows. Breaking all 10 of them at once would summon a Menos. If you can somehow acquire

more than the 10 given here, it's possible that you might even summon a more powerful being! Hollows summoned here cannot be taken as a companion unless you somehow manage to find a way in-jump.

- **600cp Super Human Drug:** A small vial of a clear liquid, that when ingested boosts your perception so great that 5 seconds is 100 years for you, unfortunately nobody can withstand this pure form and becomes paralyzed as a result. If you can manage to dilute the liquid enough, or change your physiology accordingly it will definitely come in handy.

Shinigami

- **100cp Themed Gear:** You gain a set of accessories matching your main weapon (Zanpakuto), which also carry some usefulness in battle.
- **200cp Memory Replacement Drug:** Replaces the recent memory of an event in the target, causing them to vehemently believe that it was caused by another factor. Purchasing it here allows you to control the replacement memory, rather than it being completely random and unreliable.
- **400cp Urahara's Special:** A device that was normally used for gaining Bankai in a short period of time, this one has instead been modified to greatly increase the proficiency in a single weapon and skill. It can also be used to gain Bankai as a Shinigami.
- **600cp Sokyoku:** A massive polearm weapon that is used in committing execution, this massive object can produce heat great enough to vaporize the soul of a being, leaving nothing behind. Managing to use it as more than an execution tool will be difficult, as it stands at least 15ft tall.

Asauchi

- **100cp Jelly Box:** Some things are too sharp, too smooth to ever fit in a hilt, slicing straight through them. When this happens the weapon is known as a failure, but it can still be held on to. This grants you with a large box filled with a jelly-like liquid which is capable of holding anything inside safely, without risk of said item inside breaking out somehow. The box comes with one of the above mentioned failures in them too.
- **200cp Asauchi Forge:** While the exact size of the building is up in the air, what is known is that it is larger than what normal swords would be forged in. This grants you all of the material needed to make an Asauchi. The forge comes with enough souls to make a single Asauchi, with the amount regenerating every 10 years.
- **400cp A Wielder:** Before an Asauchi becomes a Zanpakuto, they must be first bound to a Shinigami in training. You have found your partner, and bound to them. This means that your powers are theirs to use, and theirs yours. You can create a companion to fill this role, or import one. Can only be purchased once.
- **600cp Shinken Hakkyoken:** Normally passed down through the Ise family, this sword is one that can be wielded by any person that the purchaser designates. What makes this sword so special? When fighting a being that is designated as a god, this sword can disperse their energy, launching it away from the god.

Drop-In

- **100cp Mod Soul (Free for first purchase only, no discounts):** While the only death that matters is your spiritual one, having your physical body break down and rot while

you're off adventuring isn't too fun. By swallowing a mod soul you will be ejected from your body while the soul protects it in the meantime. Of course, since it is a mod soul, give it a single upgrade from below. Multiple purchases can be used to buy additional upgrades for your mod soul or as separate souls.

- **Super Strength:** In case your body is in a bad predicament, the mod soul can be granted with superhuman strength, enough to bench press a car!
- **Super Speed:** Similar to Kon's leg ability, your soul can now move at incredible speeds, outrunning even race-cars.
- **Invisibility:** Need I explain it?
- **Shapeshifting:** Only changes the body's form, it does not grant any additional power.
- **Gate Creation:** Large (or small) portals can be summoned, linking your mod to you at will.
- **200cp Senren Bakusatsu Taiho:** A massive rocket launcher capable of harming spirits. while each individual blast is not that powerful, the device has an amazing rate of fire, and seems to never run out of ammo.
- **400cp: Chains of Hell:** An unbreakable set of chains that are used to imprison the wicked in Hell. You can attach these to an object or a person and have them leashed.
- **600cp Bakkoto:** A parasitic sword that feeds off of your spirit energy, if it takes too much it will consume your spirit. It has nice powers too. And a weak point somewhere on it. Pick one from the categories. The sword's appearance and power will grow with the amount of Reishi put into it.
 - **Element Blast:** You can unleash a large blast of an element of your choice.
 - **Mist Creation:** You can create a thick set of mist that is almost impossible to see through. Your body becomes invisible in said mist.
 - **Negate:** You can negate the effects of all spirit based powers within a 15m radius.
 - **Spirit blast:** You can let out a large blast of energy from the point of your sword.
 - **Mental Blade:** You can control and spin the blade on a whim.
 - **Paralysis:** As long as the weak spot of the sword points at an enemy, it will paralyze any that are within eyesight of the weak point.

