Chivalry Of a Failed Knight Reddit ver 0.1

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Introduction:

Welcome, Jumper—

to a world that mirrors our own, yet diverges in one extraordinary way. Here, among ordinary people walk beings known as Blazers—individuals born with the rare and wondrous gift to manifest their soul as a weapon, known as a Device.

A Blazer is one in a thousand—a living paradox who channels their inner essence into tangible form, using magic power to shape the world around them through feats known as Abilities.

In ancient times, such people were called Magicians or Witches, feared and revered for their supernatural gifts. As civilization advanced, nations realized the strategic importance of these individuals. Militaries, governments, and law enforcement agencies across the world began to rely on them, giving rise to the Mage-Knight System—a global institution dedicated to training and regulating all Blazers.

Under this system, anyone born with Blazer potential must enroll in a Mage-Knight Academy, schools sanctioned by the League of Mage-Knight Nations. Only through graduation can a Blazer earn legal status as a Mage Knight, gaining full rights to wield their powers without restriction.

Because their abilities come with immense responsibility, Blazers are treated differently from ordinary citizens. Even as students, they are recognized as adults at the age of fifteen—allowed to drink, marry, and take part in society's greater affairs. After all, power demands maturity.

Yet, despite their potential, there is one immutable truth:

A Blazer's magic power—their very soul's energy—is fixed from birth. No matter the training, no ritual, no secret art can increase it. Their strength may grow through skill, wisdom, and mastery of their Device, but their innate magical capacity remains forever unchanging.

And so, Jumper, take this 1000 CP and go.

What kind of Blazer will you become?

Starting Location:

Here roll a 1d6 to decide where you start in. You start 1 year before the novel starts.

1.Hagun Academy
Hagun Academy is one of the seven Mage-Knight academies located in Japan, spanning an area said to be more than ten times that of Tokyo Dome. Unlike many other academies, Hagun has no intuition fees or other kinds of expenses that the students need to pay, making it ideal for poor students. However, Hagun is also stricter on taking in students, as new students require at least a general level of abilities and capabilities. Compared to the other six academies, Hagun Academy hasn't produced any strong assets in the past recent years

2. Bukyoku Academy
Bukyouku Academy is a Mage-Knight School, located in the Kinki and Chubu regions. It is considered to be the strongest Mage-Knight School in Japan, because of its success in the Seven Stars Sword Art Festival. Not much is known about the academy or its structure, but the powerful blazers it has produced are more than a testament to its high class of education and it's placed in Japan.

The great talent and fame produced by Bukyoku are attributed to its Director Makunochi, who employed different school culture, rules and methods of teaching, that strayed from the League of Mage-Knight Nations' guidelines. Though this led him to become regarded as a thorn in the League's side.

3. New York
You find yourself in New York, a bustling metropolis within a Union nation. Much like the New York of our world, it is a city of towering skyscrapers, neon lights, and ceaseless energy—but infused with the extraordinary elements of this world. Blazers walk openly among ordinary citizens, their Devices glinting as they patrol the streets, protect corporate interests, or enforce the will of the Union. Advanced technology permeates every corner, from cybernetic enhancements to magically augmented infrastructure, creating a seamless blend of science and sorcery.

4.Kingdom of Cradleland
Cradleland is an old kingdom located in Northern Europe, sharing a border with Poland. Its capital is Lucier. Cradleland shares borders with Vermillion, which was originally part of Cradleland. During a rebellion, caused by tyranny against the citizens, Vermillion split from Cradleland forming its own country. The two countries had cold relationships ever since, until 30 years ago when the current Emperor of Vermillion, Sirius Vermillion, marched alone into Cradleland and confronted the King of Cradleland. He said that if the King hated him so much

their countries should just fight as much as they liked. The King of Cradleland couldn't hate someone so stupid, and so their countries relationship began to improve little by little.

Every 5 years, Vermillion and Cradleland organize a tournament-style war for the ownership of a gas field between their borders. This tournament is not as hostile as it seems, as the loser gets financial support from the winner. For the past few tournaments, Cradleland has always come out on top.

5.Vermillion Empire
Vermillion Empire is a country in the corner of Europe, along the coast of the North Sea. Originally it was part of Kingdom of Cradleland, until becoming independent hundreds of years ago. It's main industries include animal husbandry, tourism, export of cut flowers and natural gas. Their capital is Flareverg.

The country's biggest feature is the loyalty of it's people to the imperial family. This loyalty was founded back when the first Emperor of Vermillion led a war against the Kingdom of Cradleland. This emperor, originally a duke named Vermillion, couldn't stand the tyranny against the weak people, leading to the rebellion. Even until now the love between the people and the imperial family makes the whole country a huge family.

6. Free choice
Pick any place in the world to start.

Origins:

Here, you will choose the foundations of your new life—your origin in this world and the traits that will shape your journey ahead. You may freely change your gender, and your age will be determined as 14 + 1d20 years. Choose one Affiliation, one Bloodline, and one Talent. Your status as drop-in point is entirely yours to decide, setting the stage for the legend you are about to forge

Affiliations

League of Mage-Knight Nations

Formed in the aftermath of World War II, the League of Mage-Knight Nations is an alliance of smaller, often overlooked countries that banded together to protect their sovereignty in a world dominated by powerful nations. United by the shared belief that a Blazer's strength lies not only in power but in discipline and honor, the League upholds the ancient traditions of knighthood, teaching its Mage Knights to wield their abilities with dignity and purpose. Combat within the League is seen as both an art and a sacred ritual—where duels are fought under strict codes of conduct, and every victory or defeat serves as a test of character as much as skill. Their tactics and values often reflect medieval warfare, with swordsmanship, mounted combat, and ritualized tournaments forming the heart of their training.

The Union

The Union is a powerful alliance formed by the world's most dominant nations—namely the United States, Russia, China, and Saudi Arabia—standing as a united front against the more traditionalist League of Mage-Knight Nations. Where the League clings to the honor-bound codes of knighthood, the Union embraces progress, science, and the unrelenting march of technology. Their Mage Knights are not merely trained in the ways of magic but enhanced through cybernetics, bioengineering, and advanced weapon systems, merging the arcane with the mechanical to create a new breed of superhuman warriors.

Rebellion
Rebellion is the most notorious and feared criminal organization in the world, a shadow empire that thrives in the chaos between nations. Unlike the League or the Union, Rebellion rejects all forms of order, declaring itself the vanguard of a new evolutionary era. Its members embrace a twisted philosophy of Blazer supremacy, believing that those who can manifest their souls as weapons are the next step in human evolution—“the chosen new breed of humanity”—while all others are nothing more than inferior beings destined to serve or perish. Ruthless, fanatical, and unrestrained by morality, Rebellion blends science, magic, and forbidden experimentation to create monsters both human and otherwise.

Blood Line

Normal Family
You were born into an ordinary household with no connection to the magical or political powers that shape this world. Your parents are regular people who taught you the value of kindness, effort, and understanding over power or prestige. Unlike many Blazers, you learned to see people for who they are, not for the strength of their magic. Because of this, you tend to be more empathetic and grounded.

Orphan
From an early age, you learned that the world is not kind, and that strength comes not from privilege, but from persistence. Growing up on the streets or in the shadows of society, you developed sharp instincts, quick thinking, and a resilience that few can match. Deception, danger, and hunger were your teachers, and survival became your creed. Because of this harsh upbringing, you are tougher, more resourceful, and far more street-smart than most.

Noble
You were born with a silver spoon in your mouth, descended from a prestigious noble bloodline renowned for producing powerful Blazers across generations—families like the esteemed Kurogane. From birth, your life was defined by privilege, expectation, and rigorous training, as your lineage ensured you received the finest tutors, weapons, and magical education available. Wealth and influence opened doors long before you could even wield your Device, granting you opportunities most could only dream of.

Talent

Talentless
By the standards of the Mage-Knight System, you are ranked an F-rank Blazer, your mana barely exceeding that of a normal human. By conventional measures, you should be weak, overlooked, or dismissed. Yet, what you lack in innate magical power, you have more than made up for through ingenuity, determination, and unconventional methods. Perhaps you've mastered combat techniques, crafted unique Devices, or honed strategies that exploit your environment and your opponents' weaknesses. Your struggles have forced you to adapt, innovate, and fight smarter, allowing you to keep pace with peers who may be far more naturally gifted.

Average
Your Blazer rank places you squarely at C-level, neither weak nor exceptional. You are the kind of Blazer most others barely notice, blending into the sea of magical talent around you. Lacking any standout gifts or infamous bloodlines, you are a jack-of-all-trades, master of none, capable in many areas but exceptional in none.

Genius [200 CP]
You are a rare prodigy, a Blazer born once every few decades, ranked A in power and potential. Your talent surpasses that of ordinary Blazers and even many seasoned veterans, granting you abilities and insight far beyond your peers. From the moment you manifested your Device, it was clear that your capacity for magic, strategy, and combat is extraordinary. While others train for years to achieve moderate mastery, your innate genius allows you to learn, adapt, and excel at an accelerated pace, making you a figure both admired and envied.

Perks:

Here, perks of the same origin are discounted, and 100 CP ones are free.

General

Good Looking [Free]
Let's be honest here around 90% of Blazer are good looking. if you're not at least a 8/10 in the looks department,Choose one attribute that sets you apart from others. Whether you're cute and kawaii, a hardcore badass, or stylishly cool, your appearance will match your chosen vibe. It's about rocking what you've got and owning your unique qualities in this world of adventure and beauty.

This is an Ecchi series [Free/100CP]
As this is an ecchi series you or your allies being stripped naked is not uncommon . That’s just how it is as battle here will rip your clothes. Because of this, as long as you are here being naked or partially naked in public won't bother you as much, and the taboo of being naked has been lifted from society's norms. You will get some perverted (or judging) stares from people but nothing more.

If you want to bring this perk to future worlds a payment of 100CP will be needed.

Basic Training 101 [Free]
You have learned the fundamentals of being a Blazer. You can now manifest your Device with ease, wielding it as an extension of your own soul. Your mana control is passable, allowing you to perform basic spells and techniques without overexertion, and you have gained basic mastery over your Device, able to manipulate its form and function reliably in combat. As part of this training, you may choose any weapon or basic item for your Device to take the shape of, or you import one item here to be your device. Additionally, your Device is linked to a special enchantment, allowing you to summon it at will, drawing it from your soul into the physical world whenever you need it.