Scientist

- **100cp Hojiku-Zai:** Generously given as a option by Mayuri Kurotsuchi, this small vial functions as a instant health bonus, capable of completely healing a functional wound. Comes in a pack of 2 that replenish once a jump, or get 2 more for every 50cp spent.
- **200cp Mysterious Blueprints:** Near undecipherable prints that seem to detail the creation of all of the specific races in Bleach. You're gonna be looking at this for a while.
- **400cp Mayuri's Facility:** Vats of weird jelly, canisters for housing souls. There's a lot that goes into R&D in Bleach, and you're covered on all of it. This laboratory comes stocked with everything needed to perform the research and experiments done in

Bleach, with roughly the same amount of souls being regenerated as it would take to forge an Asauchi. The souls replenish every 10 years.

- **600cp Power Restoring Artifact:** Maybe a bankai was stolen by a Quincy, or something else entirely. How the power was stolen matters not, as pressing this against a being that has lost their power will return it in full. The artifact contains no power of its own other than this, and cannot be used to grant beings powers that they did not have.

Protector

- **100cp Karakuraizer Watch:** A small, golden watch, that transforms the wearer into the protector of Karakura town, the Karakura-Raizer! Not really, but this watch contains any one outfit of your choice immediately and completely donned onto you when activated.
- **200cp Oken Clothing:** Fashioned from the hair and oken of a certain squad 0 member, this Haori set grants the wearer with a great defense, enough to the point where it could break through all of the protective shields of the soul society at blinding speeds without the wearer suffer from so much as a scratch.
- **400cp A Protective Charm:** Maybe you have someone in your life that gets themselves into trouble for the sake of others, or just that they're a prime target to attack for whatever reason. This small charm can, once per 10 years no-sell any attack that would be fatal to its wearer. If you have someone specific in mind you can implement it in their body so it cannot be lost, if not it takes the form of a small satchel.
- **600cp Kushanada Armor:** When the Kushanada deem a person worthy, they pool their powers into them, manifesting as a set of skull-clad golden armor. What this does is that, beyond allowing them to phase through physical objects and boosting their physical and spiritual attributes, it allows the wearer to both create and break the nigh-invincible chains of Hell. If worn in Hell in future jumps, the guards will ignore the wearer, so long as they aren't actively aiding an escape.

Villain

- **100cp Comfiest Chair:** A tall throne, benefitting only the best character, Aizen-sama. This chair is incredibly comfy, to the point where you'd be tempted to sit in it forever!
- **200cp Hollow Fortress:** A mountain-sized floating base that is composed of an innumerable amount of small and weak hollows, this base can eject said hollows as a sort of defense as well.
- **400cp Power Stealing Artifact:** Opposite of the kind that gives power back to someone, this one takes it. By holding it within a few meters of someone, you can take their powered up state away (like a Bankai). While you cannot use the powers you steal, you can use the energy that the user would possess in them as your own. Powers can be returned by striking you with energy that is opposite of the one that you have stolen.
- **600cp Hollow Scythe:** A long, hollow-like scythe with a deep red blade. Rather than cutting the body, its target is something else entirely. Memories. While the blade can be blocked, striking it through a target will allow the wielder of the scythe to cut memories off from an individual. Making themselves, and others involved, forget the event that has occurred. For example, erasing the memory of becoming a Shinigami from a Shinigami would make it so that the target has no knowledge of anything that happened once they

became a shinigami, and those who have met them after they became one forgetting about their existence as well. Certain beings (like mod souls) are for whatever reason, immune to this. In addition to memory erasure, it is capable of sending out rifts of dark energy to knock away targets.