Magic Power [Varied]
Here, you determine the true magnitude of your power as a Blazer.

F Rank [Free]
Your magical power is minimal, enhancing your physical capabilities only to the level of an Olympic athlete from our world. You are strong and capable compared to ordinary humans, but nothing extraordinary**.**

C Rank [100 CP / Free for Average]
Your magical power allows your body to reach superhuman levels. You can move at Mach 1 (max Mach 2), punch through boulders, and survive collisions that would crush normal humans. Your strength, speed, and durability are dramatically enhanced, making you a formidable combatant even without advanced technique.

A Rank [300 CP / Free for Genius]
Your magical power now allows you to effortlessly generate mana barriers around your body, impervious to most attacks below your mana level. All your physical enhancements are multiplied by orders of magnitude compared to a C-rank Blazer, granting you extreme speed, strength, and endurance. Your power and skill place you well above the average Blazer.

S Rank [400 CP / Discounted for Genius]
This level of power is extremely rare, achieved by only a handful of Blazers throughout history. Even at rest, your base physical abilities are at least five times greater than an A-rank Blazer, making you an overwhelming force in both combat and strategy. Your magical reserves, durability, and overall potential place you among the legends of your era**.**

Around the Block [400 CP]
Add six years to your current age, making you a seasoned veteran in combat. You've seen it all—battles, betrayals, victories, and losses—and your experience makes you one of the most formidable forces on the battlefield. Your abilities are refined to perfection, your strategies honed through countless encounters. With age comes wisdom, and you are now a true master of your craft, feared by enemies and respected by allies.

Desperado [600 CP]
It is said that a Blazer's mana is fixed from birth, never able to increase no matter the training. Yet, when a Blazer reaches the absolute limit of their potential, many see black chains enveloping them—the symbolic "chains of fate," marking the boundary the world imposes on their power. You, however, have shattered those chains and become a Desperado.

As a Desperado, you possess the ability to raise the upper limit of your mana, defying the natural bounds that restrain ordinary Blazers. Beyond raw power, you wield an "attractive force", enabling you to manipulate the cause and effect of the world itself. If a certain outcome is inevitable, you can skip the process entirely, manifesting the result instantly. With this power of intention alone, a Desperado can immobilize, wound, or even kill other Blazers without striking a blow.

Desperados are also extremely resistant to Noble Arts and most magical abilities in future worlds, as the manipulation of fate itself renders conventional attacks largely ineffective. Legends hold that only another Desperado, one who has similarly transcended fate, can truly oppose you. Ordinary Blazers face near-impossible odds; the only way to withstand a Desperado's attractive force is through unshakable faith in one's own abilities, a resolve so strong that few can maintain it even under the most extreme duress.

Affiliations

League of Mage-Knight Nations

CQC [100 CP]

As a member of the League of Mage-Knight Nations, your combat training emphasizes close-quarters combat above all else. You have mastered the art of fighting up close, seamlessly blending physical prowess, technique, and magical enhancement to dominate in melee engagements. Whether wielding a sword, spear, axe, or any one-handed weapon of your choice, you move with precision, fluidity, and lethal efficiency.

You Will Listen [100 CP]

Your very presence commands respect. When you speak, people instinctively pause and listen rather than dismiss you outright. Whether it's through charisma, confidence, or the quiet weight of your conviction, you project an aura that compels attention. While it doesn't guarantee agreement, your words now carry a certain authority—enough to make even skeptics and rivals hear you out before acting.

Won't Follow Immoral Orders [200 CP]

You now possess an unyielding moral will, allowing you to resist nearly any form of manipulation, coercion, or authority that would push you toward doing something unethical or cruel. Orders from superiors, elders, or commanding officers that cross moral boundaries can be ignored 99% of the time, and you will suffer no punishment or backlash for your refusal, as long as the order in question was truly immoral in nature.

Respected Member [200 CP]

Regardless of your current rank or position within your organization, you are now a recognized and respected figure. Your dedication, reliability, and consistent performance ensure that your contributions are never overlooked or dismissed. As long as you continue to fulfill your duties, your peers and superiors will treat you with genuine respect, acknowledging your worth and valuing your presence.

Art of Interrogation [400 CP]
Let's be honest—sometimes, maintaining peace means getting your hands dirty. You have mastered the art of interrogation, capable of extracting information with precision, control, and psychological mastery. Whether through subtle manipulation, fear, or carefully applied pressure, you can break through lies and resistance to uncover the truth. You understand the delicate balance between persuasion and cruelty, knowing exactly how far to push without losing control or destroying the value of your target.

High Position [400 CP]
Fortune seems to favor your rise. You possess an uncanny luck and natural presence that allows you to advance rapidly through the ranks of any organization you join, as long as you have the skills and competence to justify it. Bureaucratic red tape, favoritism, and political rivalry seem to bend subtly in your favor, clearing paths that others struggle to find. With sufficient talent and effort, it's entirely possible for you to ascend to the level of Branch Leader or an equivalent high-ranking position within your organization—or even higher in future worlds.

Top 20 Knight [600 CP]
You now stand among the top twenty Mage Knights within the entire League of Mage-Knight Nations—a title that places you among the world's most elite warriors. Your skill, strength, and mastery in battle far surpass those of ordinary Blazers, making you a living legend within the League's ranks. Against non-Blazers, you are virtually untouchable, your prowess marking you as one of the finest combatants alive. Should you also hold the mantle of a Desperado, your reputation soars even higher—placing you within the top five knights in the world when it comes to pure melee combat.

To Protect the Peace [600 CP]
You understand the grim truth that peace sometimes demands sacrifice. To preserve balance in this world, you may be forced to make unthinkable choices—ending the future of a rising Blazer to prevent chaos, manipulating events behind the scenes, or even destroying lives if it means saving countless others. You now possess the strategic brilliance, emotional fortitude, and subtle influence required to orchestrate such acts with precision. You can weave plans across nations, move political pawns, and shape outcomes while keeping your own hands seemingly clean. Though others may condemn your actions, you know that in a world ruled by power and fate, sometimes the only way to protect peace is to bear the burden of necessary evil.

The Union

Union Weapon Expert [100 CP]
Because the Union leads the world in military technology, you've been trained to use their advanced armaments with professional-level proficiency; you can operate energy rifles, mag-blade launchers, tactical exoskeletons, and other futuristic hardware as naturally as breathing. Union-designed weapons are engineered to pierce even magically reinforced defenses, so your skill with them makes you a lethal threat to other Blazers in combat.

Weapon Maintenance [100 CP]
You possess the technical knowledge and hands-on expertise to service, repair, and modify any futuristic weapon you encounter, whether Union-made or otherwise. You can keep high-tech arsenals combat-ready in the field or the workshop. This skill makes you invaluable to teams that rely on cutting-edge gear—and means weapons you carry are far less likely to fail at a critical moment.

Hacking Skills [200 CP]
You are now a natural-born hacker and programmer, gifted with an almost instinctive understanding of digital systems, code structures, and machine logic. Your mind can effortlessly navigate firewalls, decrypt secured data, and manipulate AI protocols as though you were born in a world of circuits and light. Creating complex programs or rewriting existing systems is second nature to you—whether it's hijacking surveillance networks, reprogramming enemy drones mid-battle, or designing automated repair systems that can heal damaged machines and cybernetic units in real time.

Bionic Enhancements [200 CP]
Some of your body parts have been enhanced with cutting-edge bionics, seamlessly integrated with your natural form. These augmentations are designed not to interfere with any magical abilities you possess, functioning in perfect harmony with your mana flow. This perk can be purchased multiple times, but only the first purchase is discounted. Choose from the list below:

Bionic Eyes
These advanced optical implants allow you to see across multiple spectrums—infrared, ultraviolet, electromagnetic, and even subtle magical energy fields. You can detect heat signatures, trace mana flows, spot cloaked enemies, and navigate perfectly through smoke, fog, or total darkness.

Bionic Hearing
Your sense of hearing has been refined to superhuman levels, capable of picking up whispers through walls, the faint hum of hidden machinery, or even the steady rhythm of a heartbeat nearby. This makes you a master of awareness and an expert at detecting ambushes or hidden threats.

Bionic Smell
Your olfactory sensors can analyze thousands of scents instantly, allowing you to detect chemical traces, toxins, explosives, or even the lingering scent of a person days after they've passed. Tracking by scent alone becomes second nature, and environmental hazards rarely catch you off guard.

Bionic Arm
This reinforced limb grants you tremendous physical power and precision. Synthetic muscles and neural feedback systems ensure that every movement feels natural while vastly increasing your strength and durability. You can wield heavy weapons effortlessly, punch through solid barriers, or perform delicate tasks with machine-perfect steadiness.

Bionic Legs
Enhanced lower limbs grant you incredible speed, agility, and endurance. You can sprint at blinding velocities, leap several stories high, or land safely from great heights. These legs make you a blur on the battlefield—ideal for high-mobility combat or acrobatic maneuvers.

Bionic Respiratory System
Your lungs are equipped with advanced filters and internal oxygen reserves, letting you breathe cleanly in polluted or toxic environments—and even survive in near-vacuum conditions for short durations. You'll never choke on smoke, drown in gas, or tire easily from lack of air.

Bionic Heart
Your reinforced heart beats with engineered perfection. It resists physical trauma and energy overloads, maintaining a steady rhythm under stress. Advanced purification systems automatically neutralize poisons and narcotics in your bloodstream, ensuring you remain clear-headed and alive even in the deadliest conditions.

Genius Scientist [400 CP]
Through your unparalleled mastery of both science and magic, you now possess the knowledge and ability to create automated factories capable of mass-producing EDYs—highly advanced humanoid combat automatons—and even living clones crafted through refined DNA manipulation. These facilities can be built anywhere with minimal resources, as you've learned to substitute rare or complex materials with efficient equivalents of your own design. Whether powered by magic circuits, quantum cores, or raw mana infusion, your creations operate with near-perfect synchronization and precision, following your commands with absolute loyalty.

EDYs themselves are the pinnacle of mechanical warfare. Their reinforced frames are impervious to small-arms fire and capable of shrugging off most magical attacks, including Devices and Noble Arts that would obliterate lesser constructs. In close combat, they move with terrifying speed and precision, capable of knocking down trained soldiers or even seasoned Blazers with a single calculated strike. Each EDY is designed for strategic adaptability, capable of recalibrating its combat style mid-battle and coordinating seamlessly with its allies through shared combat data networks. They can function independently or under your direct control, forming a mechanical army that obeys your every tactical decision without hesitation or fear.

To complement their physical might, each EDY is equipped with a Hadron Cannon, a compact yet immensely powerful weapon that unleashes concentrated streams of high-energy particles capable of disintegrating armor, barriers, and even magical defenses that most Blazers pride themselves on. The beam's destructive potential rivals high-grade military ordnance, yet its small frame makes it ideal for mobility and precision strikes.

Shishou [400 CP]
You have mastered the sacred martial art known as Shishou, a legendary style passed down through the secluded monks of the Shinryuu Temple in China.most practitioners are bound by the temple's infamous Five Prohibitions—rules that restrict the use of lethal force, the pursuit of fame, and participation in outside tournaments—you stand uniquely exempt.You are free to use the art in any way you see fit.

The Shishou style draws inspiration from mythical creatures, each representing a fundamental aspect of combat philosophy.

The Seiryuu Type: Ryuusui
This embodies adaptability and grace, allowing you to evade attacks with minimal movement—sliding past blades, bullets, or mana strikes like water flowing around a stone.

Suzaku Type: Tenku
This transforms the user into a living projectile; by channeling energy through the legs and striking the earth with controlled precision, you propel yourself through the air toward your opponent with blinding speed and lethal intent.

Genbu Type: Taizan
the defensive pillar of the art—rooting your stance so deeply into the ground that your body becomes an immovable fortress. Every blow you deliver carries the weight of the earth itself, while every strike against you feels as though it's colliding with an unbreakable mountain.

Forbidden Art :Kirinkou.
When invoked, you enter a state beyond human limitation: closing your eyes, focusing your breathing until your lungs are at their limit, and igniting every drop of energy within your blood. In this moment, your body transcends its natural safety mechanisms, amplifying your strength, speed, and perception to superhuman levels.

Clone of Superman [600 CP]
You are a clone of Adam Goetia, the tyrant of the Rebellion and one of the most powerful Blazers ever to walk the earth. Your very existence defies natural limits; your body hums with raw mana density and physical capability far beyond ordinary Blazers. Even without extensive training, your baseline strength, speed, and durability easily rival those of elite S-rank warriors, and your potential for growth is staggering.

In essence, your magical foundation is built to stand toe-to-toe with the strongest of this world's champions.Though this perk does not grant you S-rank magic or the title of Desperado automatically, your physiology mirrors what such beings are capable of. Should you acquire those traits through your own effort or purchase, your combined might would easily place you among the world's strongest Blazers.However, while your raw power may be monumental, you are not the most skilled.

Esper [600 CP]
You are no ordinary Blazer—you have awakened as an Esper, a being whose power transcends the limits of conventional magic. As an Esper, your abilities are directly linked to your magic rank, meaning that the higher your magical potential, the greater your psychic prowess becomes.

You command a vast array of psychic powers, each as dangerous as it is versatile:

Electrokinesis
Electrokinesis allows you to generate and manipulate electricity, turning your body into a living storm capable of unleashing devastating high-voltage attacks that can short out both machines and living targets alike.

Pyrokinesis
Pyrokinesis lets you conjure and control flame itself, shaping infernos that dance at your command. With Teleportation, you can instantaneously reposition yourself across space, though it requires precision and focus, leaving a small window of delay between uses.

Psychokinesis
Psychokinesis gives you mastery over force itself—you can hurl objects, restrain enemies midair, or reinforce your own body with invisible pseudo-muscles, achieving superhuman strength and agility.

Precognition
Your Precognition lets you glimpse fragments of the near future, granting you the reflexes to anticipate attacks, dodge fatal blows, or strike just before your opponent acts.

Hypnosis
Hypnosis, activated through direct eye contact, allows you to cloud the minds of others, inducing illusions or sleep—though it fails against those whose focus isn't upon you.

Should you transcend into a Desperado, your psychic powers evolve with you.

Rebellion

Cold-Hearted [100 CP]
Your emotions run ice-cold; you remain calm, detached, and unflinching even in the worst situations. Empathy and sentiment rarely sway your decisions, making you unnervingly efficient at tasks others find morally messy.

Hold Back [100 CP]
You’ve learned to control the force of your strikes precisely: never killing, but maximizing pain and temporary incapacitation. Your techniques focus on nerve hits, joint locks, and disruption of balance and breath—methods that inflict intense suffering and end a fight quickly without crossing the line into lethality.

Blazer Superiority [200 CP]
An almost-magical aura surrounds you now, a quiet pressure that marks you as something more than ordinary. Non-Blazers sense it instinctively: they become more hesitant to challenge you, more willing to follow your lead, and more likely to accept your commands or suggestions.The world reads you as a superior being, and people fold to that reading. In future worlds, this effect extends to all non-magical wielders, making crowds, guards, and ordinary soldiers subtly biased toward obedience whenever you step into the room.

Weak Links [200 CP]
You’ve honed a ruthless knack for reading organizations like open books. Where others see a unified whole, you spot the frayed threads: disgruntled lieutenants, underpaid clerks, abused recruits, and the quietly ambitious who dream but never act. You know how to pry on resentment, flatter ambition, or offer a single persuasive promise to convert those weak spots into loyal assets. Recruiting, bribing, or flipping key people becomes easy work—turn one small hinge, and entire doors open.

Good Hiding Spot [400 CP]
As a member of a criminal organization, finding secure lairs and safehouses is essential; you now possess a near-instinctive knack for locating and preparing perfect hideouts anywhere in a city. Your choices of locations, concealment methods, and escape routes are unnervingly clever, and you can set up a hideout that will remain undetected by ordinary investigation for at least three months—longer if you actively maintain it.

The Plan [400 CP]
You gain the ability to craft intricate and devastating plans for terrorism that result in significant property damage and a massive loss of life. Your expertise in this area allows you to target critical infrastructure and high-density population areas, ensuring maximum impact and chaos. By utilizing sophisticated explosives, incendiary devices, and a deep understanding of structural vulnerabilities.

Additionally, you possess the skill to harness the power of social media to amplify the impact of your actions. You can craft messages that resonate with the public's fears and frustrations, ensuring that your voice is heard loud and clear. These messages, whether they be calls for revolution, declarations of war, or expressions of ideological fervor, are designed to spread like wildfire across social media platforms. Through viral content and strategic hashtag use, you can ensure that your message is not only heard but also debated and discussed, further entrenching the impact of your actions in the public consciousness.

Know Your Place Mongrel!! [600 CP]
When you draw your Device, an instinctive, kingly aura radiates from you like a living edict: non-Blazers and weaker Blazers feel it first as a cold knot in the gut, then as a rising dread that warps their limbs and thins their courage. Fear and a savage, prey-focused bloodlust wash over your intended targets, making them clumsy, indecisive, or viciously single-minded .The effect scales with the gap between you and the other: the weaker the foe, the more absolute their collapse into panic or rage. In many fights this aura is enough to win without landing a single blow; entire skirmishes dissolve into routs, surrenders, or desperate, unfocused flailing as opponents lose themselves to the emotion you project.

This power leaves marks beyond the battlefield. Those who faint or flee under your presence carry the memory like a scar — an instinctive, recurring terror that can haunt them for years, altering career paths, relationships, and nightmares. Recovery from such trauma is slow and costly; it takes iron will, long therapy.

Numbers [600 CP]
You are now one of the Numbers, the elite core of the Rebellion—an inner circle of Blazers whose strength, influence, and charisma make them legends within their ranks. Each member of the Numbers possesses a unique ability or overwhelming presence that sets them apart from the rest, and you are the exception. But what truly defines you isn't your combat prowess—it's your leadership. You possess a magnetic charisma that rallies others to your cause, the kind of presence that makes soldiers charge into certain death without hesitation, simply because you asked it of them.

In every future world you travel to, this perk ensures that you naturally rise to the top ten positions of whatever organization, faction, or group you join—be it through respect, merit, or sheer force of will.

Blood Line

Normal Family

Cute Naivety [100 CP]
Coming from an ordinary family, you're still a little out of your depth in the strange and often brutal world of Blazers. You don't quite understand the social hierarchy, the politics, or the etiquette of those born into magic and combat — but somehow, your innocent curiosity and genuine sincerity make it hard for others to stay mad at you. When you ask awkward questions or make mistakes that might normally offend, people tend to find it endearing rather than irritating. Your charm lies in that disarming blend of honesty and cluelessness, softening even the coldest hearts and turning tense moments into harmless, even memorable ones.

Quick on the Update [100 CP]
Despite your humble beginnings, you adapt astonishingly fast to new environments and cultures. The shock of entering the high-stakes, magic-driven world of Blazers doesn't paralyze you—it fuels your growth. You can quickly absorb unfamiliar customs, adjust to strange social rules, and accept even the most bizarre magical norms as just another part of your new reality. No matter how foreign or disorienting a situation might be, you find your footing faster than most, turning confusion into competence with remarkable ease**.**

Hobbies [200 CP]
Having grown up in a normal life, you've retained the understanding that everyone needs something to unwind and enjoy outside of duty. You can choose one mundane hobby—painting, cooking, reading, gardening, or anything else you like—and fully immerse yourself in it without it interfering with your training or duties as a Blazer. This hobby becomes a source of relaxation, mental clarity, and even inspiration, allowing you to maintain balance in a world that constantly demands perfection, power, and precision.

Normal Daily Life [200 CP]
Despite the extraordinary nature of your life as a Blazer, you retain the ability to enjoy the simple pleasures that define ordinary existence. Friendships, laughter, meals with companions, quiet walks, or casual conversations—these mundane experiences are still yours to savor. This connection to ordinary life not only brings joy but strengthens your resilience, reminding you that you are more than

just a weapon you are a person with needs, relationships, and the right to happiness.

They Are Important Too [400 CP]
Despite your growing power and the widening gulf between Blazers and ordinary people, you've never forgotten your own humanity. You remember what it means to struggle, to fear, to dream—just like everyone else. This awareness gives you a rare and genuine empathy that few Blazers ever possess. You can look at non-Blazers not as tools, obstacles, or inferiors, but as individuals whose lives and feelings matter just as much as your own. Because of this, you naturally become the perfect bridge between the gifted and the powerless, able to mediate and communicate where others would clash or misunderstand.In future worlds, this empathy carries over—non-magical individuals instinctively trust you more easily, sensing your sincerity and warmth.