Undiscounted

- **400cp Afterlife.** Need an afterlife? No problem, you can create an afterlife into a setting, and have it follow you to future jumps as well. If you'd like, you can make it follow the same structure as the one in Bleach (Soul Society, Hell, Hueco Mundo, Valley of Screams). This afterlife starts empty, but grows as people die in-jump, or are born in them. Always seems to grow as needed.
- **400cp Training Room:** Under a house, or a bridge maybe; the location doesn't matter but only what's inside. In this massive room you can use your powers to the fullest extent without worry, and cannot die either, though this applies to everyone in here. The room includes any variety of environment you could wish for, so long as it is natural.
- **500cp Hogyoku:** A small device that seemingly has a will of its' own, the Hogyoku absorbs the desires of the ones closest to it and will manifest this on reality. The main power of this artifact is that it can break the barrier between species, causing one to become more like the other, or more evolved within their own race.

Drawbacks:

Take as much as you'd like. Filler is canon if you want

- **GHQ (+0):** Something's off, it seems that the GHQ is now canon, including any choices you made in the jump. Meeting them may be possible, or may not be. It's up to you.
- **Side-Character (100cp):** Think of your most and least flattering traits, now imagine that that's all you are. You become a flat character only able to behave in ways that enforce this idea, and will get aggressive if pestered to change.
- **Ten More Years! (100cp):** Both ways. You start the jump ten years earlier and leave it ten years later, making you have a 30 year stay.
- **No Souvenirs (100cp):** There's some cool stuff here, and powers that can be obtained too. Too bad for you though, you won't be able to take anything out of the jump that was not bought here.
- **Normal Friends (200cp):** Your companions came with you, but not their powers. While they can still be exceptionally strong, it cannot be anything above what a human can do.
- **Companion? (200cp):** You have this... follower who seems to be very interested in you. Unfortunately it is whichever race is the least compatible with you, and your social standing in both will fall as a result. Oh! Also they follow you at all times so you can't escape, get you into trouble, and are unkillable as well.
- **As According to Keikaku (300cp/600cp):** Aizen just wants a good fight is all. You will begin seeing monsters at a much increased rate, and strength to the point where 5 years in you will face captain level and above hollows on a weekly basis, and eventually you

will fight Aizen himself. While Aizen will not kill you, and only be very disappointed, the other hollows along the way can and will try. The 600cp version will make them increase in frequency twice as fast, and you will face the enemies higher than captains only after 2 years.

- **No Free Time (400cp):** Day in and day out, there's monsters and even average human causing a ruckus nearby. While you can just ignore it, these problems will spiral out of control into something more vile.
- **Plot-Bound (400cp):** While normally you can run off somewhere if shit hits the fan, now you cannot. You are now fated to encounter Ichigo and his group either joining them, or being a foe. This of course means that you cannot leave them very far behind.
- **Was it Because of an Injury or?... (400cp):** It's no news to anyone that the final arc was a little bit of a clusterfuck. Loose ends, unexplored concepts, even unshown fights. The current reasoning behind this is that Kubo's declining health had caused him to rush the manga. You start the jump off at your full power, but as each arc progresses you'll see small, but noticeable drops in both the strength of your powers and the consistency of them too. By the time you'd reach the last arc, you'd be left in a weakened state until the plot is resolved, so it would be best to tie up any loose ends before this point is reached. .
- **Jumper, The Sword (Cannot be taken with Jumper, The Human) (400cp):** Rather than being your own person in this jump, instead you are the manifestation of powers in a new shinigami recruit. While you can have a few minutes of freedom a day, where you would be able to access the breadth of your abilities, for the rest of the time the shinigami can only access your Bleach powers. If the shinigami dies, you fail the chain. If they survive, then you can take them as a companion. You can be the manifestation of powers of any race instead of only shinigami.
- **Jumper, The Human (400cp/800cp):** An average, ordinary human. You lack any sort of supernatural abilities save for the ones purchased here, and only have peak human stats. Of course, the warehouse is off limits too. The 800cp version makes you completely human, the physical death will become a loss. If taken with the previous drawback you start off with what you've purchased here/as a human, and you slowly lose your human strength, leaving you wheelchair bound in the end.
- **Nah way, Yhwach (1000cp):** Now you've done it, your very existence woke up the ending boss early, and only have one hour until he, and all of his friends come by to visit you personally. It won't be easy and you will need a way to counter his future sight ability and immense power. Oh! And both Yhwach and all of his allies start off at their maximum power.
- **World Tournament (1000cp):** First it's Chad, then it's Uryuu, then Renji, Bankai Ichigo, Ulquiorra, Yamamoto, Arrancar Ichigo, Aizen and then Yhwach, and then Full Power Ichigo. All of them are a 1-on-1 battle at their strongest. You can take this at any point in the jump.