Power of Friendship [400 CP]
Yes, it's cliché, but who cares when it works? Once every ten years, when the people you care about are in true danger and the odds are utterly hopeless, you can call upon the fabled Power of Friendship. In that moment, your emotions and bonds ignite into a miraculous surge of strength — your abilities skyrocket, your magic burns brighter, and even impossible odds crumble before your determination. This is a miracle born from connection: a blaze of will strong enough to overcome any foe threatening your friends.

Orphan

Sneaky One [100 CP]

Life on the streets has taught you how to vanish when you need to. You've developed an instinct for blending into your surroundings, moving quietly, and finding the perfect spot to disappear from sight. Whether it's slipping through alleys unnoticed, ducking behind debris during a chase, or using the natural cover of trees and undergrowth, you can melt away like smoke

Street Smarts [100 CP]

You might not have learned your lessons in a classroom, but the streets were your teacher, and they taught you well. You're sharp, observant, and quick to read people's motives and moods. You know how to navigate shady deals, spot scams before they happen, and talk your way out of dangerous situations with wit and charm.

Disease Immunity [200 CP]

As a Blazer, your body has become far more resilient than that of ordinary humans. You are now completely immune to all natural diseases—no infection, virus, or bacteria can take hold of you. Even illnesses enhanced or born from magic find it difficult to affect you, their potency reduced to a mere nuisance at best. You'll never have to fear sickness again, your vitality standing as a testament to your enhanced constitution.

Stealth of Hand [200 CP]

A true survivor of the streets you've perfected the art of taking what you need without drawing attention. Whether it's lifting food from a crowded stall, slipping a key from someone's pocket, or swiping necessities right under a guard's nose, your movements are smooth and unnoticeable

Assassins [400 CP]
As an orphan, you are the perfect candidate to be trained as an assassin.Your You learn the art of stealth, mastering the ability to move through shadows and slip past guards undetected. How to hide weapons besides devices on your person, making them invisible to even the keenest eye.

In addition to your prowess with weapons, you develop an uncanny ability to hide your presence. You can blend into any environment, becoming a ghost that haunts the edges of perception. This skill allows you to sneak up on your targets with ease, catching them off guard and ensuring a swift, silent end. Your training also instills in you a cold, calculating mind, able to assess and adapt to any situation. Whether it's infiltrating a heavily guarded fortress or eliminating a target in a crowded marketplace.

Survivor [400 CP]
Growing up as an orphan on the streets taught you one thing above all else: how to live when the world wants you dead. You've learned to adapt, to fight, to crawl through the filth of life and come out breathing no matter how dire things get. Because of this unyielding survival instinct, fate itself seems to take pity on you. Once every ten years, when you are moments from certain death or when your Jump is about to end prematurely, destiny will twist in your favor — an explosion misfires, an enemy hesitates, or sheer coincidence saves you from the brink. Call it luck, divine irony, or stubborn refusal to die, but as a Blazer, even survival itself has become one of your greatest skills.

Noble

Nobility Blood [100 CP]

Your lineage carries the weight of power and prestige. As a noble within the Blazer world, your actions are often judged not by morality, but by status. You can injure, humiliate, or even break the law against civilians or nobles of lower rank without suffering real consequences. Society simply looks the other way, accepting your behavior as the natural order of things. Those beneath you won't hold grudges—they'll bow their heads, whisper about your cruelty, and still call you my lord or my lady.

Privileged Education [100 CP]

As a member of noble blood, you've received the finest education available. From etiquette and diplomacy to advanced lessons in economics, strategy, linguistics, and even anatomy, your mind has been sculpted into a refined weapon. More importantly, you were taught elite magical training methods—techniques reserved for the powerful few who can afford to master them.

Political Savvy [200 CP]

Political savvy often carries a reputation for backstabbing and manipulation, but your skill is different: it's rooted in understanding and negotiation. After a single conversation, you can discern a person's beliefs, motivations, and needs, allowing you to craft deals that benefit all parties while advancing your own goals. Your insight lets you see the unspoken intentions behind words and actions, turning potential conflicts into opportunities and rivalries into alliances.

Additionally, your reputation for honesty strengthens these connections. As long as you honor your agreements and act with integrity, your partners will trust you implicitly and are far less likely to betray you.

Mana Control [200 CP]
Your control over mana surpasses that of most Blazers your rank. You can channel magical energy with precision, efficiency, and stability, allowing your physical enhancements, defensive mana barriers, and Noble Arts to perform at their peak. Every strike, spell, or technique you execute is sharper, faster, and more powerful than the average Blazer of comparable rank.

Perfect Genetic Parent [400 CP]
As a member of a noble family, your legacy is measured not just in wealth or power, but in the talent passed on to your descendants. It would be shameful if your children inherited none of your abilities as a Blazer; in a world where magical talent defines status, a powerless child would be treated as inferior, even despised. With this perk, any children you have are guaranteed to inherit a baseline of your own capabilities. At minimum, their magical potential or Blazer aptitude will mirror your rank, ensuring they are never born weak or ordinary. In future worlds, this inheritance extends to whatever supernatural or magical abilities you possess, safeguarding your bloodline's prominence and influence across generations.

Clan Leader [400 CP]
You stand at the helm of a mighty Blazer clan, founded by none other than yourself. As the leader, you possess the unique power to integrate anyone into your clan, ensuring unity among even the most rebellious Blazer. Under your rule, infighting and rivalries are diminished, replaced with a newfound synergy and loyalty among members. Your authority is absolute, and any rules you set are followed without question. With you at its heart, your clan thrives, becoming a bastion of strength and solidarity in this realm.

Talent

Talentless

Well-Trained Body [100 CP]
Lacking significant magical power, you've devoted yourself entirely to developing your physical form. Your strength, speed, endurance, and reflexes have all reached peak human levels, making you a formidable opponent even without magic. When combined with the latent magical energy present in Blazers, your physical abilities multiply significantly.

Martial Artist [100 CP]
Many Blazers dismiss martial arts as obsolete, seeing them as no match for magic or Noble Arts. But you have no such luxury; without innate talent, you've mastered one the world's martial arts, learning to fight with precision, efficiency, and devastating technique. Additional martial arts can be learned through this perk, though only the first is discounted—each new discipline adds to your versatility, making you a master of physical combat even in a world dominated by magic.

No Pain, No Gain [200 CP]
Your drive to train is relentless, unshakable, and impervious to boredom or frustration. Even when faced with grueling routines, repetitive drills, or crushing setbacks, your motivation never wavers. Where others might break under insults, discouragement, or repeated failure, you push onward, turning every hardship into fuel for improvement.

Marginal Counter [200 CP]
Fate seems to have granted you a hidden edge: your natural reaction speed is now five times that of an average Blazer. Your reflexes allow you to dodge attacks with astonishing precision and strike with uncanny accuracy, giving you a distinct advantage in combat. Even against magically enhanced foes or powerful Noble Arts, your body reacts before most can comprehend.

Muscle Head [400 CP]
Another gift has manifested from your years of relentless training: your body's stamina, endurance, and resilience have reached almost absurd levels. Even without magical enhancement, you can now fight continuously for five days and nights without rest, fatigue, or significant decline in performance. Every strike, dodge, and maneuver is backed by unwavering physical power, making you capable of surviving and dominating in battles that would crush ordinary Blazers or even most peak humans.

Perfect Sight [400 CP]
Your vision has evolved into a precision instrument for combat. You can enhance and focus your sight during battle to anticipate your opponent's moves before they execute them. Beyond prediction, you can study a fighting style just once and reproduce it flawlessly, adapting it to your own body instantly. Additionally, your observation extends to understanding your opponent's personality and tendencies, allowing you to exploit weaknesses not just physically but psychologically.

Instant Release [600 CP]
You now possess the ability to unleash all the small magical energy you can normally expend in a single day in a concentrated burst, usable once per day. This release can be stretched over any duration, from five minutes down to a single strike, and the shorter the release, the more devastating its effect. If extended over five minutes, even a peak human can move faster than supersonic speeds. If condensed into a single second, your movement and attacks surpass the speed of lightning itself, turning you into an unstoppable force capable of overwhelming any opponent with sheer concentrated power.this ability is enhanced the more magic you have.

Indomitable Spirit [600 CP]

In your desperate pursuit of strength, you've tapped into something raw and ancient — the primal survival instinct that dwells within all living beings. Unlike others who crumble before overwhelming power, you have mastered that instinct, turning fear into unbreakable resolve. Whenever you face an opponent stronger than yourself, you will feel no terror — only focus, clarity, and an unrelenting drive to adapt. In battle, your body and mind evolve at an astonishing rate, allowing you to experience decades of improvement within mere minutes of combat.

However, this miraculous growth still respects your current limits: as an F-rank Blazer, you can only rise to the peak of C-rank through this ability alone. But should you attain the status of a Desperado, the chains of limitation fall away entirely. Your potential for evolution becomes limitless, allowing you to grow endlessly stronger with each battle — a true embodiment of survival through struggle.

Average

Weapon Mastery [100 CP]
As a Blazer, your bond with your Device defines your combat identity, and you've taken that to perfection. You have mastered one weapon of your choice — be it sword, spear, staff, or even firearm — to an exceptional degree. Every swing, thrust, or shot flows with instinctive precision, refined by countless hours of training.

Just a Normal Blazer [100 CP]
You're the perfect picture of mediocrity within the Blazer world — competent, reliable, but not particularly outstanding. Your presence doesn't attract envy or suspicion, making you ideal for blending in and avoiding unwanted attention. To others, you're just another face in the crowd, a "normal" Blazer who goes about their duties without fanfare.

Trackless Step [200 CP]
You have mastered a movement technique that renders your presence almost imperceptible, even in the midst of battle. For a few fleeting moments, you can move completely undetected — your steps make no sound, your mana leaves no trace, and even those with enhanced perception will struggle to sense your approach. It's as if you vanish between heartbeats, striking from blind spots with surgical precision.

Keen Intellect [200 CP]
You possess a mind as sharp as a blade, one that treats battle as a grand mental game rather than mere physical struggle. Every movement, reaction, and shift in momentum is analyzed and predicted in real time, allowing you to form complex strategies with uncanny accuracy. Your observation skills are so refined that you can read your opponent's habits, predict their next actions, and craft countermeasures that succeed roughly 85% of the time.

Immense Endurance [400 CP]
Your body has been refined to withstand punishment that would shatter even the strongest Blazers. When enhanced by magic, your endurance reaches truly awe-inspiring levels — blows that would crush bones or tear limbs from others instead leave you standing, battered but unbroken.

Even attacks from Desperados or other world-class fighters will fail to destroy your body's form. While this isn't true invincibility — enough force can still make you faint or render you unconscious — your frame remains whole, refusing to yield no matter the damage inflicted.

Teamwork [400 CP]
You have become a master of coordination and battlefield synergy, turning any group of Blazers into a finely tuned unit under your guidance. Your instincts in combat allow you to anticipate your allies' movements, cover their weaknesses, and create seamless strategies that make the team far deadlier together than apart. With you among them, confusion and hesitation vanish, replaced by trust, precision, and unbreakable unity.

Doctor [600 CP]
You are now a fully trained and certified doctor within this world, blending medical expertise with the powers of a Blazer. Through your studies, you've developed a unique Noble Art that allows you to heal others without the use of specialized capsules — your mana can mend bones, close wounds, and stabilize life forces directly through touch. Your deep understanding of anatomy also grants you unmatched precision in combat; you know every vital point, every weak spot, and how to strike them with surgical accuracy.

Ultimate Gambler's Gambit [600CP]
You possess the ability to subtly influence the fabric of probability itself. This power allows you to shift odds in your favor, whether you're engaged in a high-stakes game, evading attacks, or navigating critical situations. Your control over probability can make seemingly impossible outcomes turn in your favor, granting you an edge in scenarios where the stakes are highest. While this ability enables you to consistently come out on top, its influence is not absolute and must be wielded with care to avoid drawing unwanted attention or backlash from external forces.

Genius

Mana Density [100 CP]
Your mana has become far denser and more refined than that of the average Blazer. This heightened concentration makes your magic and Noble Arts far more stable and resilient—spells are harder to dispel, and the effects of your techniques strike with greater potency. Additionally, your improved efficiency drastically reduces the mana required to cast your abilities, allowing you to sustain combat and spellwork much longer than most.

Fast Learner [100 CP]
You possess an extraordinary level of natural talent and adaptability. Concepts, techniques, and fighting styles that would take others years—or even a lifetime—to master come to you with startling ease. You can achieve remarkable proficiency within months.

Mana Resistance [200 CP]
Your body and soul have developed a remarkable resistance to the influence of external mana. Any spell, curse, or magical effect cast by those with weaker mana than your own is greatly reduced in power, while effects stemming from your own mana—such as backlash or self-inflicted strain—no longer harm you at all. Against opponents of lesser magical strength, their spells will feel as though they're washing harmlessly over a wall of invisible force,

Mana Metabolism [200 CP]
Your body has undergone a profound change—your metabolism has become tightly intertwined with your mana flow. While this heightened metabolism means you'll need to eat far more than the average person (a small banquet might just count as breakfast), the benefits are immense. Fatigue fades rapidly, wounds close in moments, and your stamina replenishes at a pace that would make even veteran Blazers envious.

Mana Capacity Over [400 CP]
Your mana reserves have grown to truly monstrous levels—around thirty times greater than that of a typical Blazer of your rank. You are, in essence, a walking mana tank, capable of sustaining prolonged battles, casting large-scale Noble Arts, or maintaining continuous magical effects without exhaustion.

Blazer Hunter [400 CP]
Because of your status as a genius, countless Blazers have sought to challenge you—testing their strength against yours. Through these countless duels, you've developed an uncanny instinct for hunting and defeating other magic users. You can now effortlessly identify weaknesses in spell structures, timing, and energy flow, allowing you to dismantle magical techniques with frightening efficiency.

In future worlds, this mastery extends to all forms of magic casters—from sorcerers to magical girls—granting you an intuitive sense for tracking them across vast distances. You can feel when magic is being directed at you or your allies, reacting in time to nullify or avoid it.

Noble Arts Bargain Sale [600 CP]
As a true genius among Blazers, the creation of Noble Arts—techniques that most can only dream of developing—is second nature to you. Where others struggle for years to conceptualize even one, you can craft new Noble Arts whenever inspiration strikes, as easily as breathing. Beyond creation, your refinement skills are extraordinary—you can continuously evolve and enhance your existing Noble Arts, sharpening their efficiency, power, and precision far beyond their original limits.

But that's not all. You've also mastered the forbidden art of fusion, allowing you to merge two separate techniques—whether elemental, physical, or metaphysical—into a single, hybrid Noble Art that embodies both. This process, though complex, comes as easily to you as solving a simple puzzle. In future worlds, this gift adapts to local powers and systems, letting you combine skills, spells, or combat styles to form entirely new techniques unique to you alone.

Mythical Concept [600 CP]
As a prodigy among Blazers, your understanding of your own magic has transcended normal levels, allowing you to anchor your concept to a being of ancient myth. The chosen mythical creature becomes your spiritual foundation, and through it, your Noble Arts manifest powers once thought to exist only in legend. Choose one from the list below.

Mermaid
With the concept of a Mermaid, your connection to sea has form elegant yet deadly Noble Arts that allow you to breathe underwater, swim faster than any human, and even command the tides themselves. Your voice holds enchanting power—the Siren's Song—capable of bending the wills of men and clouding minds with irresistible allure. This ability radiates through a hypnotic aura, your words carrying telepathic influence. And you are blessed with eternal youth, your very presence embodies the calm and danger of the ocean's depths.

Phoenix
By embodying the legendary Phoenix, flames are your birthright. Your body becomes a vessel of eternal fire—capable of regeneration. Wounds close almost instantly so long as your mana still burns, and your tears carry the power to heal others completely. Your flames bear the radiance of the sun itself, burning away corruption and annihilating creatures of darkness. No fire or sunlight can ever harm you; rather, they empower your being.

Unicorn
As one who bears the Unicorn's concept, you radiate purity and grace. You command the elements of light and holiness, capable of purifying cursed lands and healing the corrupted. Your Noble Arts allow you to blink across short distances vanishing without a trace and reappearing undetected. You are blessed with an innate lie detection ability, able to sense deception and truth with supernatural precision.

Griffin
The Griffin's power grants you dominion over wind and sky. You can soar through the heavens with ease. From your hands , precious gems occasionally manifest—physical proof of your mythic lineage. You can communicate with birds and other winged creatures, commanding them as loyal scouts or companions. Furthermore, your Noble Arts bear the *Dragon Slayer* attribute, making you a natural predator of draconic beings and other mighty foes who challenge your dominion of the skies.

Wendigo
With the Wendigo's curse upon your soul, you embody the haunting chill of endless winter. You command the element of ice and can endure the most brutal Arctic environments without flinching. Your Noble Arts twist the minds of your foes through maddening whispers, illusions, and soul-freezing curses. You spread pestilence and despair like a creeping frost, breaking both body and spirit.

Djinn
As a Djinn you hold sway over air, fire, and cloud, blending them seamlessly into devastating Noble Arts. You can vanish from sight at will, taking on invisible or ethereal forms of your element , and even shape-shift into other beings to deceive or travel unnoticed. Your command of magic grows exponentially stronger; each spell and art you wield gains amplified potency and fluid control.

Minotaur
The concept of the Minotaur grants you mastery over earth and strength beyond mortal comprehension. You are an unshakable force—your footsteps cause the ground to tremble, and your body possesses durability that rivals steel even before any magical enhancement. You can never be lost; your spatial sense is absolute, allowing you to navigate mazes or battlefields without confusion.

Hydra
To embody the Hydra is to become an unstoppable engine of survival. You command both poison and fire, weaving the two into lethal combinations that corrode even magical defenses. Your regeneration is instant—you can regrow limbs, flesh, or organs in the blink of an eye. You are utterly immune to all venoms and toxins, and your serpentine nature allows you to breathe underwater and strike with terrifying speed

Qirin
By taking the Qirin's concept, you are blessed with divine grace and mastery over lightning and air. Fortune smiles upon you endlessly—luck itself seems to bend reality in your favor. Your Noble Arts allow you to walk effortlessly upon water, walls, and even air, while your serene presence brings calm and awe to all who witness it. You can enter and traverse dreams, influencing thoughts or gleaning knowledge from the subconscious.

Angel
The Angel's concept infuses your being with light and holiness. You command the radiant powers of purification, healing, and judgment, creating luminous constructs to shield or smite with divine fury. Your very magic carries the Demon Slayer attribute, annihilating dark forces wherever they lurk. You radiate peace and authority, a living beacon of celestial justice.

Demon
To embody a Demon is to embrace the essence of chaos and desire. You wield dark and infernal energies capable of corrupting matter and soul alike, and your Noble Arts bear the Angel Slayer attribute. You can channel agony and despair as weapons, manipulating emotions and inflicting pain directly upon the soul. Your power feeds on negative emotions—rage, fear, and hatred only make you stronger.

Lich
The Lich's concept grants you dominion over death itself. You command the elements of darkness and ice, animating corpses and enslaving souls to your will. Your Noble Arts drain life and mana from the living, while an aura of dread spreads around you, sapping courage and strength. You are ageless, your soul anchored beyond mortality.

Vampire
The Vampire's concept fills you with nocturnal majesty. You command the powers of blood and shadow, using them to heal your wounds, restore mana, and summon creatures of the night to serve you. Darkness empowers you, amplifying your strength, speed, and grace to supernatural levels. You no longer require sleep unless you desire it, and under the moonlight, your elegance hides monstrous potential.

Dragon [800 CP / Still Discounted for Genius]
The Dragon Concept stands as one of the most ancient and powerful mythical archetypes—a force that transcends the limits of magic, flesh, and divinity. You must first choose your draconic lineage, for the type of dragon you are will shape not only your abilities but your very nature and destiny.

If you choose the Western Dragon, you take on the image of a colossal, winged beast often feared as a creature of greed, wrath, and domination. Your body channels the primal force of destruction itself, allowing you to manifest and command a draconic element of your choice—such as Abyssal Flame, Venomous Lightning, or Shadow Storm. This elemental force is supernaturally effective against most magical beings, burning through barriers and dispelling enchantments as if they were paper.