Scenario:

- **The Almighty:** For 999 years you've waited, growing your powers to get revenge on the Soul Society, and to reshape the world itself to your liking. Your scenario begins after the

jump, resetting your time to right after Ichigo regains his powers at the end of the Fullbring arc. Your powers are stripped of you beyond your body-mod body, and all of your companions are inactivated, save for 3 who will replace any of the existing sternritter. Your goal is to gain what Bach himself has failed to do. If you can manage this, then you will have two options. The first one is to gain the complete powers that Bach possessed, and to get your Spark, ending your Jumpchain adventures. The second one is that you still gain Bach's powers, but at a much smaller level. You can still see all futures, but his ability to change the future with a thought is reduced to a fraction of what it was, except for in jumps where beings of his strength and greater exist. The imported companions can keep the sternritter powers as an alt-form.

Future

- **Stay Here:** You choose to stay in this world for the rest of your life.
- **Go Home:** You go back to the world and wake up in your bed.
- **Continue:** Onward to the next jump.

Notes:

- Upon completion of the jump, you can shift between your spirit and physical body at will.
 - The **Quincy bait** works on other malevolent spirits as well in other universes.
 - **Completely Normal** works only if you're not using powers and have the same form as whatever else is nearby. Don't do this while being a 40ft monster, it will not work.
 - **Transcendence** Allows for fusion of similar super modes, like **Bankai** and **Resurreccion**, or anything else that can use a similar energy. You can't fuse the exact same power together, that won't make any sense.
 - For simplicity and fairness all origins have no "true" power maximum. Take that as you will.
 - You will have to train to increase your power in some way, and almost all powers are trainable.
 - Taking multiple capstones will make you a hybrid of them.
 - Taking Weird Science with Genius Level Intellect will guarantee for you to create all Soul-Related inventions within 50 years max.

Changelog:

- Buffed Linking Spirits
- Buffed Sternritter
- Clarified Capstones
- Lowered cp gain for 10 more years
- Clarified and transferred **Transcendence**
- Made **Regeneration** free to **Arrancars**
- Standardized Capstones
- Removed multipliers where applicable
- Added new drawback **As According to Keikaku**
- Changed **Stolen Fullbring** into actual fullbrings that were taken

- Made Nah way, Yhwach 1000cp only
- Made World Tournament drawback
- Buffer Other Powers (Quincy)
- Increased cp gain for Jumper, The Human
- Added a mixture companion import
- Added Ichigos to World Tournament
- Clarified Gravity
- Buffed the Drop-In origin.
- Changed pricing in different racial companion.
- Added Quincy skill origins
- Modified Nah Way, Yhwach
 - And again
- Buffed Drop in, again
 - Again
 - Again (Kinda)
- Moved Perks around
- Added 800cp capstones
- Added Bakkoto and misc powers to drop in
- Nerfed starting pp
- moved /deleted unpopular items with possibly better ones
- More customization for bount and fullbring
- Spelling
- Nerfed companion drawbacks
- 1.7
 - Added non-racial origins, and separated races to have their own perk trees
 - Added Zanpakuto Spirit race.
 - Removed the 200cp companion import that is on all origins and replaced them with different items.
 - Replaced Soul Society item with Afterlife.
 - Buffed Sensory Separation and changed the name to accommodate said buff.
 - Made Bait a Hollow item and buffed it, re-arranged the Quincy item tree
 - Replaced Sword Chop Shop with Sokyoku
 - Buffed Weird science and increased the price.
 - Added drawback Jumper, The Sword.
- V1.8
 - Replaced Hokyoku with Hollow Scythe, Hokyoku is now a 500cp undiscounted item.
 - Reduced price on villain origin.