If you choose to be an Eastern Dragon, the long, serpentine sovereign of rivers, storms, and celestial harmony, your dominion lies in water manipulation. You can summon floods to cleanse entire cities, calm raging seas, and even turn raindrops into blades sharper than any sword. You also gain influence over weather itself, calling forth storms, shaping clouds, and weaving the winds into your will.

No matter which dragon path you take, you possess resistance to heat and cold, shrugging off the flames of volcanoes and the frost of eternal winter alike. Your durability and endurance are heightened even further, and you gain accelerated regeneration.

Your senses are greatly enhanced—you can see for miles through smoke and darkness, hear the faintest sound from several kilometers away, and smell traces of blood across entire battlefields. Your physical abilities have also been enhanced to the point that even Blazers of the same rank can barely keep up with your sheer strength and speed

Also, if you are a Desperado, you gain access to a second awakening — an ascension that transcends mortal limits and pushes your concept to its divine or monstrous extreme. Upon activating this awakening, you partially transform into the mythical creature that embodies your chosen concept, your body and aura warping into something awe-inspiring and terrifying in equal measure. During this state, your power skyrockets to levels far beyond human comprehension, granting you total and absolute control over every aspect of your chosen concept. However, this overwhelming strength comes at a price: you become a monstrous reflection of your concept's true nature, your mind teetering at the edge of humanity and demon.

Device:

Here marks the beginning of your journey as a Blazer — the creation of your Device, the weapon that embodies your soul and serves as the conduit of your magical power. very Blazer's Device is unique, shaped by their inner nature and honed through their will.You are granted 200 CP to craft and refine your Device in this section alone, allowing you to customize its design, abilities, and nature.

Device Form [Free]
Every Blazer manifests their Device in a unique form that best resonates with their soul — the purest reflection of their will and power. Here, you may choose the shape your Device takes: from classic weapons such as swords, spears, and bows, to more unconventional forms like a fan, chain, collar, or even a simple ring. Your Device's form need not dictate your fighting style or abilities — after all, the strength of a Blazer lies not in the weapon's shape, but in the heart that wields it.

Import [Free]
This option allows you to import one existing item of your choice into your Device, merging its essence, symbolism, or function into the final design. The incorporated item may influence the appearance or theme of your Device, though the ultimate shape is determined when choosing its form.

Aesthetic [Free]
A Blazer's Device is as much a statement of style as it is a weapon of war. With this, you gain the freedom to fully customize your Device's aesthetic — from its color and material to the intricate details of its ornaments. Even the most impractical or extravagant design will never hinder your combat performance.

Range [100 CP]
Your Device's power projection has been dramatically enhanced, extending the reach of your ranged attacks to an impressive 2 kilometers. Whether you're unleashing energy blasts, launching projectiles, or channeling your Noble Art through the air, your precision and control remain razor-sharp even at extreme distances. For every additional 50 CP, you can further increase this range by 1 kilometer, allowing you to strike enemies.

Standby Mode [100 CP]
With this upgrade, your Device gains a standby form — a compact, subtle shape it assumes when inactive. It might manifest as a ring, bracelet, pendant, hair ornament, or even a piece of clothing, blending seamlessly with your everyday appearance. This not only helps you remain inconspicuous in public but also enables near-instant activation in combat.

Dual Wielding [100 CP]
You have unlocked the ability to summon a second copy of your Device, perfectly identical in both form and power. You can summon or dismiss this duplicate at will, allowing for fluid combat transitions and creative fighting styles. For every additional 50 CP, you may gain one more copy of your Device, potentially arming yourself with an entire arsenal of synchronized weapons — a terrifying sight to any opponent who dares face you.

Returning [100 CP]
Never again will disarmament spell your defeat. With this upgrade, your Device becomes bonded to your will, allowing you to recall it instantly no matter how far it's been thrown, knocked away, or stolen. With just a thought, it will flash back into your hand within moments — even mid-battle — ensuring your flow in combat remains unbroken.

Balance [200 CP]
Your Device has been refined to achieve perfect equilibrium, responding to your every movement with effortless precision. Whether in melee or ranged combat, its weight distribution and responsiveness feel like an extension of your own body. This improvement grants you sharper control over your strikes and far greater accuracy in ranged attacks — even long-distance shots now fly straighter and truer, guided by instinct rather than calculation.

Fire Rate [200 CP]
Through intricate tuning and magical optimization, the rate of fire of your ranged Device has doubled compared to its original capacity. Arrows, bullets, energy blasts — whatever form your weapon takes — now unleash in a seamless torrent of rapid strikes. Despite the immense increase in speed, your accuracy and stability remain unaffected.

Fusion [200 CP]
Your Device has gained the extraordinary capability to fuse with external items, allowing you to permanently integrate up to two additional objects into its structure. Once the fusion is complete, the merged items become a seamless part of your Device, their powers and traits harmonizing perfectly with its core. However, this process is irreversible, so choose carefully what you bind, for the fusion cannot be undone. For every additional 50 CP, you may merge another item, allowing your Device to evolve into a truly personalized masterpiece of power and craftsmanship**.**

Split Form [200 CP]
Your Device has gained the remarkable ability to split into four separate parts, each connected by a chain of pure mana that keeps them linked to your control. With this function, you can attack from multiple angles, entangle foes, or even defend and strike simultaneously, turning your Device into a weapon of unpredictable versatility. Each segment responds fluidly to your thoughts, allowing for intricate mid-battle maneuvers and synchronized assaults. For every additional 50 CP, your Device can be divided into two more parts, expanding the complexity and potential of your combat style.

Quick Regeneration [300 CP]
Normally, when a Device shatters, the backlash of mana and mental strain is enough to send its user collapsing into unconsciousness from the shock. But not you. Through sheer willpower and refined control, you've developed the rare ability to instantly regenerate your Device in the midst of battle. As long as you still have mana left, you can resummon a fully restored version of your weapon and continue fighting without pause or penalty.

Animal Form [300 CP]
Your Device possesses the extraordinary capability to transform into any one mundane beast found within the natural world. Now choose from the tiniest, fluffiest rabbit to the towering and fearsome tyrant lizard, the mighty T-Rex. This transformation isn't just for show; when your Device takes on an animal form, it retains its magical nature, allowing it to act, move, and even fight in ways appropriate to the creature it has become.

Magic:

Blazer Concept Selection

Here lies the heart of your power — the very essence that defines you as a Blazer. Every Blazer possesses an ability born from their soul, a reflection of their deepest will and nature. Normally, a Blazer is bound to a single concept, one theme that encapsulates their entire existence and dictates how their Noble Arts manifest. However, you are no ordinary Blazer. As a unique existence, your soul is capable of holding multiple concepts, intertwining them into something far beyond the realm of the ordinary.

Each concept you purchase will cost 200 CP, with the first concept you choose being free that cost 200CP, unless stated.Genius gains a a discount in thi section.

Body Enhancement [200 CP]
Your concept is the ability to enhance your body using your own magic. While it lacks the flashiness of grand spells or complex Noble Arts, this power allows you to strengthen your muscles, sharpen your reflexes, and heighten your senses to superhuman levels.

Elemental Manipulation [200 CP]
Your concept grants you usage over a single element—fire, water, earth, air, lightning, ice, or any other natural or mystical force that resonates with your soul. Each purchase of this concept enhances your affinity and power over that element, further refining your control and expanding the scope of your techniques. You may buy this concept multiple times to wield multiple elements or strengthen them.

Accumulation of Speed [200 CP]
Your body becomes the embodiment of acceleration itself. The longer you move, the more speed and kinetic force you accumulate—turning even a simple dash into a devastating assault. Momentum builds endlessly so long as you keep running or moving forward, letting your strikes, dodges, and maneuvers surpass all logical limits. At your peak, your movement blurs the line between teleportation and pure velocity, as even time itself seems unable to keep up with your pace.

Wound Manipulation [200 CP]
You gain dominion over the very concept of "wounds." Injuries caused by your attacks deepen, worsen, and resist healing, whether they are physical, magical, or spiritual. You can inflict cuts upon objects, the environment, and even intangible barriers. Conversely, you can also manipulate the severity of wounds—closing or opening them at will.

Shadow Manipulation [200 CP]
Your power lies within the ever-present darkness. You can manipulate, shape, and command shadows freely—extending them into tendrils, shields, or pathways of concealment. You may blend seamlessly into darkness, moving unseen or transporting yourself through connected shadows. Both ally and enemy shadows are your domain, allowing you to ensnare, protect, or vanish as needed.

Penetration Manipulation [200 CP]
Your concept is "Penetration"—the power to pierce through all forms of defense. Your attacks, no matter their form, bypass armor, barriers, or magical resistance. You can even pierce through space itself, letting strikes or projectiles pass through obstacles or hit multiple targets in a straight line. Walls, shields, and even time itself offer no refuge from your relentless precision.

Accumulation of Power of Slashes [200 CP]
Each swing of your weapon grows heavier, deadlier, and more destructive than the last. With every strike, your Device accumulates weight and force, exponentially increasing its cutting power. The longer the battle lasts, the greater your might becomes—until even the heavens could be cleaved in two.

Placement Manipulation [200 CP]
You wield authority over “placement” itself—the power to alter the position of objects, people, or even yourself in space. With a thought, you can teleport, swap positions, or rearrange the battlefield to your advantage.

Pain Sharing [200 CP]
Your agony becomes your weapon. Any pain you endure can be shared equally with your enemies within range, forcing them to feel every ounce of suffering as though it were their own. Conversely, you can absorb pain from allies, shielding them from harm by taking it upon yourself.

Material Manipulation [200 CP]
You control the nature of materials themselves. You can alter the physical composition of any surface, turning stone to water, metal to sand, or air to crystal. You may dive into solid ground as if it were liquid, reshape matter at will, or weaponize the environment by transforming it mid-battle.

Doll Manipulation [200 CP]
You command the power to manipulate natural materials—wood, stone, earth, or even flesh—to create and control dolls or puppets. These constructs act as extensions of your will, fighting, spying, or defending at your command. With enough mastery, even living beings can become unwilling marionettes bound to your strings.

Road Manipulation [200 CP]
You possess dominion over “roads”—the paths that connect one point to another. You can manifest and alter these invisible routes, allowing you to dash through the air, ignore obstacles, or glide endlessly without resistance. Your control over trajectory and movement makes you unstoppable once you begin your charge. Against you, there is no escape—only collision.

Indomitable Manipulation [400 CP]
Your concept embodies the unyielding. You can manipulate the essence of perseverance itself, strengthening your will and those of your allies. As long as your resolve stands, you cannot be broken—physically, mentally, or spiritually. You can also impose this indomitability on others, forcing them to face their challenges without surrender. Against despair, you are defiance incarnate.

Art Manipulation [400 CP]
You control the concept of “Art,” transforming imagination into reality. You can manifest colors, images, and artistic expressions as tangible forces—turning paint into blades, drawings into living beings, or murals into battlefields.

Gravity Manipulation [400 CP]
You command the fundamental force of gravity. You can increase or decrease its pull, immobilizing foes with crushing pressure or making yourself and others float freely. Your control extends to altering trajectories, creating black holes, or reversing gravity’s direction altogether.

Magic Destruction [600 CP]
You are a living anathema to magic. Your presence disrupts, nullifies, and erases magical constructs, spells, and Noble Arts alike. Even the mightiest sorcerers find their power unraveling before you, their Devices rendered useless.

Time Manipulation [600 CP]
You wield dominion over time—the most sacred of causal forces. You can accelerate, decelerate, halt, or even rewind the temporal flow of objects, people, or entire vilages for a few seconds and maxiumin a few minutes. At your highest level, you can alter the course of fate itself, undoing tragedies or hastening the inevitable.

Reflector [600 CP]
Your ability allows you to reflect all forms of attack—physical, magical, or conceptual—back at their source as long you can physically see the attack . Damage, energy, or even intent rebounds upon the aggressor, making every strike against you a potential act of self-destruction.

Event Manipulation [600 CP]
You hold the terrifying power to rewrite “events.” By altering the outcome of possibilities, you can undo harm, change failures into successes, or erase moments as though they never occurred—so long as the probability is not zero. This ability transcends space, rewriting cause and effect itself. To you, reality is nothing more than a story waiting to be edited.

Subordination Manipulation [600 CP]
You command the concept of “Subordination.” Through sheer will, you can impose your dominance upon others—binding their loyalty, bending beasts and humans alike to your cause. Those who fall under your control act with unwavering devotion, unable to resist your authority. You are the natural ruler of hearts and minds, the sovereign whose word becomes absolute law.

Jumper Manipulation [Varied CP]
Do you not see a concept that resonates with your soul? Fear not, for here you may choose any concept you desire as the foundation of your abilities. The cost and strength of this concept depend entirely on its scope and influence. You can reference the existing concepts listed here as examples or inspiration, shaping your own original theme to fit your style.

For instance, let’s say your concept is “The Pervert.” At 200 CP, your abilities could cause those you touch or strike with your device to become flustered and distracted in battle. At 400 CP, the power deepens—you gain the ability to enter their dreams, filling them with vivid, passionate fantasies centered on you. Finally, at 600 CP, the effect evolves to the point where your targets become genuinely enamored with you, their affection feeling entirely natural and heartfelt, as though destiny itself tied them to your presence.

Noble Arts

Every Blazer's soul burns with a unique brilliance—and Noble Arts are the manifestation of that inner flame. These are not mere spells or techniques; they are extensions of your very concept, abilities that define who you are and how you fight. A Blazer's Noble Art is etched into their soul and cannot be replicated by another. Here, you gain the ability to craft your own Noble Arts based on any Concepts or Perks you possess in this Jump. The strength, scale, and refinement of each Art are determined by your Magic Rank and mastery.

As a Desperado, the rules bend in your favor—your soul's freedom granting you additional power. You receive a discount on all Noble Arts below except simple, and four extra Simple Noble Arts to begin with.

Simple Noble Arts [100 CP / Everyone Gains 3 for Free]
The foundation of every Blazer's skillset—these are the basic manifestations of your concept, focused, efficient, and reliable. A Simple Noble Art usually affects a single target or the user, with a low mana cost and quick activation. They often enhance speed, power, or defense, or impose a straightforward debuff on an opponent.

Modest Noble Arts [200 CP / Everyone Gains 1 for Free]
A step beyond simplicity—these arts are refined, versatile, and far more potent. A Modest Noble Art can evolve from a Simple one or stand alone as a new technique altogether. They can affect multiple targets or create wide-area effects, often shifting the battlefield to your advantage. The mana cost is noticeably higher, but so is the return. Think of them as your signature techniques—the ones that make crowds gasp when they're unleashed

Complex Noble Arts [400 CP / One Free for Genius]
Complex Noble Arts are unique, reality-warping expressions of your soul's concept—massive in both scale and cost. These are your ultimate techniques, capable of rewriting the battlefield, obliterating armies, or bending the very laws of nature for a fleeting moment. However, their power comes with limits; they are typically usable only once per day due to their immense mana drain. Each one carries your essence so purely that to witness it is to understand you.But if your a desperado this limit is remove.

Items:

In this section, you'll select the personal tools, equipment, or treasures that will accompany you as a Blazer. You receive +300 CP exclusively for this section, and may freely import any items of similar form to replace or upgrade them. Items originating from the origins are also discounted.

General

Good uniform and Undies[Free]

Every Blazer needs something reliable to wear—both in and out of battle! You now possess a wardrobe centered around a single, well-fitted uniform and an assortment of stylish, comfortable underwear. Your uniform adapts seamlessly to the customs and aesthetics of whatever world you travel to, always maintaining a perfect balance between functionality and flair. Whether it's a sleek academy outfit, a regal military ensemble, or something more casual for modern settings, it will always suit your role and environment flawlessly.

Blazer License [Free]

This license is proof of your status, granting you full adult rights regardless of your age or social background. From the moment you hold it, you're considered a legal adult at fifteen—free to drink, marry, and participate in society's affairs without restriction. Beyond this world, the Blazer License remains valid across future worlds, automatically adjusting to local laws and customs to grant you equivalent recognition.

League of Mage-Knight Nations

Limousine [100 CP]

You are now the proud owner of a luxurious limousine driven by a professional cabby who will take you anywhere roads exist—smoothly, safely, and in absolute comfort. Whether you're heading to a meeting, a duel, or simply cruising through the city to show off, your ride exudes sophistication.

Administrator Office [200 CP]

This sleek, well-furnished office becomes your personal command center—perfect for meetings, planning, paperwork, and plotting how to outshine your rivals. Any work or discussion conducted here is significantly more efficient and productive than anywhere else, thanks to the calm atmosphere and the subtle enchantments that boost focus and clarity.

Mage-Knight System [400 CP]

You now possess a highly advanced device capable of analyzing whether someone is a Blazer, measuring their potential, and even awakening latent Blazer abilities in those with compatible affinities. Its interface displays detailed magical metrics, combat aptitude, and compatibility with Noble Arts. In future worlds, this system automatically updates to recognize and analyze new forms of magic, ensuring you're always at the cutting edge of power assessment and awakening.

Academy [600 CP]

Congratulations—you now oversee a sprawling academy dedicated to training the next generation of Blazers! Housing several thousand students, it's equipped with dorms, training grounds, and advanced laboratories for studying Noble Arts and magic theory. The curriculum mirrors this world's standards but can be updated and adapted to future worlds you visit, incorporating new forms of energy, combat, or even alien sorcery.

The Union

Visor [100 CP]

You now possess a sleek, high-tech visor designed for combat efficiency and tactical awareness. It allows you to scan and detect Blazers within a 500-meter radius, identifying their mana signatures and potential threat levels in real time. Integrated with a built-in AI assistant, the visor can analyze opponents' movements, predict attack patterns, and provide strategic advice mid-battle. Beyond its scanning function, the visor doubles as a secure communication device, ensuring clear and encrypted contact with allies even in chaotic combat environments.

Healing Capsule [200 CP]

You have obtained twelve advanced healing capsules, marvels of modern magical-medical science. When someone steps inside, the capsule rapidly heals physical injuries, regenerating tissue and bone over a period of twelve hours. However, it cannot restore stamina or replenish mana, meaning the healed patient must still rest afterward.

Temple [400 CP]

You now own a serene yet powerful temple—a haven for martial enlightenment and forbidden strength. Within its halls, teh martial arts of Shishou is taught and defy the Five Prohibitions, drawing students from across nations. Once every four months, the temple hosts grand tournaments that attract powerful warriors eager to prove themselves. As you travel to new worlds, the temple's teachings expand, adding mystical martial arts native to each realm, transforming it into a growing nexus of ancient power and modern combat.

Laboratory and Factory [600 CP]

You now control a massive research complex that fuses science and magic in perfect harmony. Depending on your choice, it functions either as a cloning research center or as a weapons-and-robotics development facility—each filled with advanced tools and skilled staff to bring your designs to life. The cloning lab allows for breakthroughs in genetic replication and enhancement, while the factory specializes in producing advanced magical weaponry, automatons, and experimental machinery. By paying an additional 300 CP before discounts, you can unlock both branches, uniting biological and mechanical creation under your command.

Rebellion

That Chair [100 CP]
It may look like a simple piece of furniture, but the moment you sit upon. This chair radiates an aura of quiet dominance and command, one that strikes deep into the hearts of all who are not Blazers. To them, you appear as a being of overwhelming authority—someone to fear, to respect, and, if they value their safety, to obey.

Servants [200 CP]
You now command a loyal retinue of 200 highly trained maids, each one a master of their craft. They can clean, cook, maintain equipment, and even defend your property with surprising competence. They keep every base, mansion, or hideout you own in pristine condition no matter the scale or complexity. Some even possess minor skills in medicine, tailoring, or technology,

Water Base [400 CP]
Anchored upon the waves, your new home is nothing short of magnificent—a massive, sleek cruise ship the size of the Titanic. Despite its grandeur, it's not merely for leisure. Beneath the elegant decks lies cutting-edge weaponry, a powerful cloaking system that renders it invisible to radar or sight, and an engine that runs on infinite fuel. The interior holds every luxury imaginable: theaters, gardens, combat arenas, training rooms, libraries, and even laboratories. Any food stored aboard will never spoil, ensuring endless feasts and comfort. This ship serves as both fortress and sanctuary, a mobile palace upon the seas that answers only to you.

Criminal Organization [600 CP]
At your command stands a vast and well-oiled criminal empire—an intricate network of power, influence, and loyalty. From the shadows, your word dictates the fate of nearly half the territory surrounding your base of operations. You control fronts that appear legitimate—clubs, shipping companies, tech firms, and trade networks—all of which funnel wealth and information into your hands. Beneath that veneer lies the true machinery of your dominion: smuggling rings, assassins, and spies who carry out your will with ruthless precision. Within your territory, your authority is absolute; the law bends to your decree, and even governments tread carefully.

Normal Family

Snacks [100 CP]

You now possess an infinite supply of snacks that refills itself every single day. Chips, cookies, candy, mochi, ramen cups—whatever your cravings demand, they appear perfectly fresh and ready to munch. You can change what's stocked whenever you like, whether you're in the mood for something salty, sweet, or dangerously spicy.

Cushy Office Job [200 CP]

A life of stability and comfort, secured! You've landed a cushy, well-paying office job that asks very little of you yet rewards you generously. The tasks are easy, the hours flexible, and your co-workers are pleasant enough to make the workplace feel downright cozy. You can clock in, sip your coffee, handle a few emails, and clock out with no stress at all.

Training Hall [400 CP]

Every great warrior needs a place to sharpen their blade—and now you have one of your very own. Your Training Hall is a sprawling, serene complex modeled after traditional Chinese architecture, complete with flowing water, bamboo groves, and open-air courtyards. Inside, you'll find multiple combat arenas, automated obstacle courses filled with moving traps and illusions, target ranges for ranged weapons, and meditation chambers for refining mana control. It even comes staffed with loyal attendants who maintain the grounds and ensure your comfort.

Apartments Houses [600 CP]

Home sweet fortress. You now own a luxurious, sprawling apartment complex that serves as both sanctuary and stronghold. Each unit within it is shielded by a powerful force Field, a mystical barrier that only those you personally permit can enter or enjoy its protection, making it a safe haven for your friends, allies, or followers. Beyond its formidable defenses, the complex is elegantly designed—spacious apartments, modern amenities, tranquil gardens, and even communal spaces for training or relaxation.

Orphan

Transfer Papers [100 CP]

These enchanted Transfer Papers are the ultimate academic loophole. They allow you to switch schools, academies, or even magical institutions every three months without issue. No waiting periods, no forms, no tedious interviews—just a signature and poof, you're accepted. Teachers will assume your records are perfectly in order, and classmates will treat you as if you've always been there.

Fake Name Tag[20CP]

This magical Fake Name Tag instantly adapts to whatever organization, group, or faction you wish to blend into. It shifts its appearance to match official badges, emblems, or ornaments perfectly, radiating the subtle aura of authenticity. To anyone who sees it, you are exactly who you claim to be—a loyal employee, a ranked soldier, a guild member, or even a noble's attendant.

Simpel Hideout[400CP]

This cozy little one-person apartment exists in a quiet corner of the city, tucked away from prying eyes and nosy neighbors. Despite its humble appearance, it's fully furnished and equipped with modern utilities—warm lighting, running water, comfy furniture, and a kitchen that somehow never runs out of instant noodles. The air inside feels calm and nostalgic, especially at sunset, when golden light filters through the curtains and time seems to slow down.

A Simple White Dress [600CP]:

At first glance, it's nothing more than a secondhand gown found at a flea market—plain, unassuming, perhaps even a bit worn. Yet the moment you slip it on, you realize its true nature. The Simple White Dress grants absolute invulnerability, rendering you immune to all forms of harm—physical, magical, or spiritual. No weapon can pierce it, no spell can touch you. But such divine protection comes with a price. While wearing it, all your offensive powers vanish entirely; you cannot attack, harm, or even influence others through indirect means. Your body weakens to that of a frail, below-average human, and all you can do is endure.

Noble

Funds [100 CP]
Every week, without fail, a clean and discreet deposit of $30,000 USD finds its way into your account through secure, untraceable channels.

Food Synthesizer [200 CP]
Behold the marvel of culinary perfection—your Food Synthesizer! Sleek, futuristic, and ever-reliable, this device can whip up any meal your heart desires in seconds. It automatically adjusts for nutrition, portion size, and taste preference, ensuring every bite is both heavenly and healthy. It even helps with the calorie problem that comes with being superhuman—so you can stay at your peak without having to eat a mountain of food.

Portable Supercomputer [400 CP]
In the palm of your hand rests a technological masterpiece—a Portable Supercomputer of unmatched power and elegance. Despite its small size, it boasts computing capabilities that surpass even military-grade mainframes. Need to process terabytes of data in seconds? Done. Hack into fortified systems or analyze enemy movements in real time? Child's play. You can even import and manage data from other handheld devices, sync your personal phone to it, and—if you're feeling bold—download or back up memories from synthetic beings.

Small Village [600 CP]
You are the ruler of a small but thriving village, centered around a grand fortified Japanese castle or any other aesthetic of your choice. that serves as both your home and administrative heart. The village flourishes under your rule, with trade and daily life revolving around the mystical arts of Divination—prophecy, guidance, and spiritual craft flow through every street and shrine. Several surrounding clans owe you their loyalty, each ruled by nobles who manage their lands faithfully in your name. They uphold your decrees, ensure prosperity, and defend your borders, allowing you to reign in serene authority from your castle's highest balcony.

Companions:

My Old Team 50
You may import companions you have brought with you, or create them for 50 CP each, or 8 for 300CP. Each one gains a free background. and 600 CP to spend. They may not take drawbacks, but you may give them CP, spending 100 each time to give them each an additional 200.

My New Team 100
Sometimes having friends would be nice. Buying this once will allow you to add any allies you've made here as companions.You may buy this multiple times.

Drawbacks:

You are limited to +800 Cp from drawbacks.

18+ [+0]:
Really? Alright. The setting just became a lot more lewder, if that is even possible, than it already was, as the bands of light used to conveniently hide the private parts of the human body are now removed and you have a full view of said bodies, and other such fun stuff is no longer prohibited.
Hope you have fun with this.

Supplement [+0]:
Not exactly the most in-depth of places, so you can use this jump as a supplement for other jumps. The CP here can only be used in this jump, and vice versa; this includes extra CP from drawbacks.

Time Extender [+100]:
Want to stay longer for more sexy Warriors? Or just continue your adventure ? Or maybe even fight against Heaven and Hell. No matter the reason, you stay for an extra 10 years each time you choose this. You can stay as long as you like, but are still going to gain a maximum of 800 CP.

Eighth Grade syndrome [+100CP]:
You now have the tendency to speak and act like a chuunibyou, complete with exaggerated poses and long-winded explanations. This often annoys everyone around you, but it also adds a unique flair to your character.

Low On Magical Energy . [+100CP]:
In a world where magic reigns supreme, you've been struck by an incurable ailment that compromises your mana capacity, reducing your spellcasting efficiency to just 70%. Despite your innate magical abilities, this affliction weighs heavily on you, forcing you to adapt and find alternative ways to navigate through the challenges that lie ahead.

Memory Lost [+200CP]
You awaken in this world with no memory of your past life, your skills, or even your name. The void in your mind is as much a puzzle as it is a vulnerability, leaving you unsure of your alliances, motivations, or personal history.

Innocent [+200CP]
You possess an almost childlike naivety that makes you easy to manipulate or deceive. Despite your best efforts, you often fail to notice hidden agendas, double meanings, or subtle threats, leaving you at the mercy of others' schemes.

Targeted by Assassins [+200CP]
For reasons unknown—or perhaps tied to your past—you have a price on your head. Professional assassins relentlessly hunt you, their motivations ranging from contracts to personal vendettas. These skilled killers are intelligent and resourceful, forcing you to constantly stay alert and defend yourself against surprise attacks. You never know when or where they'll strike, making trust and safety rare luxuries.

No Outside Powers [+400CP]
All powers, abilities, or items from other jumps are locked away for the duration of your time here. You must rely solely on the resources, talents, and perks granted within this world to navigate its challenges. Your previous advantages are completely sealed, forcing you to adapt to this world's limitations and making even simple tasks feel far more difficult.

No Downtime [+400CP]
Rest becomes a distant dream as you find yourself perpetually overwhelmed by a never-ending stream of work, requests, and quests. Whether it's your duties, the expectations of others, or the constant demands of this world, you're always busy, leaving you no time for leisure or personal growth. Every moment is a battle against exhaustion as you struggle to meet the relentless expectations placed on you.

Rival [+400 CP]:
Wow. You have a rival and that person is the exact opposite of you in several areas. Mostly in personality and ideology as a person but the most vexing part is that you will not be able to defeat him/her alone for the first 8 years of your stay here. They will also stand in the way of you and your goals as much as possible, which is to say nearly every damn time. I hope you have a strong group of friends to help you here because boy you need it.

Normal Human [+800 CP]
Oh… oh dear, Jumper. You've really gone and done it this time, haven't you? You are, quite literally, a Rank G Blazer, which is just a fancy way of saying… completely, utterly normal human.

And it gets worse. The entire Blazer community—heck, practically every magically enhanced being on the planet—knows what you are. Somehow, it's as if the very air around you screams, "Look! A pathetic normal!" They despise you, Jumper. Your mere existence seems to offend them on a metaphysical level. Every day, they'll harass, mock, or outright attack you simply because you shouldn't exist among them.

You technically are a Blazer, due to the single, bizarre magical concept you possess: the Concept of Drawback. This "magic" cements your reputation as the most hated and misunderstood being alive. Yet, by enduring this endless torment, you've unlocked a rare privilege: the maximum limit for drawbacks increases to 1,400 CP.

Ten Years Later:

Go Home: What, you finished? Here? Well, we won't ask. Whatever it is you gained here, we hope you enjoy it. You return home with all that you have accrued over your chain, and time resumes in all the worlds you visited.

Stay Here: This world does have a certain... allure, hmm? Don't worry, we won't judge. Add 1000CP as a bonus.

Move On: Ah, but of course. The journey never ends, does it? Go forth and have fun. Make some new friends.

Notes:

1. I know that there is another Chivalry Of a Failed Knight jumpchain here on reddit. This is not an attempt to replace the jump made by Kongarthur18 and edited by WogMog.
2.